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Subject: New AAX Channelstrip  
Posted by [leprechaun](#) on Mon, 24 Oct 2011 16:04:12 GMT  
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Hi there,

Just wondering if there would be such a thing as a grace period for those who have recently purchased the regular channelstrip plugin and are looking to upgrade to the new AAX version?

Considering the upgrade to PT 10 but not sure how much it's going to cost me in total if I then have to upgrade every plug in I have! I realise that rtas is still supported for now but that won't last forever...

Kind regards,

Sean.

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Subject: Re: New AAX Channelstrip  
Posted by [Allen](#) on Wed, 26 Oct 2011 12:12:27 GMT  
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Hi Sean,  
We'll be announcing pricing info when the AAX plug-ins are ready to ship. There will be a grace period for recent purchases, as well as discounted upgrades.

Allen

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Subject: Re: New AAX Channelstrip  
Posted by [leprechaun](#) on Wed, 26 Oct 2011 12:21:27 GMT  
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Thanks Allen,

Bit the bullet and upgraded to PT 10 (at a cost), it appears to be very stable, however, I can't believe I still have to use mutetone!!!

Looking forward to the new plugs...

Cheers, Sean.

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Subject: Re: New AAX Channelstrip  
Posted by [Allen](#) on Wed, 26 Oct 2011 12:48:38 GMT  
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leprechaun wrote on Wed, 26 October 2011 08:21 I can't believe I still have to use mutetone!!!

You shouldn't have to; check the "Auto Input Monitoring" section on page 456 of the manual.

I haven't had a chance to play with it yet, but one of Avid's big talking points for 10 is that software monitoring can be defeated when using third party hardware (like ours).

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Subject: Re: New AAX Channelstrip  
Posted by [leprechaun](#) on Wed, 26 Oct 2011 14:16:56 GMT  
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You're quite right! I need to spend more time exploring this...

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Subject: Re: New AAX Channelstrip  
Posted by [climber](#) on Thu, 05 Apr 2012 00:38:31 GMT  
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bought the upgrade to the new AAX CS last night and installed it this morning. loaded up one of my mixes that I had the older version of C/S on. when I turned the lowest EQ on I could hear a subtle distortion in the sound of the bass guitar. when I turned the knob I got all kinds of noise and distortion. not so good...

I'm running PT 10.1 on a 8 core Mac 3GHz with 10 gig of RAM on OS 10.6.8

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Subject: Re: New AAX Channelstrip  
Posted by [bj](#) on Thu, 05 Apr 2012 03:23:05 GMT  
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What sample rate is the session at?

Can you tell me more about your settings?

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Subject: Re: New AAX Channelstrip  
Posted by [climber](#) on Thu, 05 Apr 2012 21:01:54 GMT  
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What sample rate is the session at?

48/24.

Can you tell me more about your settings?

sure, what do you want to know?

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Subject: Re: New AAX Channelstrip  
Posted by [Anonymous](#) on Fri, 13 Apr 2012 21:08:12 GMT  
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climber wrote on Thu, 05 April 2012 02:38bought the upgrade to the new AAX CS last night and installed it this morning. loaded up one of my mixes that I had the older version of C/S on. when I turned the lowest EQ on I could hear a subtle distortion in the sound of the bass guitar. when I turned the knob I got all kinds of noise and distortion. not so good...

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This post could be mine. Same problem here!

I'm also on 10.6.8, PT10.01, 8core Mac 2.4

sample rate 44/24

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Subject: Re: New AAX Channelstrip  
Posted by [climber](#) on Sat, 14 Apr 2012 00:21:19 GMT  
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the other thing in this is that whenever the graphic window on the right is open I run out of CPU power. this did not happen with the previous iteration. it really seems as if the new version runs a heavier CPU load. that doesn't make me happy!

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Subject: Re: New AAX Channelstrip  
Posted by [climber](#) on Mon, 30 Apr 2012 23:49:48 GMT  
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is anyone following any of this stuff? I bought this upgrade, but it is unusable in Protools 10.1 on a relatively high end Mac Pro! the old version had no issues.

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Subject: Re: New AAX Channelstrip  
Posted by [bj](#) on Tue, 01 May 2012 01:27:07 GMT  
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Yes, we are following this.

We may have resolved the issues you are discussing, but we don't have enough info about the

problems you have encountered.

The forums are not for support; they are for user discussion. Please open a support ticket so we can get more details about the issues you have encountered and work with you to determine if we have resolved them.

MH Support Portal

If, by "run out of CPU power", you mean that you get a CPU overload, or CPU spiking or a DAE error, this is likely due to a problem with the Graphics SDK and DAE - it is likely due to a bug in the OS, but we believe that we have worked around it for the next release which is being tested now. If that is NOT what you meant by "run out of CPU power", definitely open a ticket with support so that we can determine what is happening.

Best regards,

B.J. Buchalter  
Metric Halo

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Subject: Re: New AAX Channelstrip  
Posted by [steve smith](#) on Fri, 07 Apr 2017 04:58:09 GMT  
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Hello  
Thanks for share.  
best regards  
steve smith

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Subject: Re: New AAX Channelstrip  
Posted by [RAILITY](#) on Fri, 10 May 2019 13:18:02 GMT  
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Allen wrote on Wed, 26 October 2011 08:48leprechaun wrote on Wed, 26 October 2011 08:21  
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