
Subject: 7 slot magma- 300w PS okay?

Posted by [thesandbox](#) on Thu, 27 Oct 2005 19:17:15 GMT

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V>on another stereo pair of tracks. =

Now can you=20

save?</DIV>

<

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [EK Sound](#) on Thu, 27 Oct 2005 19:17:46 GMT

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;DIV>If so it may be your project. If =

not it's=20

probably your plugin.</DIV>

<DIV> </DIV>

<DIV>Good luck,</DIV>

<DIV>Tom</D

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [Deej \[1\]](#) on Thu, 27 Oct 2005 19:46:51 GMT

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IV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Dimitrios" <<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =

message=20

<A =

href=3D"news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
Than=

ks=20

for your suggestions.
I have rendered using the hardware method via =

adat=20

and achieved one nice
compact stereo track with my acoustic =

guitars, I even=20

saved all

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [EK Sound](#) on Thu, 27 Oct 2005 19:55:03 GMT

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audio files
on new folder and saved under new name I used =
the=20
clear missing files just
before that but again no luck when I =
put a=20
stereo native effect on this stereotrack
even without hitting =
play =20
when I try to save assertion fails and doesn't
allow of any save =
!
Note=20
that assertion failure appears ONLY when I hit SAve=20
...
rEGARDS,
dIMITRIOS

"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>
>
>Dimitrios,
>
Rendering is your=20
answer. Don't render tracks with plugins. In=20
stereo
=3D
>the right side=3D20
>won't have any =
effect. =20
Double check to see that their timing is =
correct
=3D
>too.
>
>Some=20
people have problems with that.
&am

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [Deej \[1\]](#) on Fri, 28 Oct 2005 00:36:39 GMT
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D20
> (the furthest down you can go=20
on
>> the
>>>zoom=3D20
> =20
tool)
>>>
>&am p;>> "erlilo" =
<<A=3D20
> =20
href=3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">erlilo@online.no'mailto:erlilo@onlin=
e.no">erlilo@online.no>>=20
wrote in =3D
>message <A=3D20
> =
=3D
>href=3D3D"<A=20
=
href=3D'news:438f4d36@linux">news:438f4d36@linux...
'news:438f4d36=
@linux">news:438f4d36@linux>...
>>>=20
=3D
>Is it=3D20
> exactly the same length on each =
stereo files=20
or no different=3D20
> =20
holes
>>>in
>& amp;>>> any of the=20
stereo=3D20
> =20
=
objects?
>>>>
>>>>=3D20
> =20
Erling
>>&am

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [audioguy_nospam_](#) on Fri, 28 Oct 2005 01:01:27 GMT
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;gt;><BR&a mp;gt;>>> "Dimitrios"=20
 <<A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
 @otenet.gr">musurgio@otenet.gr</A>>=20
 skrev i =3D
>melding=3D20
>
>>>=20
 <A=3D20
> =3D
>href=3D3D"<A=20
 =
 href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux...
>>&g">=
 news:438f3760\$1@linux">news:438f3760\$1@linux...
>=
 ;>&g=3D
>t;=3D20
> =20
 >
>>> > Hi,
>>> > I have =
 almost=20
 =3D
>finished my=3D20
> project mixing and when I =
 try to put a=20

>>> >=3D20
> =
 stereo
>>> >=20
 native
>>> > effect on any=20
 =3D
>audio=3D20
> track on any submix when I try to =
 save l=20
 always
> =
 =3D
>get
>>>=3D20
> >=20
 assertion
>>> > failed and cannot save either on=20
 =3D
>same name=3D20
> or =
 other...
>>> > The=20

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [Deej \[1\]](#) on Fri, 28 Oct 2005 01:11:27 GMT
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've got a little side project from a friend, nothing fancy just a quick mix
> of his band's live show but I don't want to spend any more time than is
> necessary on this thing.
>
> My question has to do with reducing the level of the the lead vocal mic when
> it's not in use.
>
> Normally I would just drop the fader 3db or so on that mic when it's not in
> use but I started wondering if there is a plug in i.e. an expander or ducker
> for example (never having used either of these beasts) that might do this
> automatically.
>
> Thanks in advance

>
> Don
>
>Unfortunately the bleed is so loud and his voice level so inconsistent that
using a gate is not useful.

I have basically decided to automate a 8 db ramp up to and down from the
vocal sections and then copy and paste through the songs...quick simple and
a pain in the ass.

Don

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
news:4390784b\$1@linux...

>A gate with key filtering would do this. Set the key filters so the gate
>only opens with vocal content, then set the range to a fairly small amount.
>This means that the gate does not close completely, but only dips the level
>down a few db when the person stops singing.

>
> David.

>
> Don Nafe wrote:

>
>> Hi All

>>
>> Dumb Q time...

>>
>> I've got a little side project from a friend, nothing fancy just a quick
>> mix of his band's live show but I don't want to spend any more time than
>> is necessary on this thing.

>>
>> My question has to do with reducing the level of the the lead vocal mic
>> when it's not in use.

>>
>> Normally I would just drop the fader 3db or so on that mic when it's not
>> in use but I started wondering if there is a plug in i.e. an expander or
>> ducker for example (never having used either of these beasts) that might
>> do this automatically.

>>
>> Thanks in advance

>>
>> DonDear Tom,
It is not the plugin under other song I can open a stereo native effect.
In my project I cannot open ANY stereo effect.
Even chainer only...
I can save my project no problem if I don't use a stereo native effect.

ALSO on submix 3 I managed to open a stereo native effect but not on submix 1 or 4 , any suggestion ?

Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Dimitrios,
>Are you saying you can save before this stereo plugin
>is inserted? I'd say you may have a rouge plugin that
>your wrapper or Paris just doesn't like. Try the same thing
>in a different project. ie: Same stereo plugin inserted
>on another stereo pair of tracks. Now can you save?
>If so it may be your project. If not it's probably

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [JeffH](#) on Fri, 28 Oct 2005 01:32:38 GMT
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your plugin.
>
>Good luck,
>Tom
> "Dimitrios" <musurgio@otenet.gr> wrote in message =
>news:43906b78\$1@linux...
>
> Thanks for your suggestions.
> I have rendered using the hardware method via adat and achieved one =
>nice
> compact stereo track with my acoustic guitars, I even saved all audio
=
>files
> on new folder and saved under new name I used the clear missing files
=
>just
> before that but again no luck when I put a stereo native effect on =
>this stereotrack
> even without hitting play when I try to save assertion fails and =
>doesn't
> allow of any save !
> Note that assertion failure appears ONLY when I hit SAve ...
> rEGARDS,
> dIMITRIOS
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >

> >
 > >Dimitrios,
 > >Rendering is your answer. Don't render tracks with plugins. In =
 >stereo
 > =3D
 > >the right side=3D20
 > >won't have any effect. Double check to see that their timing is =
 >correct
 > =3D
 > >too.
 > >Some people have problems with that.
 > >Tom
 > > "erlilo" <erlilo@online.no> wrote in message =
 >news:43900b57\$1@linux...
 > > There you have the problem. I think rendering the tracks and look =
 >=3D
 > >after that=3D20
 > > each stereopair is starting and ending at the same places will do =
 >the
 > =3D
 > >job=3D20
 > > when saving under a new name, just to be sure to go back if =
 >something
 > =3D
 > >are=3D20
 > > going wrong again. If the time alignments are going wrong in some =
 >of =3D
 > >the=3D20
 > > stereofiles, you can rendering the old, hard way, as in version 2,
 =
 >=3D
 > >when=3D20
 > > mixing down each stereopair with panning hard left and right and =
 >=3D
 > >muting all=3D20
 > > other tracks. Then you can import them into the project again on =
 >their
 > =3D
 > >old=3D20
 > > places and give them new names.
 > >
 > > Erling
 > >
 > >
 > > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D
 > >news:439000f1\$1@linux...
 > > >
 > > > Hi,

> > > Thanks for your replies.
> > > What I have managed is to have the same start and end for both =
> audio
> =3D
> > files
> > > just by cutting at cursor pointy on both tracks.
> > > Buit insight the stereo tracks each of themhas different cut =
> points
> =3D
> > and=3D20
> > > joint
> > > points , does this matter?
> > > If you ask me why it is because these tracks are not actually =
> stereo
> =3D
> > but
> > > two takes of acoustic guitar playing so I had tomove different =
> parts
> =3D
> > on=3D20
> > > each
> > > of the "stereo" tracks to make them on time.
> > > I want a stereo effect because I wanna expand the ste

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [audioguy_nospam_](#) on Fri, 28 Oct 2005 03:41:06 GMT
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;> > effect on any audio track on any submix when I try to save I
=
>=3D
> > always
> > > get
> > >>> > assertion
> > >>> > failed and cannot save either on same name or other...
> > >>> > The problem is that I want to use stereo effects as I did =
> before
> =3D
> > but
> > >> don't
> > >>> > know why Paris doesn't let to...
> > >>> > Regards,
> > >>> > Dimitrios
> > >>>
> > >>>
> > >>
> > >>

```

> > >=3D20
> >
> >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> > charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Rendering is your answer. Don't
=
>=3D
> >render tracks=3D20
> >with plugins. In stereo the right side </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>won't </FONT><FONT =
> >face=3D3DArial =3D
> >size=3D3D2>have any=3D20
> >effect. Double check to see that their timing is correct =3D
> >too.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Some people have problems with =
>=3D
> >that.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"erlilo" <<A =3D
> >href=3D3D"mailto:erlilo@online.no">erlilo@online.no</A>>=3D20
> > wrote in message <A=3D20
> > =
> >href=3D3D"news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>There
> >=3D
> >you have=3D20
> > the problem. I think rendering the tracks and look after that =
> ><BR>each
> >=3D
> >
> > stereopair is starting and ending at the same places will do the =
> >job =3D
> ><BR>when=3D20
> > saving under a new name, just to be sure to go back if something =
> >are =3D
> ><BR>going=3D20

```


> > wrong again. If the time alignments are going wrong in some of =
>the=3D20
> >
stereofiles, you can rendering the old, hard way, as in version
=
>2,
> =3D
> >when=3D20
> >
mixing down each stereopair with panning hard left and right =
>and =3D
> >muting=3D20
> > all
other tracks. Then you can import them into the project =
>again
> =3D
> >on their=3D20
> > old
places and give them new =3D
> >names.

Erling

"Dimitrios"=3D20
> > <

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [Suad](#) on Fri, 28 Oct 2005 04:51:47 GMT
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k">musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
>message=20
> <A =
>href=3D"news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
Than=
>ks=20
> for your suggestions.
I have rendered using the hardware method via
=
>adat=20
> and achieved one nice
compact stereo track with my acoustic =
>guitars, I even=20
> saved all audio files
on new folder and saved under new name I used
=
>the=20

>put a=20
> stereo native effect on this stereotrack
even without hitting =

> when I try to save assertion fails and doesn't
allow of any save =
>!
Note=20
> that assertion failure appears ONLY when I hit SAve=20
> ...
rEGARDS,
dIMITRIOS

"Tom Bruhl" <<A=20
> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
> wrote:
>
>
>Dimitrios,
>Rendering is your=20

> stereo
=3D
>the right side=3D20
>won't have any =

> Double check to see that their timing is =
>correct
=3D
>too.
>Some=20

><<A=20

> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>message <A=20
> =

> There=20

> you have the problem. I think rendering the tracks and look =
>=3D
>after=20

>same=20

>under a new=20

> name, just to be sure to go back if =

> going wrong again. If the time alignments are going wrong in some of=20

>old, hard=20

>each=20

> stereopair with panning hard left and right and =3D
>muting=20

>project=20

>them new=20

>"Dimitrios "=20

> <musurgio@otenet.gr> =
>skrev i=20

>> What I=20

> have managed is to have the same start and end for both=20

>pointy on=20

>themhas=20

>it is=20

> because these tracks are not actually =

> > two takes of acoustic guitar playing so I had to move different=20

>of the=20

>stereo=20

> effect because I

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [Aaron Allen](#) on Fri, 28 Oct 2005 05:00:27 GMT

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target="_blank">1@linux">news:439000f1\$1@linux...
>
&=
>g'>news:439000f1\$1@linux">news:439000f1\$1@linux...
=

> Hi,
> Thanks for your replies.
> What I have =
>managed=20

>both audio=20

> files
> just by cutting at =

> on both tracks.
> Built insight the stereo tracks each of=20

>
>=20

>matter?
>=20

> If you ask me why it is because these tracks are not=20

>takes of=20

>different=20

> parts on
> each
> of the "stereo" tracks to=20

>a stereo=20

>perspective=20

> of
> them
> pl;aying hard left and=20

>compressor's=20

>Amazing=20

> stereo result with complete mono compatibility , =3D
>not=20

> DImitrios
>
>
> "Ennio"=20

> =

>href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D20'>mailto:e=
>nnio@galicorp.net">ennio@galicorp.net>=3D20
>&n=

>bsp;=20
> wrote:
>>The in-points (and out-points) on both sides =
>of the=20

> at
>>the identical spot - down to the=20

> tool)
>>
>>"erlilo" =

> href=3D3D"<A=20
> =
>href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
>e.no">erlilo@online.no</A>>=20

>=3D
>>href=3D3D"<A=20
> =
>href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
>@linux">news:438f4d36@linux...<BR>>>=20

>stereo files=20

> holes
>>in
>>> any of the=20
> stereo=3
