
Subject: tutorial for setting up headphone mix, anyone have a copy?

Posted by [jon chaikin](#) on Sat, 29 Oct 2005 19:19:59 GMT

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/>

>strides being made with OSX production software. After years of
>misdirection with OS7-8-9 and failed attempts to significantly progress,

>with OSX

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?

Posted by [John \[1\]](#) on Sat, 29 Oct 2005 23:05:02 GMT

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(the furthest down you =

>=3D

> >>can=3D20

> >> =3D3D
>go on
> > the
> >>zoom=3D20

> >> tool)
> >>
> >>"erlilo" <<A=3D20

> >> href=3D3D"mailto:

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?

Posted by [Don Nafe](#) on Sun, 30 Oct 2005 13:02:08 GMT

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mailto=

>:ennio@galicorp.net">ennio@galicorp.net>=3D3D20
&g=

>both=20

>identical spot -=20

>>sample=3D3D2

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?

Posted by [jon chaikin](#) on Mon, 31 Oct 2005 03:29:58 GMT

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t; =

>=3D
>>=3D3D
>names.

Erling
&=

>gt;

=3D
>>"Dimitrios"=3D3D20
>=20

> =
>=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
>mailto:musurgio=3D
>>@otenet.gr">musurgio@otenet.g=
>r</A>>=3D20
>>&g

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?
Posted by [John \[1\]](#) on Tue, 01 Nov 2005 00:18:12 GMT
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>on=3D20
>> =20
>> both tracks.
> > Buit insight the stereo tracks each of =
>>
>> =3D
>>themhas=3D20
>> different cut=20
>> points
=3D3D
>>and=3D3D20
>> >=20
>> =3D
>>joint
> =3D20
>> > points =
>>, does this=20
>> matter?
> > If you ask me why =3D
>>it=20
>> is=3D20
>> because these tracks are not actually=20
>> =3D
>>stereo
=3D3D
>>but
>>=20
>> =3D20
>> > two takes of acoustic guitar playing so I =
>>had=20
>> tomove different=3D20
>> =20
>> parts
=3D3D
>>on=3D3D20
>> > =
>>each
>=20
>> > =3D
>>of the=3D20
>> "stereo" tracks to =
>>make them on=20
>> time.
> > I want a =
>>=3D
&

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?
Posted by [jon chaikin](#) on Tue, 01 Nov 2005 02:04:02 GMT
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gt;>
>>"erlilo"=20
>> =3D
>><<A=3D3D20
> =3D20
>>> =20
>> href=3D3D3D"<A=3D20
>> =20
>> =
>>=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=
>>/A>mailto:erlilo@onlin=3D
>>e.no">erlilo@online.no</A&=
>>lt;/A>>>=3D20
>> =20
>> wrote in =3D3D
>>message <A=3D3D20
>>=20
>> =
>>=3D
>>=3D3D
>>href=3D3D3D"<A=3D20
>>> =

>>=20
>> =
>>=3D
>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux</=
>>A>...<BR'>news:438f4d36=3D
>>@linux">news:438f4d36@l=
>>inux...<BR>>>=3D20
>> =
>>
>> =3D3D
>>Is it=3D3D20
>> exactly the same length =
>>on each=20
>> =3D
>>stereo files=3D20
>> or no=20
>> different=3D3D20
>> =3

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?
Posted by [John \[1\]](#) on Tue, 01 Nov 2005 13:29:57 GMT
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gin that
>> >>your =
wrapper or=20
Paris just doesn't like. Try the same thing
>> =
>>in=20
a different project. ie: Same stereo plugin =
inserted
>> =20
>>on another stereo pair of tracks. Now can you=20
save?
>> >>If so it may be your project. If =
not=20
it's probably your plugin.
>> =
>>
>> =20
>>Good luck,
>> >>Tom
>> =20
>> "Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
message=20
=3D3D
>> =
>>news:43906b78\$1@linux...
>> =20
>>
>> >> Thanks for your=20
suggestions.
>> >> I have rendered using =
the=20
hardware method via adat and achieved =3D
>>one =
=3D3D
>> =20
>>nice
>> >> compact stereo track =
with my=20
acoustic guitars, I even saved all =
=3D
>>audio
>> =20
>>=3D3D
>> >>files
>> =
>> on=20
new folder and saved under new name I used the clear missing =20
=3D
>>files
>> >>=3D3D
>> =20
>>just
>> >> before that but again no =
luck=20

when I put a stereo native effect on
 =3D
>>=3D3D
>> >>this =
 stereotrack
>> =20
 >> even without hitting play when I try to save =
 assertion=20
 fails and
> =3D
>>=3D3D
>> =20
 >>doesn't
>> >> allow of any save=20
 !
>> >> Note that assertion failure appears =
 ONLY=20
 when I hit SAve ...
>> >> =20
 rEGARDS,
>> >> dIMITRIOS
>> =20
 >>
>> >> "Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>> >> >
>> =
 >> =20
 >
>> >> >Dimitrios,
>> =

>> >Rendering is your answer. Don't render tracks =
 with=20
 plugins. In
>> =3D
>>=3D3D
>> =20
 >>stereo
>> >> =
 =3D3D3D
>> =20
 >> >the right side=3D3D3D20
>> =
 >> =20
 >won't have any effect. Double check to see that their timing =

is
>> =3D
>>=3D3D
>> =20
 >>correct
>> >> =
 =3D3D3D
>> =20
 >> >too.
>> >> >Some =
 people have=20
 problems with that.
>> >> =
 >Tom
>> =20
 >> > "erlilo" <<A=20
 href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
 message=20
 =3D3D
>> =
 >>news:43900b57\$1@linux...
>> =20
 >> > There you have the problem. I think =
 rendering the=20
 tracks and =3D
>>look
>> =
 =3D3D
>> =20
 >>=3D3D3D
>> >> >after=20
 that=3D3D3D20
>> >> > each =
 stereopair is=20
 starting and ending at the same places will
>>=20
 =3D
>>do
>> =3D3D
>> =20
 >>the
>> >> =3D3D3D
>> =

>> >job=3D3D3D20
> > > =
> when=20
saving under a new name, just to be sure to go back if =
=3D3D
> =20
>&something
> > > =
=3D3D3D
> =20
> >are=3D3D3D20
> > > =
> =20
going wrong again. If the time alignments are going wrong in=20
=3D
>&some
> =3D3D
> =
>&of=20
=3D3D3D
> > > =
>the=3D3D3D20
> =20
> > stereofiles, you can rendering the old, hard =
way, as=20
in version
> =3D
>&2,
> =
>=3D3D
> =20
>&=3D3D3D
> > > =20
>when=3D3D3D20
> > > > mixing =
down each=20
stereopair with panning hard left and right =3D
>&and=20
=3D3D
> >&=3D3D3D
> =
>&=20
>muting all=3D3D3D20
> > > > =
other=20
tracks. Then you can import them into the project again =
=3D
>&on=20
=3D3D
> >&their
> > > =

=3D3D3D
> > > =
>old=3D3D3D20
> =20
> > places and give them new =
names.
> =20
> >
> > > > =20
Erling
> > >
> =
>&=20
>
> > > "Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev i =
melding=20
=3D3D3D
> > > =20
>news:439000f1\$1@linux...
> > > =
>&=20
>
> > > > > =
Hi,
> =20
> > > Thanks for your =
replies.
> =20
> > > What I have managed is to have the same =

start=20
 and end for =3D
>&both =3D3D
> =20
 >>audio
> >> =
 =3D3D3D
> =20
 >> >files
> >> > =
 > just=20
 by cutting at cursor pointy on both tracks.
> =
 >> =20
 > > Buit insight the stereo tracks each of themhas =
 different=20
 cut
> =3D
>&=3D3D
> =20
 >>points
> >> =
 =3D3D3D
> =20
 >> >and=3D3D3D20
> >> =
 > >=20
 joint
> >> > > points , does =
 this=20
 matter?
> >> > > If you ask me =
 why it=20
 is because these tracks are not actually
>=20
 =3D
>&=3D3D
> =
 >>stereo
> =20
 >> =3D3D3D
> >> =20
 >but
> >> > > two takes of =
 acoustic=20
 guitar playing so I had tomove =3D
>&different =
 =3D3D
> =20
 >>parts
> >> =
 =3D3D3D
> =20
 >> >on=3D3D3D20
> >> =
 > >=20
 each
> >> > > of the "stereo" =
 tracks=20
 to make them on time.
> >> > > =
 I want=20
 a stereo effect because I wanna expand the stereo =
 =3D3D
> =20
 >>perspective
> >> =
 =3D3D3D
> =20
 >> >of=3D3D3D20
> >> =
 > >=20
 them
> >> > > pl;aying hard =
 left and=20
 hard right.
> >> > > Have you =
 tried=20
 T-racks compressor's stereo widening knob ?? =
 =3D
>&!!
> =20
 >> > > Amazing stereo result with complete =

mono=20

compatibility , not
>=3D
>>like
>> =20
>=3D3D
>> >>=3D3D3D
>> =
>> =20

>waves=3D3D3D20
>> >> > >=20

imager
>> >> > > at=20

all...
>> >> > >=20

Cheers,
>> >> > >=20

Dimitrios
>> >> > =

>
>> =20

>> > >
>> >> =

> =20

> "Ennio" <<A=20

href=3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=20

wrote:
>> >> > >>The =

in-points (and=20

out-points) on both sides of the stereo =

=3D
>>file
>> =20

=3D3D
>> >>must
>> >> =20

=3D3D3D
>> >> >be
>> =

>> =20

> > at
>> >> > =

>>the=20

identical spot - down to the sample (the furthest down =

=3D
>>you=20

=3D3D
>> >>can =3D3D3D
>> =

>> =20

>go on
>> >> > >=20

the
>> >> > >>zoom=20

tool)
>> >> > =

>>
>> =20

>> > >>"erlilo" <<A=20

href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =

message=20

=3D3D
>> >> =

>>news:438f4d36@linux...
>> =20

>> > >>> Is it exactly the same length =

on each=20

stereo files or no =3D
>>=3D3D
>> =20

>>different
>> >> =

=3D3D3D
>> =20

>> >holes
>> >> > =20

>>in
>> >> > >>> =

any of the=20

stereo objects?
>> >> > =20

>>>
>> >> > >>>=20

Erling
>> >> > =20

>>>
>> >> > >>>=20

>=3D3D3D20
>> >> >
>> =20
>> >
>> >> =
>
>> =20
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">
>> >> =20
><HTML><HEAD>
>> >> =
><META=20
http-equiv=3D3D3D3DContent-Type content=3D3D3D3D"text/html;=20
=3D
>>=3D3D3D
>> >> =20
> charset=3D3D3D3DISO-8859-1">
>> >> =20
><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=20
name=3D3D3D3DGENERATOR>
>> >> =20
><STYLE></STYLE>
>> >> =20
></HEAD>
>> >> ><BODY=20
bgColor=3D3D3D3D#ffffff>
>> >> =20
><DIV><FONT face=3D3D3D3DArial=20
=
size=3D3D3D3D2>Dimitrios,</DIV>
>> =20
>> ><DIV><FONT face=3D3D3D3DArial=20
size=3D3D3D3D2>Rendering is your =3D
>>answer. =
Don't
>> =20
>=3D3D
>> >>=3D3D3D
>> =
>> =20
>render tracks=3D3D3D20
>> >> >with =
plugins. In=20
stereo the right side </DIV>
>> =20
>> ><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>won't=20
<FONT =3D3D
>> =
>>face=3D3D3D3DArial=20
=3D3D3D
>> >> >size=3D3D3D3D2>have=20
any=3D3D3D20
>> >> >effect. Double check =
to see=20
that their timing is correct =3D3D3D
>> >> =20
>too.</DIV>
>> >> =20
><DIV>Some =
people have=20
=3D
>>problems with
>> =3D3D
>> =

>>=3D3D3D
>> >> =20
>that.</DIV>
>> >> =20
><DIV><FONT face=3D3D3D3DArial=20
size=3D3D3D3D2>Tom</DIV&a mp;gt;
>> =
>> =20
><BLOCKQUOTE=3D3D3D20
>> >> =20
>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:
>=20
=3D
>>5px;
>> =3D3D
>> =20

>>=3D3D3D
>> >> >> =20
>>themhas=3D3D3D20
>> >> >> >> =
different cut=20
points and
>> joint
>> points , does=20
=3D
>>this=3D3D3D20
>> >> >> =
> =20
matter?
>> If you ask me why it is because these tracks are =

=3D
>>not
>> =3D3D
>> =20
>>=3D3D3D
>> >> =20
>&actually=3D3D3D20
>> >> >> =
stereo=20
but
>> two takes of acoustic guitar playing so I had=20
=3D
>>=3D3D3D
>> >> =20
>&tomove=3D3D3D20
>> >> >> =
different parts=20
on
>> each
>> of the "stereo" tracks to=20
=3D
>>=3D3D3D
>> >> >&make=20
them=3D3D3D20
>> >> > on =
time.
>>=20
I want a stereo effect because I wanna expand the
>=20
=3D
>>=3D3D3D
>> >> =20
>&stereo=3D3D3D20
>> >> > =
perspective of=20

>> them
>> pl;aying hard left and=20
=3D
>>hard=3D3D3D20
>> >> =
> =20
right.
>> Have you tried T-racks compressor's stereo=20
widening
>=3D
>>=3D3D3D
>> =
>> >&knob=20
??=3D3D3D20
>> >> > =
!!
>> Amazing=20
stereo result with complete mono compatibility
>=20
=3D
>>=20
=3D3D
>> >>=3D3D3D
>> =
>> >¬=20
like=3D3D3D20
>> >> > waves =

>>=20
imager
>> at all...
>>=20
Cheers,
>>=3D3D3D20
>> >> =
> =20
Dimitrios
>>
>> ;
>> "Ennio"=20
<<A=3D3D3D20
>> >> > =20
=3D
>>href=3D3D3D3D"<A=20
=
href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D3D20'>mail=
to:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D20<B=
R>> =20

>> > wrote:
>>The in-points (and=20
out-points) on both sides of the
> =
=3D
>>=3D3D3D
> =20
> >stereo=3D3D3D20
> > =
> =20
file must be
> at
>>the identical spot - =
down to=20
the =3D
>=3D3D3D
> > =20
>sample=3D3D3D20
> > (the =
furthest=20
down you can go on
>=20
the
>>zoom=3D3D3D20
> > =
> =20
tool)
>>
> > "erlilo"=20
<<A=3D3D3D20
> > > =
href=3D3D3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no<lt;/A>>=20
=3D
>>wrote in
> =3D3D
> =20
>>=3D3D3D
> > >message=20
<A=3D3D3D20
> > > =20
=3D3D3D
> > =
=3D
>>href=3D3D3D3D"<A=20
=
href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
@linux">news:438f4d36@linux<lt;/A>...<BR>>=20
=3D
>>=3D3D3D
> > >ls=20
it=3D3D3D20
> > > exactly the =
same length=20
on each stereo files or no =
=3D
>>different=3D3D3D20
> =20
> > =
holes
>>>in
> > any=20
of the stereo=3D3D3D20
> > > =20
=
objects?
>>>
> > > =3D3D3D20
>>=
 =20
> > =
Erling
>>><BR&a mp;>>>=20
"Dimitrios" <<A=3D3D3D20
> > > =
> =20
href=3D3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr<lt;/A>>
>=20
=3D
>>skrev
> >=3D3D
> =
>>=20

>> >=3D3D3D20
> >> =
> =20
=

</BLOCKQUOTE& </BODY></HTML>
>=
> =20
> >
> > =
>
> =20
>>
> >>
> =
>><!DOCTYPE=20
HTML PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
> =20
>><HTML><HEAD>
> >><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
>> charset=3D3D3Diso-8859-1">
> =
>><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
>><STYLE></STYLE>
> =20
>></HEAD>
> >><BODY=20
bgColor=3D3D3D#ffffff>
> =
>><DIV><FONT=20
face=3D3D3DArial=20
size=3D3D3D2>Dimitrios,</ DIV>
> =20
>><DIV>Are you =
saying you=20
can save =3D
>&before this
> =
>=3D3D
> =20
>> stereo=3D3D20
> =20
>> plugin</DIV& >
> =20
>><DIV>is =
inserted? I'd say=20
you may =3D
>&have =3D3D
> >>a=20
rouge=3D3D20
> >> plugin=20
that</DIV>
> =
>><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>your wrapper or Paris just =
=3D
>& doesn't=20
=3D3D
> >> like. Try=3D3D20
> =
>> the=20
same thing</DIV>
> =20
>><DIV>in a =
different=20
project. ie: =3D
>& Same =3D3D
> =20
>> stereo=3D3D20
> >> plugin=20
inserted</DIV>
> =20
>><DIV>on =
another stereo=20

files=20
just
before that but again no luck when I=20
=3D
>=3D3D
> >>put =
a=3D3D20
> =20
>> stereo native effect on this stereotrack
even =
without=20
hitting =3D
>=3D3D
> >>play=20
=3D3D20
> >> when I try to save assertion =
fails and=20
doesn't
allow of any =3D
>save =
=3D3D
> =20
>>!
Note=3D3D20
> >> that =
assertion=20
failure appears ONLY when I hit SAve=3D3D20
> =
>> =20
...
REGARDS,
dIMITRIOS& ;

 "Tom =
Bruhl"=20

A=3D3D20
> >> =
=3D
>href=3D3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20'>mail=
to:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D20<B=
R>> =20
>> =20
=
wrote:
>
>& a mp;
>Dimitrios,
> R=
endering=20
is your=3D3D20
> >> answer. Don't render =
tracks with=20
plugins. In=3D3D20
> >> =20
stereo
=3D3D3D
>>the right =
side=3D3D3D20
>>won't=20
have any =3D3D
> >>effect. =
=3D3D20
> =20
>> Double check to see that their timing is =
=3D3D
> =20
=
>>correct
=3D3D3D
& a mp;>>too.
>>Some=3D3D=
20
> =20
>> people have problems with =
that.
>Tom
> =20
"erlilo" =3D3D
> =
>>
A=3D3D20
> =20
>> href=3D3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no</A/>>=20
wrote in
> =3D
>>=3D3D
> =

>>message=20
<A=3D3D20
>> >> >> =3D3D
>> =20
>>href=3D3D3D"<A=20
=
href=3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux...<BR'>news:4390=
0b57\$1 @linux">news:43900b57\$1 @linux...<BR>>=20
=3D
>>=3D3D
>> >> =
There=3D3D20
>> =20
>> you have the problem. I think rendering the tracks and =
look=20
=3D3D
>> =
>>=3D3D3D
>>after=3D3D2 0
>> =20
>> that=3D3D3D20
>> each stereopair is starting =
and=20
ending at the =3D3D
>> =
>>same=3D3D20
>> =20
>> places will do=20
the
>=3D3D3D
>>job=3D 3D3D20
>> when =
saving=20
=3D3D
>> >>&under a new=3D3D20
>> =20
>> name, just to be sure to go back if =
=3D3D
>> =20
=
>>something
>=3D3D3D
>&are=3D3D3D20
>>=
;=20
=3D3D20
>> >> going wrong again. If the =
time=20
alignments are going wrong in some
>=20
=3D
>>of=3D3D20
>> >> =20
=3D3D3D
>>the=3D3D3D20
>> stereofiles, you can =
rendering the=20
=3D3D
>> >>&old, hard=3D3D20
>> =
>> =20
way, as in version 2, =3D3D3D
>>when=3D3D3D20
>> >> =
mixing down=20
=3D3D
>> >>&each=3D3D20
>> =
>> =20
stereopair with panning hard left and right and=20
=3D
 >>=3D3D3D
>>muting=3D3D 20
>> =
>> =20
all=3D3D3D20
>> other tracks. Then you can import them into =
the=20
=3D
>>=3D3D
>> =
>>project=3D3D20
>> =20
>> again on=20
their
>=3D3D3D
>>old= 3D3D3D20
>> places =
and give=20
=3D3D
>> >>&them new=3D3D20
>> =

>> =20
names.
>
>=2 0
Erling
>
>&a mp;lt;BR>> =
=3D3D
> =20
>>"Dimitrios"=3D3D20
> >> <<A=20
href=3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A>>=20
=3D
>=3D3D
> >>skrev =
i=3D3D20
> =20
>> melding=20
=3D3D3D
>news:439000f1\$1@linux...
>=20
=3D3D
> >>
> =
=3D3D20
> =20
>> > Hi,
> > Thanks for your=20
replies.
> =3D3D
> >>> What=20
l=3D3D20
> >> have managed is to have the =
same start=20
and end for both=3D3D20
> >> =20
audio
=3D3D3D
>file s
> > just by =
cutting at=20
cursor =3D3D
> >>pointy =
on=3D3D20
> =20
>> both tracks.
> > Buit insight the stereo =
tracks=20
each of =3D3D
> =
>>themhas=3D3D20
> =20
>> different cut=20
points
=3D3D3D
>and =3D3D3D20
> >=20
=3D3D
> >>joint
> =
=3D3D20
> =20
>> > points , does this matter?
> > If =
you ask=20
me why =3D3D
> >>it is=3D3D20
> =20
>> because these tracks are not actually =
=3D3D
> =20
>>stereo
=3D3D3D
>but
>=20
=3D3D20
> >> > two takes of acoustic =
guitar=20
playing so I had tomove =
=3D
>different=3D3D20
> =20
>> =
parts
=3D3D3D
>on=3 D3D3D20
> >=20
each
> > =3D3D
> >>of=20
the=3D3D20
> >> "stereo" tracks to make =
them on=20
time.
> > I want a =3D3D
> =20

>>stereo=3D3D20
>> >> effect because =
 I wanna=20
 expand the stereo=3D3D20
>> >> =20
 perspective
=3D3D3D
> t;of=3D3D3D20
> =
 >=20
 =3D3D
>> >>them
> =
 >=3D3D20
>> =20
 >> pl;aying hard left and hard right.
> > =
 Have you=20
 tried =3D3D
>> >>T-racks=3D3D20
>> =

 >> compressor's stereo widening knob ?? !!
> =
 >=20
 Amazing =3D3D
>> =
 >>stereo=3D3D20
>> =20
 >> result with complete mono compatibility , not=20
 like=3D3D20
>> >> =20
 =3D3D3D
>waves=3D3D3D20
> > > =
 imager
> >=20
 at=3D3D20
>> >> all...
> >=20
 Cheers,
> > =3D3D
>> =20
 >>Dimitrios
> =3D3D20
>> =
 >> =20
 >
> >
> > "Ennio"=20
 <<A=3D3D20
>> >> href=3D3D3D"<A=20
 =
 href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D20'>mailto=
 :ennio@galicorp.net">ennio@galicorp.net=3D3D20
> >=
 t;> =20
 >> wrote:
> >>The in-points (and =
 out-points) on=20
 both =3D3D
>> >>sides of=3D3D20
>> =

 >> the stereo file=20
 must
=3D3D3D
>be&am p;lt;BR>> > =
 =3D3D
>> =20
 >>at
> =3D3D20
>> >> =
 >>the=20
 identical spot - down to the sample (the furthest down you=20
 =3D
>>=3D3D
>> =
 >>can=3D3D20
>> =20
 >> =3D3D3D
>go on
> > =
 the
>=20
 >>zoom=3D3D20
>> >> =
 tool)
>=20
 >>
> >>"erlilo" =
 <<A=3D3D20
>> =20
 >> href=3D3D3D"<A=20

=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no</A>>=20
wrote in
> =3D
>>=3D3D
>> =
>>message=20
<A=3D3D20
>> >> href=3D3D3D"<A=20
=
href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
@linux">news:438f4d36@linux...<BR>>=20
=3D
>>=3D3D20
>> >> >>> =
Is it exactly=20
the same length on each stereo files or no=3D3D20
>> =20
>> =
different
=3D3D3D
> holes
>=20
>>in
> =3D3D20
>> >> =
>>>=20
any of the stereo objects?
> =3D3D20
>> =20
>> >>>
> >>> =
Erling
>=20
=3D3D20
>> >> >>>
> =
>>>=20
"Dimitrios" <<A=3D3D20
>> >> =
href=3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A>>=20
skrev
> =3D
>>=3D3D20
>> >> =

melding=3D3D3D20
> >>> =
<A=3D3D20
>> =20
>> =3D3D
>> >>href=3D3D3D"<A=20
=
href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux...<BR'>news:438f=
3760\$1@linux">news:438f3760\$1@linux...<BR>>=20
=3D
>>=3D3D
>> =
>>=3D3D20
>> =20
>> >>> >
> >>> >=20
Hi,
> =3D3D20
>> >> =
>>> > l=20
have almost finished my project mixing and when I =
=3D3D
>> =20
>>try to=3D3D20
>> >> put=20
a
=3D3D3D
>< BR>> >>> >=20
=3D3D
>> >>stereo
> =
=3D3D20
>> =20
>> >>> > native
> >>> =
> effect=20
on any =3D3D
>> >>audio=3D3D20
>> =20

t;
></HEA=3D3D
>> =20
 >>&D>
><B ODY=3D3D20
>> =
 >> =20
 bgColor=3D3D3D3D#ffffff>
>& am p;lt;DIV><FONT=20
 face=3D3D3D3DArial=3D3D20
>> >> =
 =3D3D
>> =20
 =
 >>&size=3D3D3D3D2>Dimitrios,</FON T></DIV>
&g=
 t;<DIV><F=3D3D
>> =20
 >>&ONT=3D3D20
>> >> face=3D3D3D3DArial =

 size=3D3D3D3D2>Rendering is your answer. Don't =
 =3D3D
>> =20
 >>&=3D3D3D
>render=3D3D 20
>> =
 >> =20
 tracks=3D3D3D20
>with plugins. In stereo the right=20
 side=3D3D20
>> >> =20
 </DIV>
& am p;gt;<DIV><FONT=20
 face=3D3D3D3DArial=3D3D20
>> >> =
 size=3D3D3D3D2>won't=20
 <FONT face=3D3D3D3DArial =3D3D
>> =20
 =
 >>&=3D3D3D
>size=3D3D3D 3D2>have=3D3D20
>>&nb=
 sp;=20
 >> any=3D3D3D20
>effect. Double check to see =
 that their=20
 timing is =3D
>&=3D3D
>> =20
 >>&correct=3D3D20
>> >> =20
 =
 =3D3D3D
>too.& a mp;lt;/DIV>
></DIV& g=
 t;<FONT=20
 =3D3D
>> =
 >>&face=3D3D3D3DArial=3D3D20
>> =20
 >> size=3D3D3D3D2>Some people have problems=20
 with=3D3D20
>> >> =20
 =
 =3D3D3D
>that.& am p;lt;/DIV>
></DIV& amp ;=
 gt;<FONT=3D3D20
>> =20
 >> face=3D3D3D3DArial=3D3D20
>> =
 >> =20
 =3D3D
>> =20
 =
 >>&size=3D3D3D3D2>Tom</FONT&g t;</DIV>
><B=
 LOCKQUOTE=3D3D3D20
&=3D3D
>> =20
 >>>style=3D3D3D3D"PADDING-RIGHT:=3D3D20
>> =
 >> =20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 =3D3D3D
>BORDER-LEFT:=20

=3D
>>=3D3D
>> >>#000000 =
2px=3D3D20
>> =20
>> solid; MARGIN-RIGHT: 0px">
> =
<DIV>"erlilo"=20
=3D3D
>> >><<A=3D3D20
>> =
>> =20
=3D3D3D
>>href=3D3D3D3D"<A=3D3D20
>> =
>> =20
=3D3D
>> =20
=
=3D
>>>href=3D3D3D'mailto:erlilo@online.no">erlilo@onl=
ine.no>=3D3D3D20'>mailto=3D
>>:erlil=3D3D
>>=
> =20
=
>>o@online.no">erlilo@online.no>=3D3D3D20=

>=20
=3D3D20
>> >> wrote in message=20
<A=3D3D3D20
> =
href=3D3D3D3D"<A=3D3D20
>> =20
>> =3D3D
>> =20
=
=3D
>>>href=3D3D3D'news:43900b57\$1 @linux">news:43900b5=
7\$1 @linux...</DIV>Ther=3D
>>e'>n=3D3D
>>=
> =20
=
>>ews:43900b57\$1 @linux">news:43900b57\$1 @linux...</D=
IV>Th=3D3D
>> =20
=
>>ere
=3D3D 3D
>you=3D3D20
>>=
 =20
>> have=3D3D3D20
> the problem. I think =
rendering the=20
tracks and =3D3D
>> >>look =
after=3D3D20
>> =20
>> that =

each
=3D3D3D
 =20
stereopair is =3D3D
>> >>starting=20
and=3D3D20
>> >> ending at the same places =
will do=20
the job=3D3D20
>> >> =20
=3D3D3D
>
when=3D3D 3D20
> saving =
under a new=20
name, =3D3D
>> >>just to =
be=3D3D20
>> =20
>> sure to go back if something are =
=3D3D
>> =20
>>=3D3D3D
>
 =20
=3D3D20
>> >> wrong again. If the time =

alignments are=20
going wrong in some =3D
>of=3D3D20
> =
>> =20
the=3D3D3D20
>
stereofiles, you can rendering =
the=20
=3D3D
> >>old, hard=3D3D20
> =
>> =20
way, as in version =
2,
=3D3D3D
>when=3D 3D3D20
>=20
=3D3D
> >>
mixing =
down=3D3D20
> =20
>> each stereopair with panning hard left and right=20
and=3D3D20
> >> =20
=3D3D3D
>muting=3D3D3D20<BR&a mp;gt;> all
other =
tracks.=20
Then =3D3D
> >>you can=3D3D20
> =20
>> import them into the project=20
again
=3D3D3D
>on =3D3D
> =20
>>their=3D3D3D20
> old=3D3D20
> =
>> =20

places and give them new=3D3D20
> =
>> =20
=3D3D
> =20
=
>>=3D3D3D
>names.& lt;BR>
Erling
& l=
t;BR>
=3D3D
> =20
>>"Dimitrios"=3D3D3D20
> =3D3D20
> =20
>> <A href=3D3D3D3D"<A=3D3D20
> =20
>> =3D3D
> =20
=
=3D
>>>href=3D3D3D'mailto:musurgio@otenet.gr">musurgio=
@otenet.gr</A'>mailto:musu=3D
>>rgio=3D3D
> =
;=20
=
>>@otenet.gr">musurgio@otenet.gr</A>=3D3D20<=
BR>> =20
>> =3D3D3D
>skrev i=3D3D3D20
> =
melding=20
<A=3D3D3D20
> =3D3D
> =
>>
> =20
>> =
=3D3D3D
>href=3D3D3D3D"<A=3D3D20
> =20
>> =3D3D
> =20
=
=3D
>>>href=3D3D3D'news:439000f1\$1@linux">news:439000f=
1\$1@linux ...
><BR&am p;gt;&=3D
>>=3D3D<B=
R>> =20
=

;=20
=
>>e.no">erlilo@online.no</A>>=3D3D20
>&=
gt; =20
>> wrote in =3D3D3D
>message =
<A=3D3D3D20
>=20
=3D3D
>> =20
=
>>=3D3D3D
>href=3D3D3D 3D "<A=3D3D20
>> =
=20
>> =3D3D
>> =20
=
=3D
>>>href=3D3D3D'news:438f4d36@linux">news:438f4d36@=
linux...<BR'>news:438f=3D
>>4d36=3D3D
>>=
 =20
=
>>@linux">news:438f4d36@linux ...<BR>&am p;g=
t;>>=3D3D20
>> =20
>> =3D3D3D
>ls it=3D3D3D20
> =
exactly the same=20
length on each =3D3D
>> >>stereo=20
files=3D3D20
>> >> or no=20
different=3D3D3D20
> =3D3D20
>> =
>> =20
holes
>>
& & amp;gt;>> any of=20
the=3D3D20
>> >> =
stereo=3D3D3D20
>=20
=3D3D20
>> >> =3D3D
>> =20
=
>>objects?
>>&a mp;gt;
>>>=3D3D3D20&am p;lt;=
BR>>=20
=3D3D20
>> >> =20
Erling
>>><BR&a mp;gt;>>>=20
"Dimitrios"=3D3D20
>> >> =20
<<A=3D3D3D20
> =
href=3D3D3D3D"<A=3D3D20
>> =20
>> =3D3D
>> =20
=
=3D
>>>href=3D3D3D'mailto:musurgio@otenet.gr">musurgio=
<A'>mailto:musu=3D
>>rgio=3D3D
>> =
;=20
=
>>@otenet.gr">musurgio@otenet.gr</A>>=3D3D20<=
BR>>> =20
>> skrev i =
=3D3D3D
>melding=3D3D3D20<BR& amp;gt;>=20

>>>=3D3D20
>> >> =20
<A=3D3D3D20
>=20

=3D3D3D
>why=3D3D3D20
 >> Paris doesn't let=20
=3D3D
>> =20
>>to...
>>& >=3D3D20
>> =
>> >=20
Regards,
>>> =
=3D3D3D
>>>=3D3D3D20
 >>=20
=3D3D
>> >>
>> >> =20
=3D3D
>> =20
=
>>=3D3D3D
>>Dimitrios&a mp;lt;BR>>>>
>&a mp;gt=
>>
=3D3D
>> =20
=
>>& >>
>>& amp;gt;
>>=3D3D3D
>&a mp;gt;=3D=
3D3D20
>>=20
=3D3D20
>> >> =3D3D
>> =20
=
>>
>
>< /BLOCKQUOTE></BODY></HTML> =

>>=3D3D
>> =20
=
>>
>
> </BLOCKQUOTE></BODY></HTM L=
>
>> =20
>>
>> >>
>> =20
>
>>
>>
>><!DOCTYPE HTML PUBLIC =
"-//W3C//DTD=20
HTML 4.0=20
=
Transitional//EN">
>><HTML><HEAD>
>><=
META=20
http-equiv=3D3DContent-Type content=3D3D"text/html;=20
=3D
>>charset=3D3Diso-8859-1">
>><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=
</HEAD>
>><BODY=20
bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
=
size=3D3D2>Dimitrios,</DI V>
>><DIV>&=
<FONT=20
face=3D3DArial size=3D3D2>I agree with Erlilo. Try =
=3D
>>different=20
channels=3D20
>>or a=20
different</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>submix if you can. Otherwise =3D
>>rebuilding=20
the=3D20
>>mix=20
from</DIV>
>><DIV><FONT =
face=3D3DArial=20

size=3D3D2>scratch in a new project is the next=20
=3D
>>best=3D20
>>bet. Copy=20
all</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>mixer settings and presets of effects =3D
>>to =
make=20
=
it=3D20
 >>easier.</DIV>& ;gt;
></DIV>=
</FONT=20
face=3D3DArial=20
=
size=3D3D2>Tom</DIV>
></DIV></FONT=
=20
face=3D3DArial size=3D3D2> =
</DIV>
></DIV>=20
</DIV>
></DIV></FONT face=3D3DArial=20
size=3D3D2>=20
=
</DIV>
></BLOCKQUOTE=3D20
>&style=3D3D"padding=
-RIGHT:=20
0px; padding-left: 5px; margin-left: 5px; =3D
>&border-left: =
#000000=20
2px solid; margin-right: 0px">
> </DIV>"Rod =
Lincoln"=20
</A=3D20
> =3D
>&href=3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=
A>&g'=3D
>&t;=3D20
> =20
wrote in message <A=3D20
> =
=3D
>&href=3D3D"<A=20
=
href=3D'news:43908331\$1@linux">news:43908331\$1@linux...</DIV>
Dimi=
'>news:43908331\$1@linux">news:43908331\$1@linux...</DIV>=
</BR>Dimi=3D
>&trios,=3D20
> =20
You probably know this, but just to make sure...</BR>If you want =
to=20
use
> =3D
>&stereo=3D20
> native =
plugins, you can=20
NOT have any mono plugins</BR>on those tracks.
>=20
=3D
>&That=3D20
> goes for native and =
EDS.</BR>Do=20
you have any mono eds or native plugs =3D
>&also=20
on=3D20
> the stereo =
pair?</BR>Rod</BR>"Dimitrios"=20
</A=3D20
> href=3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D20'>mailto:m=

usurgio@otenet.gr">musurgio@otenet.gr>=3D20
>=20
t; =20
wrote:
>
>De ar Tom,
>It is not the =
plugin=20
under =3D
>>other song l=3D20
> can open a =
stereo native=20
effect.
>>In my project I cannot open =3D
>>ANY=20
stereo=3D20
>> effect.
>>Even chainer=20
only...
>>I can save my project no =3D
>>problem=20
if=3D20
>> I don't use a stereo native =
effect.
>>ALSO=20
on submix 3 I managed =3D
>>toopen a=3D20
>> =
stereo native=20
effect but not on submix
>>1 or 4 , any=20
suggestion=3D20
>> =20
=

>>Regards,
>> ;Dimitrios
>>
>> t=
;"Tom=20
Bruhl" <A=3D20
>> href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
>=
> =20
=
wrote:
>>>
>>& a mp;>>
>>>Dimitrios,&a mp;
>>>Are=20

>>>you saying=3D20
>> you can save before =
this stereo=20
plugin
>>>is inserted? =3D
>>>I'd =
say=3D20
>>> =20
you may have a rouge plugin that
>>>your wrapper or =
Paris just=20

>>>doesn't=3D20
>> like. Try the same=20
thing
>>>in a different =3D
>>>project.=20
ie:=3D20
>> Same stereo plugin =
inserted
>>>on=20
another stereo pair of =3D
>>>tracks. =3D20
>>> =
Now can you=20
save?
>>>If so it may be your project. If =
=3D
>>>not=20
it's=3D20
>>> probably your=20
plugin.
>>>
>>& >>Good=3D20
>>> =

luck,
>>>Tom
>> >> "Dimitrios"=20
<A=3D20
>>> href=3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr>=20

wrote in =3D
>>message=3D20
>> =20
=
=3D3D
>>>news:43906b78\$1 @linux...
>>>
&g=
t;>>=20
=3D
>>Thanks for=3D20
>> your=20
suggestions.
>>> I have rendered using the hardware=20
=3D
>>method=3D20
>> via adat and achieved one =

=3D3D
>>>nice
> ;>> =3D
>>compact=20
stereo=3D20
>> track with my acoustic guitars, I even =
saved=20
all=3D20
>> =20
audio
>>=3D3D
>> t;>>files
>>> on =
new folder=20
and =3D
>>saved=3D20
>> under new name I used =
the clear=20
missing =3D20
>> =20
files
>>=3D3D
>> t;>>just
>>> =
before that but=20
=3D
>>again no luck=3D20
>> when I put a =
stereo native=20
effect on =3D3D
>>>this=3D20
>> =20
stereotrack
>>> even without hitting play when I=20
=3D
>>try to=3D20
>> save assertion fails and=20
=3D3D
>>>doesn't
>> ;>>> =3D
>>allow =
of=20
any=3D20
>> save !
>>> Note that =
assertion failure=20
appears ONLY when =3D
>>I hit=3D20
>> SAve=20
...
>>> rEGARDS,
>>> =
=3D20
>> =20
dIMITRIOS
>>>
> ;>> "Tom Bruhl"=20
<<A=3D20
>> href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
>g=
t;> =20
wrote:
>>> >
>>> >
>>> =

=3D
>>
>> >Dimitrios,
>>> =
>>Rendering=20
is your answer. =3D
>>Don't=3D20
>> render =
tracks with=20
plugins. In =
=3D
> >>=3D3D
>>>stere o
>>>=20
=3D20
>> =3D3D3D
>>> >>the right=20
side=3D3D3D20
>>> =3D
>>>won't =
have=3D20
>> =20

any effect. Double check to see that their timing =
is=3D20
>> =20
=3D3D
>>correct<BR& ;gt;>> =
=3D3D3D
>>=20
=3D20
>> >too.
>> >Some people =
have problems=20
with=3D20
>> that.
>> =
>Tom
>>=20
> "erlilo" =3D
>><<A=3D20
>> =
href=3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no</A>>=20
wrote in =3D
>>message=3D20
>> =20
=3D3D
>>news:43900b57\$1 @linux...
>> > =

=3D
>>There you=3D20
>> have the problem. I =
think=20
rendering the tracks and=3D20
>> =20
look
=3D3D
>> ;=3D3D3D
>>=20
>after=3D20
>> that=3D3D3D20
>> > =
each=20
stereopair is starting =3D
>>and =
ending=3D20
>> at the=20
same places will =
do
=3D3D
>>t he
>>=20
=3D20
>> =3D3D3D
>> =
>job=3D3D3D20
>>=20
> =3D
>>when saving=3D20
>> under a new =
name, just to=20
be sure to go back if=3D20
>> =20
=3D3D
>>something<BR&a mp;gt;>> =
=3D3D3D
>>=20
=3D20
>> >are=3D3D3D20
>> > going =
wrong again.=20
If the =3D
>>time=3D20
>> alignments are going =
wrong in=20
some
=3D3D
>> of =
=3D
 >>=3D3D3D
>>=20
=3D20
>> >the=3D3D3D20
>> > =
stereofiles, you=20
can =3D
>>rendering the=3D20
>> old, hard way, =
as in=20
version=20
=
=3D
 >>2,
>>=3D3D<BR& amp;gt;>>=3D3D3D
>&g=
t;>=20
=3D20
>> >when=3D3D3D20
>> > =

mixing down each=20
 =3D
>>stereopair with=3D20
>> panning hard =
 left and right=20
 and =3D3D
>>=3D3D3D<BR& ;gt;>>=20
 =3D
>>>muting=3D20
>> =
 all=3D3D3D20
>> >=20
 other tracks. Then you can =3D
>>import =
 them=3D20
>> into=20
 the project again on =3D3D
>>their<BR&g t;>>=20
 =3D20
>> =3D3D3D
>> =
 >old=3D3D3D20
>>=20
 > =3D
>>places and=3D20
>> give them new=20
 names.
>> >
>> =3D
>>>=20
 =3D20
>> Erling
>> =
 >
>>=20
 >
>> =3D
>>
>> > =
 "Dimitrios"=20
 <<A=3D20
>> href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
 @otenet.gr">musurgio@otenet.gr</A>>=20
 skrev i =3D
>>melding=3D20
>> =
 =3D3D3D
>>=20
 >news:439000f1\$1@linux...
>> =
 =3D
>>
>> =20
 > >
>> > > =
 =3D
>>Hi,
>>=20
 =3D20
>> > > Thanks for your =
 replies.
>>=20
 > =3D
>>>=3D20
>> What I have managed is =
 to have the=20
 same start and end for both=3D20
>> =20
 =3D3D
>>audio<BR&g t;>> =
 =3D3D3D
>>=20
 =3D20
>> >files
>> > > just by =
 cutting at=20
 cursor =3D
>>pointy=3D20
>> on both=20
 tracks.
>> > > Buit insight the=20
 =3D
>>stereo=3D20
>> tracks each of themhas =
 different cut=20
 =3D
>>=3D3D
>>point s
>>=20
 =3D20
>> =3D3D3D
>> =
 >and=3D3D3D20
>>=20
 > =3D
>>>=3D20
>> =
 joint
>> > >=20
 points , does this=3D20
>> matter?
>> =
 > > If=20
 you ask me why it is =3D
>>because=3D20
>> =

these tracks are not actually stereo but two guitar playing so I had to move different parts on each of the "stereo" tracks to make them on time. I want a stereo effect because I wanna expand the stereo perspective of them of playing hard left and hard right. Have you tried T-racks compressor's stereo widening knob ?? Amazing stereo result with complete mono compatibility, not like waves imager at all... Cheers, Dimitrios
ennio@galicorp.net wrote: The in-points (and out-points) on both sides of the stereo file must be

project=20
mixing and when I try to =3D3D
>>put=20
=3D
>>a
>> =3D20
>> =
=3D3D3D
>>=20
>
>> > >>=20
=3D
>>=3D20
>> stereo
>> =
>=20
>>> > =3D
>>native
>> =
=3D20
>> =20
> >>> > effect on any audio track on any submix=20
=3D
>>when I=3D20
>> try to save=20
I
>>=3D3D
>> a mp
>>=20
=3D20
>> >always
>> > >=20
get
>> =3D
>> =3D20
>> =
>>>=20
> assertion
>> > >>=20
=3D
>>=3D20
>> failed and cannot save =
either on same=20
name or =3D
>>other...
>> =
=3D20
>> >=20
>>> > The problem is that I want to use stereo=20
=3D
>>effects=3D20
>> as I did=20
=3D3D
>> before
>>=20
=3D
>>=3D3D3D
>> =3D20
>> =20
>but
>> > >>don't
>>=20
=3D20
>> > >>> > know why Paris doesn't=20
let=3D20
>> to...
>> > >>>=20
>=3D20
>> Regards,
>> > =
>>>=20
>=3D20
>> Dimitrios
>> >=20
>>>
>> =3D20
>> >=20
>>>
>> > =3D20
>> =20
>>
>> > >>
>> =
=3D
>>=20
=3D20
>> >=3D3D3D20
>> =
>
>>=20
=3D
>>
>> =3D20
>> =20
>
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML=20
=3D
>>4.0=3D20
>> =
Transitional//EN">
>>=20
=3D20
>> ><HTML><HEAD><BR&a mp
>> =

><META=3D20
>> http-equiv=3D3D3D3DContent-Type=20
content=3D3D3D3D"text/html"; =3D
>>=3D3D3D
>>=20
=3D20
>> =
> charset=3D3D3D3DISO-8859-1">
>>=20
><META=3D20
>> content=3D3D3D3D"MSHTML =
6.00.2800.1400"=20

```

=3D<BR> &gt;&gt;name=3D3D3D3DGENERATOR&gt;&lt;BR&amp ;gt;&gt;&gt; =
=3D20<BR>&gt;&gt;&nbsp;=20
  &gt;&lt;STYLE&gt;&lt;/STYLE&gt;&lt;B R&gt;&gt;&gt; =
=3D20<BR>&gt;&gt;&nbsp;=20
  &gt;&lt;/HEAD&gt;&lt;BR&gt;&gt;& g t; =
&gt;&lt;BODY=3D20<BR>&gt;&gt;&nbsp;=20
  bgColor=3D3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& am p;gt;=20
  &gt;&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&gt;&nbsp;=20
  face=3D3D3D3DArial=3D20<BR>&gt;&gt;&nbsp;=20
  =
size=3D3D3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt; /DIV&gt;&lt;BR&gt;&gt;&gt;=20
=3D20<BR>&gt;&gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT face=3D3D3D3DArial=20
size=3D3D3D3D2&gt;Rendering is =3D<BR>&gt;&gt;your =
answer.=3D20<BR>&gt;&gt;&nbsp;=20
  Don't&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&g t;&gt;=3D3D3D&lt;BR&gt;&gt;&gt;=20
  &gt;render=3D20<BR>&gt;&gt;&nbsp; tracks=3D3D3D20&lt;BR&gt;&gt;&gt; =
&gt;with=20
  plugins. In stereo the right =
=3D<BR>&gt;&gt;side=3D20<BR>&gt;&gt;&nbsp;=20
  &lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& am p;gt;&gt;=20
  &gt;&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&gt;&nbsp; face=3D3D3D3DArial=20
size=3D3D3D3D2&gt;won't &lt;/FONT&gt;&lt;FONT=3D20<BR>&gt;&gt;&nbsp;=20
=3D3D&lt;BR&gt;&gt;&gt;& face=3D3D3D3DArial =3D3D3D&lt;BR&gt;&gt;&gt;=20
=3D<BR>&gt;&gt;&gt;size=3D3D3D3D2&gt;have=3D20 <BR>&gt;&gt;&nbsp;=20
any=3D3D3D20&lt;BR&gt;&gt;&gt;& &gt;effect. Double check to see that=20
=3D<BR>&gt;&gt;their timing=3D20<BR>&gt;&gt;&nbsp; is correct=20
=3D3D3D&lt;BR&gt;&gt;&gt; =3D20<BR>&gt;&gt;&nbsp;=20
  &gt;too.&lt;/FONT&gt;&lt;/DIV&gt;&lt; /BR&gt;&gt;&gt;=20
=3D<BR> &gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT=3D20 <BR>&gt;&gt;&nbsp; =
face=3D3D3D3DArial=20
size=3D3D3D3D2&gt;Some people have problems=3D20<BR>&gt;&gt;&nbsp;=20
with&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&gt; ;=3D3D3D&lt;BR&gt;&gt;&gt;=20
=3D20<BR>&gt;&gt;&nbsp; =
&gt;that.&lt;/FONT&gt;&lt;/DIV&gt;&lt;l t;BR&gt;&gt;&gt;=20
=3D<BR> &gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT=3D20 <BR>&gt;&gt;&nbsp; =
face=3D3D3D3DArial=20
  =
=3D<BR> &gt;&gt;size=3D3D3D3D2&gt;Tom&lt;/FONT&g t;&lt;/DIV&gt;&lt;BR&gt;&g=
t;&gt;=20
  =3D20<BR>&gt;&gt;&nbsp; &gt;&lt;BLOCKQUOTE=3D3D3D20&lt;BR&gt;&gt;&gt; ;&gt;=20
  =3D<BR>&gt;&gt;&gt;style=3D3D3D3D"PADDING-RIGHT: =
0px;=3D20<BR>&gt;&gt;&nbsp;=20
  PADDING-LEFT: 5px; MARGIN-LEFT:=20
  =
=3D<BR> &gt;&gt;5px;&lt;BR&gt;=3D3D&lt;BR&gt; ;&gt;&gt;=3D3D3D&lt;BR&gt;&gt;=
&gt;=20
  =3D20<BR>&gt;&gt;&nbsp; &gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20

```

=3D
>>0px">
>> =3D20
>> > =
<DIV>"erlilo" <<A =3D3D3D
>> =
=3D20
>> =20
>&href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=
/A>>=3D3D3D20'>mailto:erl=3D
>>ilo@online.no">erlilo=
@online.no>=3D3D3D20</A& gt;
>>&n=3D <BR=
>>>bsp;=3D20
>> =20
> wrote in message <A=3D3D3D20
>> >=20
=3D20
>> =20
=3D3D
>>href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux&=
lt;/A>...</DIV>There'>n=3D
>>ews:43900b57\$1 @linux"&g=
t;news:43900b57\$1 @linux...</DIV>Th=3D
>>ere</=
A>
>>=20
=3D20
>> =3D3D3D
>> >you=20
have=3D3D3D20
>> =3D
>> =
the=3D20
>> =20
problem. I think rendering the tracks and look after =
that=3D20
>> =20
=3D3D
>>
each
>>=20
=3D
>>=3D3D3D
>> =3D20
>> =20
>
>> > stereopair is starting and ending at=20
=3D
>>the=3D20
>> same places will do the=20
=3D3D
>>job =3D3D3D
>> =
=3D20
>> =20
>
when=3D3D3D20
&am p;g; > saving under a=20
=3D
>>new name,=3D20
>> just to be sure to go =
back if=20
something =3D3D
>>are =
=3D
>>=3D3D3D
>>=20
=3D20
>> >
going=3D3D3D20
&a mp;g; > =
> wrong=20
again. =3D
>>If the time=3D20
>> alignments =
are going=20
wrong in some of=20
=3D
>>=3D3D
>>the=3 D3D3D20
>>=20
=3D20
>> >
stereofiles, you can rendering =
the old,=20
hard way, =3D
>>as in=3D20
>> =20
version
>=3D3D
& ;g;2,
>>=20
=3D
>>=3D3D3D
>> =3D20
>> =20
>when=3D3D3D20
>> >
mixing down=20
=3D
>>each=3D20
>> stereopair with panning =
hard left and=20

tracks=3D20
> each=20
of
>=3D3D
>& amp;gt;=3D3D3D
>>=20
=3D20
> >themhas=3D3D3D20
>> > =
different cut=20
points =3D
>&and=3D20
>
>=20
joint
> points , does =
=3D
 >>this=3D3D3D20
>> >=20
=3D20
> > matter?
>> If you ask me why =
it is=20
because these =3D
>&tracks=3D20
> are=20
not
>=3D3D
>> =3D3D3D
>>=20
=3D20
> >actually=3D3D3D20
>> > =
stereo=20
=3D
>&but
>& two=3D20
> takes of =
acoustic=20
guitar playing so I had =3D3D3D
>> =
=3D20
> =20
>tomove=3D3D3D20
>> > different parts on=20
=3D
>
>=3D20
> =
each
>& of the=20
"stereo" tracks to =3D3D3D
>>=20
=3D
>>make=3D20
> =
them=3D3D3D20
>> >=20
on time.
>& I want =3D
>& a =
stereo=3D20
> =20
effect because I wanna expand the =3D3D3D
>>=20
=3D20
> >stereo=3D3D3D20
>> > =
perspective of=20
=3D
>
>=3D20
> =
them
>& pl;aying=20
hard left and =3D
 >&hard=3D3D3D20
>> =
=3D20
> =20
> right.
>& Have you tried T-racks compressor's=20
=3D
>&stereo=3D20
> widening =
=3D3D3D
>>=20
>knob ??=3D3D3D20
>> =3D
>> =
=3D20
> =20
!!
>& Amazing stereo result with complete mono=20
=3D
>&compatibility ,=3D20
> =20
=3D3D
>>=3D3D3D
>> >not=20
=3D
 >&like=3D3D3D20
>> =3D20
> =
> waves=20

> imager
>& at=20
=3D
>&all...
>&=3D20
> =20
Cheers,
>=3D3D3D20
>> > =
=3D20
> =20
Dimitrios
>&
>&
>&=20
"Ennio"=3D20
> <<A=3D3D3D20
>> > =

>=20
href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net=
>=3D3D3D20'>mailto=3D
>>ennio@galicorp.net">=
ennio@galicorp.net >=3D3D3D20< ;BR>>>g=3D <BR=
>>>t;>=20
=3D20
>> > wrote:
>>The in-points =
(and=20
out-points) on =3D
>>both=3D20
>> sides of the =

=3D3D3D
>> =
=3D
 >>>stereo=3D3D3D20
>> >>=20
=3D20
>> > file must be
>> =
at
>>the=20
=3D
>>identical spot -=3D20
>> down to the=20
=3D3D3D
>> =
=3D
 >>>sample=3D3D3D20
>> >> >=20
=3D20
>> (the furthest down you can go=20
on
>>=3D20
>> =20
the
>>zoom=3D3D3D20
>> > =
=3D20
>> =20
=
tool)
>>
>> >> "erlilo"=3D20
>> =

<<A=3D3D3D20
>> > =
href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=
/A>mailto:erlilo@onlin=3D
>>e.no">erlilo@online.no</A&=
lt;/A>>>=3D20
>> =20
wrote in
=3D3D
>>= 3D3D3D
>>=20
>message=3D20
>> <A=3D3D3D20
>> =
>=20
=3D3D3D
>>=20
=3D
>>>href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux</=
A>...<BR'>news:438f4d36=3D
>>@linux ">news:438f4d36@l=
inux...<BR> >>>=3D20
>> =

=3D3D3D
>> >>ls it=3D3D3D20
>> >=20
=3D
>>exactly the=3D20
>> same length on each =
stereo files=20
or no =3D
 >>>different=3D3D3D20
>> > =
=3D20
>> =20
> holes
>>>in
>> >>> any of=20
the=3D20
>> stereo=3D3D3D20
>> >=20

=3D20
> =20
=
=3D
 >>objects?
>>&a mp;gt;
>>>=3D3D3=
D20
>>>&n=3D
>>bsp;=3D20
>> =20
> Erling
>>><BR&a mp;gt;>>>=20
=3D
>>"Dimitrios"=3D20
>> =20
<<A=3D3D3D20
>> > =
href=3D3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
</A'>mailto:musurgio=3D
>>@otenet.gr ">musurgio@otenet.g=
r</A>>=3D20
>> =20
skrev
>>=3D3D
>> >t;>i =3D3D3D
>>=20
=3D20
>> >melding=3D3D3D20
>> >=20

>>> =3D
>>
>> =20
<A=3D3D3D20
>> > =3D3D3D
>>=20
=3D20
>> =20
=3D3D
>>>href=3D3D3D3D "<A=3D20
>> =20
=
=3D
>>href=3D3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux&=
lt;/A>...
>>&g =3D3D=3D
>>3D'>news:438f3=
760\$1 @linux">news:438f3760\$1 @linux...
=3D
>>&g=
t;>>>&g=3D3D3D=3D3D& amp;lt;BR>>>
>>& amp;g=
t;=20
=3D20
>> >t;=3D3D3D20
>> >=20
>
>>> =3D
>>>=3D20
>> =20
Hi,
>>> > I have almost =3D3D3D
>> =

=3D20
>> >finished my=3D3D3D20
>> =
> project=20
mixing and =3D
>>when I=3D20
>> try to put a=20

>>> >=3D3D3D20
>> =
=3D
>>>=20
=3D20
>> stereo
>>> >=20
native
>>>> > =3D
>>effect =
on=3D20
>> =20
any =3D3D3D
>> >audio=3D3D3D20
>>=20
=3D
>>> track on=3D20
>> any submix when I =
try to save=20
I always
>> =3D
 >>=3D3D3D
>>=20
=3D20
>> =
>get
>>>=3D3D3D 20
>>=20
> > =3D
>>
>> =
assertion
>>> >=20
failed and cannot save either on=3D20
>> =
=3D3D3D
>>=20
>same name=3D3D3D20
>> =3D
>>>=20
or=3D20
>> other...
>>> > The =

problem is=20
that I want to use=3D20
> =3D3D3D
>>=20
>stereo=3D3D3D20
>> > =3D
>>effects=20
as=3D20
> I did before=20
but
>>don't
> >>> >=20
=3D
>>know=3D20
> =3D3D3D
>>=20
>why=3D3D3D20
>> > =3D
>>Paris=20
doesn't=3D20
> let to...
>>> >=20
Regards,
>>>=3D20
> =
=3D3D3D
>>=20
>>=3D3D3D20
>> > =3D20
> =20
=3D3D3D
>>=3D20
> =20
=
=3D
 >>>Dimitrios
>> & amp;gt;>
>>& amp; =
lt;BR>>>& amp;g=3D
 >>t;
>>< BR>>>=3D3D=
3D
>>=20
=3D20
> >=3D3D3D20
>> > =
=3D20
> =20
=
=3D
 >>
>< /BLOCKQUOTE></BODY></H=
TML>
>=3D
>>=20
=3D20
> >
>>=20
=
=3D
 >>
>>& amp;lt;BR>>>
>& amp;gt;=
<!DOCTYPE=3D20
> =20
HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> =20
=
=3D
>>Transitional//EN" >
>><HTML><HEA=
D>
>><=3D
>>META=3D20
> =20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
> =20
=
=3D3D
>> charset=3D3D3Diso-885 9-1 ">
>><=
;META=20
=3D
>>content=3D3D3D"MSHTML=3D20
> =20
6.00.2800.1400"=3D20
> =20
=
=3D
 >>name=3D3D3DGENERATOR>
>><STYLE><=
;/STYLE>
>>>=3D
 >></HEAD>
>> >=
t;<BODY=3D20
> =20
bgColor=3D3D3D#ffffff>
>> ><DIV><FONT=20
face=3D3D3DArial=3D20
> =20
=
=3D
 >>size=3D3D3D2>Dimitrios,</FONT& amp;gt;</DIV><BR&=
gt;>><DIV>& amp;gt;=3D
>>lt;FONT=3D20
>> =

face=3D3D3DArial size=3D3D3D2>Are you saying you can save=20
before=3D20
> =20

=
=3D
 >>this
>=3D3D<B R>>>stereo=3D3D20<=
BR>>>plugin< ;=3D
>>/DIV><
>=
><DIV><FONT=3D20
>> =20
face=3D3D3DArial size=3D3D3D2>>is inserted? I'd say you may have=20
=3D
 >>=3D3D
>>a=3D2 0
>> =20
rouge=3D3D20
>>plugin=3D20
>> =20
that</DIV><BR& gt;>></DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
>> =
size=3D3D3D2>>your wrapper or=20
Paris just doesn't =3D3D
>>like.=3D20
>> =

Try=3D3D20
>>the same=3D20
>> =20
thing</DIV><BR& amp ;>>></DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
>> =
size=3D3D3D2>>in a different=20
project. ie: Same=3D20
>> =20
=
=3D3D
>>stereo=3D3D20< BR>>>plugin=3D20
>>=
> =20
inserted</DIV><BR& amp ;>>></DIV><FONT =

=3D
>>face=3D3D3DArial=3D20
>> =
size=3D3D3D2>>on another=20
stereo pair of tracks. =3D3D
>>Now can=20
=3D
>>
>> =20
=
=3D
 >>you=3D3D20
>> save?</DIV>=

>></DIV>=3D
>></FONT=3D20
>> =
p;=20
face=3D3D3DArial size=3D3D3D2>>If so it may be your project. If=20
=3D
 >>=3D3D
>>not=3 D20
>> =20
it's=3D3D20
>>probably your=3D20
>> =20
plugin.</DIV><BR&a mp ;>>></DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
>> =
size=3D3D3D2>>=20
=
=3D
 >></DIV>
&g t;></DIV><FONT=3D20
=
>> =20
face=3D3D3DArial size=3D3D3D2>>Good=3D20
>> =20
luck,</DIV><BR& amp ;>>></DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
>> =20
=
=3D
 >>size=3D3D3D2>>Tom </DIV>
>=
><BLOCKQUOTE=3D3D20=3D
 >>
>>style=3D3D 3D "PA=
DDING-RIGHT:=3D20
>> =20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D3D
>>BORDER-LEFT:=20

=3D
>>#000000=3D20
>> 2px solid; MARGIN-RIGHT: =
0px">
>>=20
=3D
>><DIV>"Dimitrios"=3D20
>> =20
<<A=3D3D20
>> =
href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
</A'>mailto:musurgio=3D
>> @otenet.gr ">musurgio@otenet.g=
r</A>>=3D20
>> =20
wrote in =3D3D
>>message=3D3D20< ;BR>>>=20
<A=3D20
>> =20
=3D3D
>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'news:43906b78\$1 @linux">news:43906b78\$1 @linux&=
lt;/A>...</DIV>
Than=3 D
>>news:43906b78\$1=
@linux">news:43906b78\$1 @linux...</DIV>=3D
>>;=

>Than=3D3D
 >>>ks=3D3D20
>>& g t=
;=20
=3D20
>> for your suggestions.
>I have rendered =
using the=20
hardware =3D
>>method=3D20
>> =20
via
>>=3D3D
>> >>adat=3D3D20
>>> =
and achieved=20
one =3D
>>
>> nice
>compact stereo =
track with my=20
acoustic =3D
 >>=3D3D
>>guita rs, =
l=3D20
>> =20
even=3D3D20
>> saved all audio files
>on new=20
=3D
>>folder and=3D20
>> saved under new name =
l=20
=
=3D
 >>used
>>=3D3D
>>the=3D3D20
=
gt;>>=20
clear=3D20
>> missing files just
>before that =
but again=20
no luck when l=3D20
>> =3D3D
>>put=20
a=3D3D20
>> stereo native effect on=20
=3D
>>this=3D20
>> stereotrack
>even =
without=20
hitting =3D3D
>>play=3D20
>> =
=3D3D20
>>=20
when I try to save assertion fails and=3D20
>> =20
doesn't
>allow of any save=3D20
>> =20
=3D3D
>>!
>No te=3D3D20
>>> that =
assertion=20
=3D
>>failure=3D20
>> appears ONLY when I hit=20
SAve=3D3D20
>> =3D20
>> =20

...
REGARDS,
dIMITRIOS& ;

 "Tom=20
=3D
>>Bruhl"=3D20
>> =
<<A=3D3D20
>>>=2 0
href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.n=
et>=3D3D20">mailto=3D
>>:arpegio@comcast.net">=
>arpegio@comcast.net >=3D3D20<B R>&g=3D <BR=
>>>t;>=20
=3D20
>> =20
=
=3D
 >>wrote:
><BR&a mp;>>
>>Dimitrios,=

>>R=3D
>>endering=3D20
>> =20
is your=3D3D20
>> answer. Don't render tracks with=20
=3D
>>plugins.=3D20
>> =
In=3D3D20
>>=20
stereo
>=3D3D3D
>>the right =
=3D
>>
>> =20
side=3D3D3D20
>>won't have any=20
=3D3D
>>>effect.=3D20
>> =
=3D3D20
>>>=20
Double check to see that their timing is=3D20
>> =20
=
=3D
 >>=3D3D
>>>corre ct
>=3D3D3D
>&=
gt;too.
>>Some=3D
 >>=3D3D20
>>>=20
=3D20
>> people have problems with=20
that.
>>Tom
>> =20
=3D
>>"erlilo"=3D20
>> =20
=3D3D
>>><<A=3D3 D20
>>>=20
href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=
/A'>mailto:erlilo@onlin=3D
>>e.no">erlilo@online.no</A&=
lt;/A>>>=3D20
>> =20
wrote in =3D3D
>>>message <A=3D3D20
>>> =

=3D20
>> =20
=3D3D
>>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux&=
lt;/A>>...
 >>news:4390=3D
>>0b57\$1 @linux">news:4390=
0b57\$1 @linux >...
>&am p;>=3D20
>> =

=3D3D
>>> There=3D3D20
>>> you have the =
problem. I=20
=3D
>>think=3D20
>> rendering the tracks and=20
look=3D20
>> =20
=
=

=3D3D
>>=3D3D3D<BR& ;gt;>>after=3D3D20
>>=
;=20
=3D20
>> that=3D3D3D20
>> each stereopair is =
starting=20
and ending at =3D
>>the=3D20
>> =20
=3D3D
>>>same=3D3D20
>>> places will=20
do=3D20
>> =20
the
=3D3D3D
>>job=3D 3D3D20
>> when=20
saving=3D20
>> =3D3D
>>>under a=20
new=3D3D20
>>> name, just to be =3D
>>sure to =
go=20
back=3D20
>> if=20
=
=3D
 >>=3D3D
>>>some hing
=3D3D3D
=
;>>are=3D3D3D20
=3D
>>>=3D20
>> =20
=3D3D20
>>> going wrong again. If the time alignments =
are=20
=3D
>>going=3D20
>> wrong in some=20
of=3D3D20
>>>=20
=
=3D
 >>=3D3D3D
>>the=3D3D3D2 0
>>=3D20
>g=
t;>> =20
stereofiles, you can rendering the =3D3D
>>>old,=20
=3D
 >>hard=3D3D20
>>> ; =3D20
>>> =
way, as in=20
version 2, =3D3D3D
>>when=3D3D3D20<BR& ;gt;>> =
=3D
>>mixing=20
down=3D20
>> =
=3D3D
>>>>each=3D3D20
>>>=20
stereopair with panning =3D
>>hard left =
and=3D20
>> right=20
and =3D3D3D
>>muting=3D3D20<BR& ;gt;>>=20
=3D
>>all=3D3D3D20
>>=3D20
>> other =
tracks. Then=20
you can import them into the=3D20
>> =20
=3D3D
>>>project=3D3D20< ;BR>>>> again=20
on=3D20
>> =20
their
=3D3D3D
>>old= 3D3D3D20
>> places =
and=20
=3D
>>give=3D20
>> =3D3D
>>>them =

new=3D3D20
>>>=20
=
=3D
 >>names.
>><BR&a mp;gt;>>=3D20
>> =

=
Erling
>>
>>&a mp;lt;BR>>>=3D20
>> =20
=3D3D
>>>"Dimitrios"=3D3D20
>>> <<A=20

=3D
>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
</A'>mailto:musurgio=3D
>>@otenet.gr ">musurgio@otenet.g=
r</A>>=3D20
>> =20
=3D3D
>>skrev i=3D3D20
>>=20
melding=3D20
>> =20
=
=3D3D3D
>>news:439000f1\$1@linux...
>>=3D20
>&=
gt; =20
=3D3D
>>><BR&am p;gt;> =3D3D20
>> =
>=20
=3D
>>Hi,
>>=3D20
>> > Thanks =
for your=20
replies.
> =3D3D
>>> =
What=3D20
>> =20
l=3D3D20
>> have managed is to have the same start and=20
=3D
>>end for=3D20
>> =
both=3D3D20
>>>=20
=
=3D
 >>audio
=3D3D3D<BR& ;gt;>files
>=3D=
20
>> =20
> just by cutting at cursor =3D3D
>>pointy=20
=3D
>>on=3D3D20
>> =3D20
>> =
both=20
tracks.
> > Buit insight the stereo tracks each of=20
=3D
>>
>> =20
=3D3D
>>themhas=3D3D20< ;BR>>> different=20
cut=3D20
>> =20
points
=3D3D3D
>>and =3D3D3D20
>>=20
>=3D20
>> =3D3D
>>joint<BR&g t;> =

=3D3D20
>> > points =3D
>>, does=20
this=3D20
>> matter?
>> > If you ask me =
why=20
=3D3D
>>it=3D20
>> =
is=3D3D20
>> because=20
these tracks are not actually=3D20
>> =20
=
=3D3D
>>stereo<BR& gt;=3D3D3D
>>but
=
>=3D20
>> =20
=3D3D20
>> > two takes of acoustic guitar playing so =
l=20
=3D
>>had=3D20
>> tomove =
different=3D3D20
>>=20
=3D20
>> =20
parts
=3D3D3D
>>on=3 D3D3D20
>> >=20
=3D
>>each
>=3D20
>> >=20

of the "stereo" tracks =
to
make them on
I want
a =
stereo =
effect because I wanna expand the
stereo =
perspective
of
them
; playing
hard
left
and hard right. Have =
you
tried
T-racks
compressor's stereo
widening knob =
??
!!
Amazing
stereo =
result
with complete mono compatibility , not
like
waves
imager
at
all...
Cheers,
Dimitrios
=

<mailto:ennio@galicorp.net> =
<mailto:ennio@galicorp.net> =
<mailto:ennio@galicorp.net> =
<mailto:ennio@galicorp.net> =
=

<mailto:ennio@galicorp.net> =
wrote:
The in-points =
(and
out-points) on both =
sides
of the stereo file =
must
be
=

at
=

identical spot
- down to the =
sample (the =
furthest down you =

=3D3D
>>can=3D3D20
 & amp;gt;>> =
=3D3D3D
>>go=20
=3D
>>on
>>=3D20
>> > =
the
>>=20
>>zoom=3D3D20
>> ;=20
=3D
>>tool)
>>=3D20
>> =
>>
>>=20
>>"erlilo" =3D
 >><<A=3D3D20
>&a mp;gt;>=20
=3D20
>> href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no
=</A'>mailto:erlilo@onlin=3D
>>e.no">erlilo@online.no
=</A>>=3D20
>> =20
wrote in =3D3D
>>message <A=3D3D20
>>> =

=3D
>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux
=...<BR'>news:438f4d36=3D
>>@linux ">news:438f4d36@l=
inux
=...<BR> ;>=3D20
>> =20
=3D3D20
>>> >>> Is it exactly the same length =
on=20
=3D
>>each=3D20
>> stereo files or=20
no=3D3D20
>>> =3D20
>> =20
=
different
>=3D3D3D
>> holes
>>=3D20
>>=</> =20
>>in
>> =3D3D20
>>> >>> any of =

=3D
>>the stereo=3D20
>> =
objects?
>>=20
=3D3D20
>>>=20
=3D
 >>>>
>&a mp;gt;=3D20
>> =
>>>=20
Erling
>> =3D3D20
>>> =3D20
>> =

>>>
>> >>> =
"Dimitrios"=3D20
>> =20
<<A=3D3D20
>>> =
href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
</A'>mailto:musurgio=3D
>>@otenet.gr ">musurgio@otenet.g=
r
=</A>>=3D20
>> =20
skrev i=3D3D20
>>> melding=3D3D3D20
>>=20
=3D
>>>>>=3D20
>> =
<A=3D3D20
>>>=20
=3D3D
>>>href=3D3D3D"<A=3D20
>> =20

=
=
>>href=3D3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux&=
lt;/A>...<BR'>news:438f=3D
>>3760\$1 @linux">news:438f=
3760\$1 @linux ...<BR>&am p;gt;=3D20
>> =

=3D3D
>>=3D3D20<BR& ;gt;>> >>> =
>
>>=20
=3D
>>
>> >>> > Hi,
>>=20
=3D3D20
>> =3D
>>>>> > =
l=3D20
>> =20
have almost finished my project mixing and when l=20
=3D3D
>>try=3D20
>> =
to=3D3D20
>> put=20
=
=3D
 >>a
=3D3D3D
 >
>=3D20
>=20
>>> > =3D3D
>>stereo<BR& gt;>=20
=3D
>>=3D3D20
>> =3D20
>> =
>>> >=20
native
>> >>> > effect on any=20
=3D
>>
>> =20
=3D3D
>>>audio=3D3D20<B R>>> track on any =
submix when l=20
=3D
>>try to save=3D20
>> l=20
=3D3D
>>>=3D3D3D<BR& ;gt;>>always
>>=20
=3D
 >>>=3D3D20
>>&am p;gt; =3D20
>> =20
get
>> >>> >=20
assertion
>>=3D20
>> =
=3D3D
>>>>> >=20
>=3D3D20
>>> failed and =3D
>>cannot=20
save=3D20
>> either on same name or =
other...
>>=20
=3D3D20
>>> =3D20
>> >>> > =
The problem is=20
that I want to use stereo effects as=3D20
>> =20
=3D3D
>>>I did=3D3D20
>>> =
=3D20
>> =20
before
=3D3D3D
>>but
>>=20
=3D
 >>>>don't
& >=3D20
>> =20
=3D3D
>>>>> >=3D3D20
>>> > know =
why Paris=20
=3D
>>doesn't let=3D20
>> to...
>> =
>>>=20
>=3D3D20
>>> =3D20
>> =
Regards,
>>=20
>>> > Dimitrios
>>=3D20
>> =20
=3D3D20
>>> >>>
>>=20
=3D
 >>>>>
& &am p;gt;=3D20
>> =20

=3D3D
>>>>>< BR>>> =
=3D3D20
>>>=20
=3D20
>> >>
>>=3D20
>> =20
=
=3D
 >>=3D3D
>>> >=3D3D3D20
>
=
t;>
><B=3D
 >>R>><!DOCTYPE=3D3D20& ;lt;B=
R>>>=20
=3D20
>> HTML PUBLIC "-//W3C//DTD HTML =
4.0=3D3D20
>>=20
=3D20
>> =20
=
=3D
>>Transitional//EN" >
><HTML><HEAD>=

>=3D
 >><META=3D3D20
> >>=20
=3D20
>> http-equiv=3D3D3D3DContent-Type=20
=3D
>>content=3D3D3D3D"text/html;=3D3D20
>>=20
=3D20
>> =20
=
=3D3D3D
>> charset=3D3D3D3Diso-8859-1">
><MET=
A=20
=3D
>>
>> =20
=
=3D3D
>>>content=3D3D3D3D"MSHTML=3D3D20
>>=20
=3D20
>> 6.00.2800.1400"=3D3D20
>>=20
=3D20
>> =20
=
=3D
 >>=3D3D
>>>name= 3D3D3D3DGENERATOR>
=
><STYLE></ST=3D
 >>>YLE>
>< /HEA=3D3=
D
>>>D>
 t;><BODY=3D3D=3D
>>20<B=
R>>>=20
=3D20
>> =20
=
bgColor=3D3D3D3D#ffffff>
>&am p;lt;DIV><FONT=3D20
>=
> =20
face=3D3D3D3DArial=3D3D20
>>> =3D20
>> =20
=
=3D
 >>=3D3D
>>>size= 3D3D3D3D2>Dimitrios,</FO=
NT></DIV><BR&=3D
 >>>><DIV><F=3D3D &=
lt;BR>>>>ONT=3D3D20
&am p;gt;>=20
=3D20
>> face=3D3D3D3DArial size=3D3D3D3D2>Rendering =
is your=20
answer. Don't=3D20
>> =20
=
=3D3D
>>>=3D3D3D<BR& ;gt;>&render=3D3D20
>>=
t;=20
=3D20
>> tracks=3D3D3D20
>>with plugins. In =
stereo the=20
right=3D20
>> side=3D3D20
>>> =
=3D20
>> =20

=

</DIV>
& amp;></DIV><FONT=3D20
>&g
t; =20
face=3D3D3D3DArial=3D3D20
>> size=3D3D3D3D2>won't=20
=3D
><FONT=3D20
> =20
face=3D3D3D3DArial=3D20
> =20

=

=3D
 >>=3D3D
>>=3D3D 3D
>>size=3D3D3D3D2=
>&have=3D3D20
>>&am p;n=3D
> =3D20
>&g
t; =20
any=3D3D3D20
>&effect. Double check to see that their =
timing=20
=3D
>>is=3D20
> =20
=3D3D
>>>correct=3D3D20
>> =
=3D20
> =20

=

=3D
 >>=3D3D3D
>&too.< /FONT></DIV>
g=
t;></DIV>&=3D
></FONT=3D20
> =20
=3D3D
>>&face=3D3D3D3DArial=3D 3D20
>>=20
=3D
>>size=3D3D3D3D2>Some people=3D20
> =
have problems=20
with=3D3D20
>> =3D20
> =20

=

=3D
 >>=3D3D3D
>&that.< /FONT></DIV>
=
g;></DIV>&=3D
 >></FONT=3D3D20
>&g t;>=20
=3D20
> face=3D3D3D3DArial=3D3D20
>>= 20
=3D20
> =20

=

=3D
 >>=3D3D
>>>size= 3D3D3D3D2>Tom&g=
lt;/DIV></DIV>
>&=3D
 >></BLOCKQUOTE=3D3D3D20
> ;=
=3D3D
>>>&style=3D3D3D3D D "PADDING-RI=3D
>&GHT:=3D=
3D20
>>=20
=3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20

=

=3D
 >>=3D3D3D
>&BORDER-LEFT :=3D20
> =20
=3D3D
>>>#000000 2px=3D3D20
>> solid; =
MARGIN-RIGHT:=20
=3D
>>
> 0px">
>=20
</DIV><"erlilo"=3D20
> =20
=3D3D
>><<A=3D3 D20
>> =
=3D20
> =20
=3D3D3D
>>href=3D3D3D3D"<A=3D3D20
>>=20
=3D20
> =20

=

=3D
 >>=3D3D
>>>href= 3D3D3D'mailto:erlilo@online.no=
">erlilo@online.no<=3D
 >>/A>>=3D3D3D20'>mailto:e r=
lil=3D3D
>>>o@online.no">erlilo@o=3D
>>nline.no=
>=3D3D3D20
>&=3D20
> =20

=3D3D20
>> wrote in message=20
<A=3D3D3D20
>>=3D20
>> =20
href=3D3D3D3D"<A=3D3D20
>>> =3D20
>> =20
=
=3D
 >>=3D3D
>>>href= 3D3D3D'news:43900b57\$1 @linux"&=
gt;news:43900b57\$1 @linux&=3D
>>...</DIV>There=
'>n=3D3D
>>>ews:43900b5 7\$1 @linux"&g=3D
>>t;=
news:43900b57\$1 @linux ...</DIV>Th=3D3D<BR&a mp;gt;>>er=
e</=3D
 >>A>
>=3D3D3D
>you=3D3D20<BR=
>>>=20
=3D20
>> have=3D3D3D20
>> the problem. I =
think rendering=20
the tracks =3D
>>and=3D20
>> =
=3D3D
>>>look=20
after=3D3D20
>>> that=3D20
>> =20

>each
>=3D3D3D<BR&a mp;gt;>
>> stereopair =

=3D
>>is=3D20
>> =
=3D3D
>>>starting=20
and=3D3D20
>>> ending at the same =3D
>>places=20
will=3D20
>> do the job=3D3D20
>>>=20
=3D20
>> =
=3D3D3D
>>
>when=3D3D 3D20
>>=20
saving under a =3D
>>new name,=3D20
>> =20
=3D3D
>>>just to be=3D3D20
>>> sure to go =
back if=20
=3D
>>something are=3D20
>> =20
=
=3D3D
>>>=3D3D3D<BR&a mp ;gt;>
>going=3D3D3D20
B=
R>>=20
=3D
>>
>> =3D3D20
>>> wrong =
again. If the=20
time alignments are going =3D
>>wrong =
in=3D20
>> some=20
of=3D3D20
>>> the=3D3D3D20
>>=20
=3D
>>
>stereofiles, you=3D20
>> can =
rendering the=20
=3D3D
>>>old, hard=3D3D20
>>> way, =
=3D
>>>as=20
in=3D20
>> version=20
=
2,
>=3D3D3D
>>>when=3D 3D3D20
>>=3D20
>=
> =20
=3D3D
>>>
>mix ing down=3D3D20
>>> =
each=20
=3D
>>stereopair with=3D20
>> panning hard =
left and right=20
and=3D3D20
>>> =3D20
>> =20

=3D3D3D
>muting=3D3D3D20<BR&a mp;gt;> all
other =

=3D
>>tracks. Then=3D20
>> =

=3D3D
>>you=20

can=3D3D20
>> import them into the=20

=3D
>>project=3D20
>> =

again
=3D3D3D
>>on=2 0

=

=3D
 >>=3D3D
>>their =3D3D3D20
>=3D20 <B=

R>>> =20

old=3D3D20
>>
places and give =

them=3D20
>> =20

new=3D3D20
>> =3D20
>> =20

=

=3D
 >>=3D3D
>>=3D3D 3D
>>names.<BR&g=

t;
Erling<BR&=3D
 >>>

=3D3D &=

lt;BR>>>"Dimitrios"=3D3D3D20
>=3D20
>> =

;=20

=3D3D20
>> <<A=20

=3D
>>href=3D3D3D3D"<A=3D3D20
>> =

=3D20
>> =20

=

=3D
 >>=3D3D
>>>href= 3D3D3D'mailto:musurgio@otenet.=

gr">musurgio@otenet.gr=3D
 >></A'>mailto:musurgio=3D3D& l=

t;BR>>>@otenet.gr">musurgio@otenet.g=3D
>>r</A<=

;/A>>>=3D3D20
> >=20

=3D20
>> =3D3D3D
>>skrev =

i=3D3D3D20
>> melding=20

=3D
 >><A=3D3D3D20
>> =3D20
>> =20

=3D3D
>>
&am p;gt;> =3D20
>> =20

=3D3D3D
>>href=3D3D3D3D"<A=3D3D20
>>=20

=3D20
>> =20

=

=3D
 >>=3D3D
>>>href= 3D3D3D'news:439000f1\$1 @linux"&=

gt;news:439000f1\$1 @linux&=3D
 >>...
>&a mp;lt=

;BR>&am p;=3D3D
>>g 'gt;news:439000=3D
>>f1\$1 @l=

inux">news:439000f1\$1 @linux ...
=3D3D<BR&g t;>&=

gt;=3D
 >>;>
&am p;g< ;/A>=3D3D3D
>&t;=3D=

3D3D20
>=3D
>>=3D20
>> =20

=3D3D20
>> Hi,
>> Thanks for your=20

=3D
>>replies.
>=3D20
>> What I =

have=20

=3D3D
>>managed=3D3D20
>> is =

to=3D20
>> =20

=3D3D3D
>>have=3D3D3D20<BR& ;gt;> the same start and =

end=20

=3D
>>for=3D20
>> =3D3D
>>both=20

audio=3D3D20
>> files
> =3D
>>just =

by=3D20
> cutting at=20
=
=3D
 >>=3D3D
>>=3D3D 3D
>cursor=3D3D3D2=
0
>=3D20
> =20
pointy=3D3D20
>> on both tracks.
> Buit=20
=3D
>>insight the=3D20
>> stereo tracks each=20
of=3D3D20
>> =3D20
>> =20
=3D3D3D
>>themhas=3D3D3D20<BR& >>> different cut =
points=20
=3D
>>and=3D20
>> =20
=3D3D
>>
>& am p;gt;=3D3D20
>>=20
=3D
>>joint
>> points ,=3D20
>> =
does=20
this=3D3D3D20
>=3D20
>> =20
=3D3D
>>>matter?<BR& amp ;gt;>=3D3D20
>> =
If you ask=20
=3D
>>me why it=3D20
>> is because these =
tracks are=20
not=3D3D20
>> =3D20
>> =20
=3D3D3D
>>actually=3D3D3D20
> stereo=20
=3D
>>but
>> two=3D20
>> =20
=3D3D
>>>takes of=3D3D20
>>> acoustic =
guitar playing=20
=3D
>>so I had=3D20
>> =20
=
=3D3D3D
>>tomove=3D3D3D20<BR&a mp;gt;>=3D20
>> =
=20
=3D3D
>>>different=3D3D20& lt;BR>>>> parts on=20
=3D
>>
>>=3D20
>> =
each
>> of the=20
"stereo" tracks to=3D3D20
>> =3D20
>> =20
=3D3D3D
>>make them=3D3D3D20
>> on=20
=3D
>>time.
>> I want=3D20
>> =20
=3D3D
>>>a stereo=3D3D20
>>> effect =
because I wanna=20
=3D
>>expand the=3D20
>> =20
=
=3D3D3D
>>stereo=3D3D3D20<BR&a mp;gt;>=3D20
>> =
=20
=3D3D
>>>perspective=3D3D20& am p;lt;BR>>>> of=20

>>=3D20
>> them
>> pl;aying hard =
left=20
and=3D3D20
>>> =3D20
>> =
hard=3D3D3D20
>>=20
right.
>> Have you tried T-racks=3D20
>> =20
=3D3D
>>>compressor's=3D3D20&a mp;lt;BR>>>> stereo=20
widening=3D20
>> =3D3D3D
>>knob =

??=3D3D3D20
>=20
!!
>=3D20
>> =20
=3D3D
>>Amazing=3D3D20< ;BR>>> stereo result =
with=20
=3D
>>complete mono=3D20
>> compatibility ,=20
=3D3D3D
>>not=3D3D20
 ;>> =
=3D20
>> =20
like=3D3D3D20
>> waves
>>=20
imager
>>=3D20
>> =
at=3D3D20
>>=20
all...
>>=3D20
>> =20
Cheers,
>>=3D3D3D20
>> =3D3D20
>> =

=3D20
>> =20
=
Dimitrios
>>
>> ;
>>=3D20
>> =
;=20
"Ennio"=3D3D20
>>=20
<<A=3D3D3D20
>>=3D20
>> =20
href=3D3D3D3D"<A=3D3D20
>> =3D20
>> =20
=
=3D
 >>=3D3D
>>>href= 3D3D3D'mailto:ennio@galicorp.n=
et">ennio@galicorp.net=3D
 >>>=3D3D3D20'> mail=
o:e=3D3D
>>>nnio@galicorp.net">en=3D
>>nio@gali=
corp.net>=3D3D3D20 ;
>>&n=3D3D<BR=3D=

 >>>>>bsp;=3D3D20<B R>>>=20
=3D20
>> wrote:
>>The in-points (and =
out-points)=20
on both sides=3D20
>> =3D3D
>>>of=20
the=3D3D20
>>> =3D20
>> =20
=3D3D3D
>>stereo=3D3D3D20<BR&a mp;gt;> file =
must=3D20
>> =20
be
>>=3D3D20
>> ;> at
>>>the=20
=3D
>>identical spot -=3D20
>> down to=20
the=3D3D20
>>=20
=
=3D
 >>=3D3D3D
>>sample=3D3D 3D20
>>=3D20 <BR=
>>> =20
(the furthest down you can go=3D3D20
>>=20
on
>>=3D20
>> =20
the
>>>zoom=3D3D3D20
>> =
=3D3D20
>>>=20
=3D
>>
>> =20
=
tool)
>>
&am p;gt;> "erlilo"=3D20
>> =

=3D3D
>><A=3D3 D3D20
>> =
=3D3D20
>>=20

=3D20
> href=3D3D3D3D"<A=3D3D20
>>=20
=3D20
> =20
=
=3D
 >>=3D3D
>>href= 3D3D3D'mailto:erlilo@online.no=
">erlilo@online.no<=3D
>>/A">mailto:erlilo@onlin=3D3D&l=
t;BR>>>e.no">erlilo@online.no</A&=3D
>>lt;/A&=
gt;>>=3D3D20
>> =20
=3D20
> wrote in =3D3D3D
>message=20
<A=3D3D3D20
>=3D20
> =20
=
=3D
 >>=3D3D
>>=3D3D 3D
>href=3D3D3D3D "=
<A=3D3D20
>>=20
=3D
>>=3D20
> =20
=
=3D
 >>=3D3D
>>href= 3D3D3D'news:438f4d36@linux">=
;news:438f4d36@linux</=3D
 >>A>...<BR'>news:438f4d36 =3D=
3D
>>@linux">news:438f4d36@l=3D
>>inux</A&g=
t;...<BR>>&am p;gt;=3D3D20
>>=20
=3D
>>
> =3D3D3D
>ls =
it=3D3D3D20
>=20
exactly the same length =3D
>>on each=3D20
> =20
=3D3D
>>stereo files=3D3D20
>> or=20
no=3D20
> different=3D3D3D20
> =
=3D3D20
>>=20
=3D20
> =
holes
>>in
& amp;gt;>> any=20
of=3D20
> the=3D3D20
>> =
stereo=3D3D3D20
>>=20
=3D
>>=3D3D20
>> =3D20
> =20
=
=3D
 >>=3D3D
>>objec ts?
>><B=
R>>>=3D3D3D2=3D
>>0
>=3D20
>>=&
nbsp;=20
=3D3D20
>>=20
=
=3D
 >>Erling
>>& ;gt;
>>>=3D20 <BR=
>> =20
"Dimitrios"=3D3D20
>>=20
<<A=3D3D3D20
>>=3D20
> =20
href=3D3D3D3D"<A=3D3D20
>> =3D20
> =20
=
=3D
 >>=3D3D
>>href= 3D3D3D'mailto:musurgio@otenet.=
gr">musurgio@otenet.gr=3D
 >></A">mailto:musurgio=3D3D& l=
t;BR>>>@otenet.gr">musurgio@otenet.g=3D
>>r</A<=
;/A>>>=3D3D20
>> >>=20
=3D20
> skrev i=20
=
=3D3D3D
>melding=3D3D3D20<BR& amp;gt;>=3D20
> =

;=20

>>>=3D3D20<BR& amp;gt;>>=20
=3D
 >><A=3D3D3D20
> =3D20
> =20
=3D3D3D
>>href=3D3D3D3D"<A=3D3D20
>>=20
=3D20
> =20
=
=3D
 >>=3D3D
>>href= 3D3D3D'news:438f3760\$1 @linux"&=
gt;news:438f3760\$1 @linux&=3D
 >>lt;/A>...
>&a mp;gt=
>>g'>=3D3D
>>n ews:438f3760\$1 @l=3D
>>inux"&=
gt;news:438f3760\$1 @linux ...
>=3D3D< BR>>>=
;>=3D
 >>>&g=3D3D3D& amp;lt;BR>>>=3D3D3D20<=
BR>>=3D20
> =20
=3D3D20
>> >
>>> =
>=3D20
> =20
Hi,
>>> > I have=20
=3D
 >>=3D3D
>>almos t=3D3D20
>>=20
=3D20
> =3D3D3D
>>finished =
my=3D3D3D20
>=20
project mixing and =3D
>>when l=3D20
> =20
=3D3D
>>try to put a=3D3D20
>>=20
=3D
 >>
>>>=3 D20
> =20
>=3D3D3D20
>=20
=
=3D3D
>>stereo<BR& gt;>>>=3D20
> =
;=20
>=3D3D20
>> native
>>> > effect =

=3D
>>on=3D20
> any=3D3D20
>>=20
=3D
 >>=3D3D3D
>>audio=3D3D3 D20
>> track =

on=3D20
> any submix when I try to =
=3D3D
>>save=20
l=3D3D20
>> =3D20
> =20
always
>=3D20
> =20
=
=3D
 >>=3D3D
>>=3D3D 3D
>>get
&=&
gt;>>=3D3D3D20<BR&=3D
>>>=3D20
> =
sp;=20
>=3D3D20
>> assertion
>>> >=20
=3D
>>failed and=3D20
> cannot save either=20
on=3D3D20
>> =
=3D3D3D
>>same=3D20
> =20
name=3D3D3D20
>> or=20
=3D
 >>=3D3D
>>other ...
>>>=20
>=3D20
> The=3D3D20
>> problem is =
that I want to=20
use=3D20
> =
=3D3D3D
>>stereo=3D3D3D20<BR&a mp;gt;>=20

=3D3D
>>effects =
=3D
>>as=3D20
>> =20
l=3D3D20
>> did before=3D20
>> =20
but
>>don't
 >>> =
>=3D20
>> =20
know=3D3D20
>>=20
=3D
 >>=3D3D3D
>>why=3D3D3D2 0
>=20
Paris=3D20
>> doesn't let=20
=
=3D
 >>=3D3D
>>to...
>>>=3D3D20&=
lt;BR>>>=20
>=3D20
>> Regards,
>>>=20
=
=3D
 >>=3D3D3D
>>=3D 3D3D20
>=3D20
&=
gt;>> =20
=3D3D
>>
&am p;gt;> =3D20
>> =20
=
=3D
 >>=3D3D
>>=3D3D 3D
>Dimitrios<B=
R>>>><BR&g=3D
 >>t;>>>
 =3D3D=

>>>><B R>>><BR&=3D
>>gt=
>=3D3D3D
>=3D3D3D20<B R>>=3D20
>> =

=3D3D20
>> =3D20
>> =20
=
=3D
 >>=3D3D
>>& lt;BR>
</BLOCKQUOTE=
></BODY></H=3D
 >>TML>
>=3D3D&a mp ;lt;BR>=
>>
>
 ;</BLOCKQUO=3D
>TE></B=
ODY></HTML>
>&a mp;gt;
>>
&a mp;gt;<=
;BR></BLO=3D
 >>CKQUOTE></BODY></HTML>
>g=
t;>
>>
>=20

</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_00FC_01C5F7F9.C7262390--Kim, that sounds great. With all your new opportunities and pursuits, thanks again for taking the time and effort to keep the news group going!

Cheers,
-Jamie
<http://www.JamieKruz.com>

Kim wrote:
> I've been in the new place over a month now, and it does take some time before
> moves settle in, but let me put a couple of things in perspective...
>
> For all you non-Melbournites... which is the vast majority of you, I used
> to live in Glen Waverley. Glen Waverley is, according to my "Melways" directory,
> about 20km from the city centre of Melbourne Australia. Honestly I thought

> it was further than that before I went for the actual number from the book.
> Suffice to say I was a fair way out...
>
> As I look at the book now and see the numbers, I'm currently, in my new place,
> and the new NG home (with the server now in, oddly enough, my kitchen ;o),
> just inside the 5km circle. What's more, I'm north of the city, and the greater
> percentage of the band scene is north of the city here in Melbourne. Not
> all that much happens in the CBD itself. In Melbourne things are centred
> around the inner suburbs, which is where I haven't been, but now am... ;o)
>
> Tonight I caught a bus a fraction west, to one of the many epicentres of
> Melbourne music, Brunswick, and saw a guy from work play his first ever
> original gig at the Brunswick Hotel. It cost me \$3.10, maybe \$2 U.S. return.
> At my last place a taxi home only would be probably \$60aus from this venue.
> I've already caught the local tram twice to various events. The tram heads
> south to the city. Tonight was the first time I caught the west bound bus.
> South and west are pretty much the only directions I need to go ;o). East
> are cover bands ;oP. North are people who don't care about music. ;o) The
> furthest music venues from me now are in St Kilda, which is south of the
> city, and on the bay/beach, but still in the 5km radius. A taxi from there
> would still be far cheaper than it was to my last place, and most of the
> time I would be able to catch a tram or two or something...
>
> It is, as they say, all good. ;o)
>
> The only bad thing I have noted, apart from my studio not having space for
> an actual band anymore, is that the power here seems to be 5 volts higher
> and hence my UPS for the NG server keeps clicking and complaining, and the
> server has actually hung twice (shhhh... don't tell anyone, nobody has noticed...
> ;o) but the good news is my brother has found the software for the UPS (yes
> Rick he's done something good! ;o) and I may be able to correct the issues
> without undue expense...
>
> My point is, though, that I've moved from a boring outer suburb into a fantastic
> inner suburb, and it ROCKS!! I haven't even told you about the great Indian
> and Tibetan food I've discovered!!!
>
> Honestly, I'm lovin it.
>
> I was just realising earlier...
>
> Over the last ten to fifteen years, I've changed from some dude who liked
> the typical local beer and commercial music, to someone who has taste in food,
> music, beer, whatever. At no particular point I made a choice, and this new
> home is, largely, the culmination of that journey.
>
> It's great to be able to choose what to play, what not to play, what to watch,
> etc, without having to answer to anyone.

>
> Tomorrow I'm going down to the RRR BBQ. RRR being one of the local community
> subscriber radio stations to which I subscribe (and love). I can catch the
> bus for \$3.10 again. At my last place I would have stayed at home and heard
> it over the radio... now will be there in person.
>
> I so much feel like I'm in the middle. In fact, I finally am.
>
> And, sorry Martin ;o), but Melbourne really is the cultural centre of Australia.
> ;o) It's so good to be in close to the place where everything's happening.
>
> This has been a long long post... ;o)
>
> But gee, I'm so happy with my decision.
>
> Now I just need to buy a place in here. ;o)
>
> There's still some tweakin to do to get the NG running perfectly in the new
> place. It's getting there though. It's only hung twice. ;o) If we go offline
> you know why. ;o)
>
> I'll buy a new UPS if I need to. It's all worth it.
>
> Cheers,
> Kim.I have lived in suburbs of large metro areas and had to spend quite a bit of
effort to get to the places in town where the things that I enjoyed were
happening. Glad you're enjoying your new digs, have easier access to your
interests and there is a variety of cuisine so that you no longer having to
survive on goana baked on a hot rock and similar such bush tucker.

;o)

"Kim" <hiddenounds@hotmail.com> wrote in message news:4391a6b8\$1@linux...

>
>
> I've been in the new place over a month now, and it does take some time
before
> moves settle in, but let me put a couple of things in perspective...
>
> For all you non-Melbournites... which is the vast majority of you, I
used
> to live in Glen Waverley. Glen Waverley is, according to my "Melways"
directory,
> about 20km from the city centre of Melbourne Australia. Honestly I thought

> it was further than that before I went for the actual number from the book.
> Suffice to say I was a fair way out...
>
> As I look at the book now and see the numbers, I'm currently, in my new place,
> and the new NG home (with the server now in, oddly enough, my kitchen ;o),
> just inside the 5km circle. What's more, I'm north of the city, and the greater
> percentage of the band scene is north of the city here in Melbourne. Not
> all that much happens in the CBD itself. In Melbourne things are centred
> around the inner suburbs, which is where I haven't been, but now am... ;o)
>
> Tonight I caught a bus a fraction west, to one of the many epecentres of
> Melbounre music, Brunswick, and saw a guy from work play his first ever
> original gig at the Brunswick Hotel. It cost me \$3.10, maybe \$2 U.S.
return.
> At my last place a taxi home only would be probably \$60aus from this venue.
> I've already caught the local tram twice to various events. The tram heads
> south to the city. Tonight was the first time I caught the west bound bus.
> South and west are pretty much the only directions I need to go ;o). East
> are cover bands ;oP. North are people who don't care about music. ;o) The
> furthest music venues from me now are in St Kilda, which is south of the
> city, and on the bay/beach, but still in the 5km radius. A taxi from there
> would still be far cheaper than it was to my last place, and most of the
> time I would be able to catch a tram or two or something...
>
> It is, as they say, all good. ;o)
>
> The only bad thing I have noted, apart from my studio not having space for
> an actual band anymore, is that the power here seems to be 5 volts higher
> and hence my UPS for the NG server keeps clicking and complaining, and the
> server has actually hung twice (shhhh... don't tell anyone, nobody has noticed...
> ;o) but the good news is my brother has found the software for the UPS
(yes
> Rick he's done something good! ;o) and I may be able to correct the issues
> without undue expense...
>
> My point is, though, that I've moved from a boring outer suburb into a fantastic
> inner suburb, and it ROCKS!! I haven't even told you about the great
Indian
> and Tibetan food I've discovered!!!
>
> Honestly, I'm lovin it.
>

> I was just realising earlier...
>
> Over the last ten to fifteen years, I've changed from some dude who liked
> the typical local beer and commercial music, to someone who has taste in
food,
> music, beer, whatever. At no particular point I made a choice, and this
new
> home is, largely, the culmination of that journey.
>
> It's great to be able to choose what to play, what not to play, what to
watch,
> etc, without having to answer to anyone.
>
> Tomorrow I'm going down to the RRR BBQ. RRR being one of the local
community
> subscriber radio stations to which I subscribe (and love). I can catch the
> bus for \$3.10 again. At my last place I would have stayed at home and
heard
> it over the radio... now will be there in person.
>
> I so much feel like I'm in the middle. In fact, I finally am.
>
> And, sorry Martin ;o), but Melbourne really is the cultural centre of
Australia.
> ;o) It's so good to be in close to the place where everything's happening.
>
> This has been a long long post... ;o)
>
> But gee, I'm so happy with my decision.
>
> Now I just need to buy a place in here. ;o)
>
> There's still some tweakin to do to get the NG running perfectly in the
new
> place. It's getting there though. It's only hung twice. ;o) If we go
offline
> you know why. ;o)
>
> I'll buy a new UPS if I need to. It's all worth it.
>
> Cheers,
> Kim.Kim, what's the software thingy for the UPS. I might try it my self as I have
the same problwm.
Rod
"Kim" <hiddensounds@hotmail.com> wrote:
>
>
>I've been in the new place over a month now, and it does take some time

before

>moves settle in, but let me put a couple of things in perspective...

>

>For all you non-Melbournites... which is the vast majority of you, I used
>to live in Glen Waverley. Glen Waverley is, according to my "Melways" directory,
>about 20km from the city centre of Melbourne Australia. Honestly I thought
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>

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>It's great to be able to choose what to play, what not to play, what to
watch,
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>it over the radio... now will be there in person.
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>I so much feel like I'm in the middle. In fact, I finally am.
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>
>This has been a long long post... ;o)
>
>But gee, I'm so happy with my decision.
>
>Now I just need to buy a place in here. ;o)
>
>There's still some tweakin to do to get the NG running perfectly in the
new
>place. It's getting there though. It's only hung twice. ;o) If we go offline
>you know why. ;o)
>
>I'll buy a new UPS if I need to. It's all worth it.
>
>Cheers,
>Kim."Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>Dimitrios,
>Sorry I had a gig last night. Do as Erling suggested regarding =
>rendering
>all tracks and copying to a new folder. Start a new Paris project and =
>call
>it something different. Go to audio window and import all newly =
>rendered
>files you need. Set a new record path too. Make sure saves work after

=
>each step. =20
>In original project make sure all effects being used have been saved =
>individually. In old project
>copy all mixer settings in Mixer A (You discovered this last week!), =
>open new project and paste=20
>all mixer settings in its Mixer A. Try to save right after this and =
>every step. Close Mixer A in new project
>then reopen it. This should make all the plugins 'appear'. Just a =
>quirky Paris thing.
>Now get those presets working in each plugin. Try a save. If all is =
>well do these same steps
>across all Submixes until all Mixers/plugins are the same as original =
>project. Try a save.
>Now might be a good time to try your stereo plugin that causes your =
>problem in the old
>project. If after it's installed in the new one, you can save then =
>you're almost out of the woods.
>
>If you were using automation you will need to copy that too. Go to =
>Automation Editor A in old project.
>Select Volume, Set Now Line to beginning of project. Use 'Select All' =
>command or drag
>across all 16 tracks with mouse to highlight everything. Control C =
>(copy). Go to new project,
>put Now Line at beginning of project in Automation Editor and make sure
=
>active track is the first one that was active
>on the old project when copying. Otherwise your data may paste a track =
>or two off. The effects
>return automation has to be done separately from tracks. After this, go
=
>to original project and select Mute.
>Copy paste etc.. Repeat these steps on all auto editors that were being
=
>used.
>
>It sounds harder than it really is. Remember to try saving between each
=
>step in new project.
>If at any time it doesn't want to save, you have found out why there is
=
>a problem. Possibly
>an unknown bug. =20
>
>Good luck. You'll be a better man for it!
>Tom
>

>
> "erlilo" <erlilo@online.no> wrote in message news:43918529@linux...
> Dimitros
>
> My way of doing this is:
> Have Paris closed,
> make a new folder on the audio harddisk with Explorer or something=
> similar(I'm using TotalCommander).
> Copy ONLY waves or/and PAF files from the old project into the new =
> folder.
> Start a new project in Paris.
> Import from the new folder all the Waves and PAF files you need into =
> the new=
> project and set the path to the new project.
> In Edit menu, set the files into the subgroups and channels you wish.
> Now you have a new project without any old, saved information at all =
> to=
> start from scratch.
> It's important that all files are rendered to start from zero in the =
> old=
> project.
>
> If this doesn't help and the earlier rendered stereofiles have =
> absolutely=
> correct lengths, I can't think of other things than plugin problems.
>
> Hope this can help to explain my way of doing something with this kind
> =
> of=
> problems.
>
> Erling
>
> "Dimitrios" <musurgio@otenet.gr> skrev i melding =
> news:43917c01\$1@linux...
> >
> >
> > Sorry if I ask much but the way I do the project rebuild does not =
> help.
> > How do you do a rebuild ?
> > I just go to audio folder export audio objects or wave files under a
> =
> new
> > folder then save the new song and then reopen from new folder.
> > I guess you might refer to something different here right ?
> > Can you explain your way ?
> > Thanks
> > Regards,

> > Dimitrios
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>
> >>
> >>Dimitrios,
> >>I agree with Erlilo. Try different channels or a different
> >>submix if you can. Otherwise rebuilding the mix from
> >>scratch in a new project is the next best bet. Copy all
> >>mixer settings and presets of effects to make it easier.
> >>Tom
> >>
> >>
> >>
> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
> >>news:43908331\$1@linux...
> >>
> >> Dimitrios, You probably know this, but just to make sure...
> >> If you want to use stereo native plugins, you can NOT have any =
>mono =3D
> >>plugins
> >> on those tracks. That goes for native and EDS.
> >> Do you have any mono eds or native plugs also on the stereo pair?
> >> Rod
> >> "Dimitrios" <musurgio@otenet.gr> wrote:
> >> >
> >> >Dear Tom,
> >> >It is not the plugin under other song I can open a stereo native
=
>=3D
> >>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 =
>=3D
> >>effect.
> >> >ALSO on submix 3 I managed toopen a stereo native effect but not
=
>on =3D
> >>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 your plugin.
> >> >>
> >> >>Good luck,
> >> >>Tom
> >> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D
> >> >>news:43906b78\$1@linux...
> >> >>
> >> >> Thanks for your suggestions.
> >> >> I have rendered using the hardware method via adat and =
> >> >>achieved =3D
> >> >>one =3D3D
> >> >>nice
> >> >> compact stereo track with my acoustic guitars, I even saved =
> >> >>all =3D
> >> >>audio
> >> >>=3D3D
> >> >>files
> >> >> on new folder and saved under new name I used the clear =
> >> >>missing =3D
> >> >>files
> >> >>=3D3D
> >> >>just
> >> >> before that but again no luck when I put a stereo native =
> >> >>effect on
> > >=3D
> >>=3D3D
> >> >>this stereotrack
> >> >> even without hitting play when I try to save assertion fails
> >> >>=
> >> >>and
> > >=3D
> >>=3D3D
> >> >>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
 > > =3D
 > >>=3D3D
 > >> >>stereo
 > >> >> =3D3D3D
 > >> >> >the right side=3D3D3D20
 > >> >> >won't have any effect. Double check to see that their timing
 =
 >is
 > > =3D
 > >>=3D3D
 > >> >>correct
 > >> >> =3D3D3D
 > >> >> >too.
 > >> >> >Some people have problems with that.
 > >> >> >Tom
 > >> >> > "erlilo" <erlilo@online.no> wrote in message =3D3D
 > >> >>news:43900b57\$1@linux...
 > >> >> > There you have the problem. I think rendering the tracks =
 >and =3D
 > >>look
 > >> =3D3D
 > >> >>=3D3D3D
 > >> >> >after that=3D3D3D20
 > >> >> > each stereopair is starting and ending at the same places =
 >will
 > > =3D
 > >>do
 > >> =3D3D
 > >> >>the
 > >> >> =3D3D3D
 > >> >> >job=3D3D3D20
 > >> >> > when saving under a new name, just to be sure to go back if
 =
 >=3D3D
 > >> >>something
 > >> >> =3D3D3D
 > >> >> >are=3D3D3D20
 > >> >> > going wrong again. If the time alignments are going wrong =
 >in =3D
 > >>some
 > >> =3D3D
 > >> >>of =3D3D3D
 > >> >> >the=3D3D3D20
 > >> >> > stereofiles, you can rendering the old, hard way, as in =
 >version
 > > =3D
 > >>2,

```

> >> >=3D3D
> >> >>=3D3D3D
> >> >> >when=3D3D3D20
> >> >> > mixing down each stereopair with panning hard left and =
>right =3D
> >>and =3D3D
> >> >>=3D3D3D
> >> >> >muting all=3D3D3D20
> >> >> > other tracks. Then you can import them into the project =
>again =3D
> >>on =3D3D
> >> >>their
> >> >> =3D3D3D
> >> >> >old=3D3D3D20
> >> >> > places and give them new names.
> >> >> >
> >> >> > Erling
> >> >> >
> >> >> >
> >> >> > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D3D3D
> >> >> >news:439000f1$1 @linux...
> >> >> > >
> >> >> > > Hi,
> >> >> > > Thanks for your replies.
> >> >> > > What I have managed is to have the same start and end for
=
>=3D
> >>both =3D3D
> >> >>audio
> >> >> =3D3D3D
> >> >> >files
> >> >> > > just by cutting at cursor pointy on both tracks.
> >> >> > > Buit insight the stereo tracks each of themhas different
=
>cut
> > =3D
> >>=3D3D
> >> >>points
> >> >> =3D3D3D
> >> >> >and=3D3D3D20
> >> >> > > joint
> >> >> > > points , does this matter?
> >> >> > > If you ask me why it is because these tracks are not =
>actually
> > =3D
> >>=3D3D
> >> >>stereo
> >> >> =3D3D3D

```

> >> >> >but
 > >> >> > > two takes of acoustic guitar playing so I had to move =3D
 > >>different =3D3D
 > >> >>parts
 > >> >> =3D3D3D
 > >> >> >on=3D3D3D20
 > >> >> > > each
 > >> >> > > of the "stereo" tracks to make them on time.
 > >> >> > > I want a stereo effect because I wanna expand the stereo
 =
 >=3D3D
 > >> >>perspective
 > >> >> =3D3D3D
 > >> >> >of=3D3D3D20
 > >> >> > > them
 > >> >> > > pl;aying hard left and hard right.
 > >> >> > > Have you tried T-racks compressor's stereo widening knob
 =
 >?? =3D
 > >>!!
 > >> >> > > Amazing stereo result with complete mono compatibility ,
 =
 >not
 > > =3D
 > >>like
 > >> >=3D3D
 > >> >>=3D3D3D
 > >> >> >waves=3D3D3D20
 > >> >> > > imager
 > >> >> > > at all...
 > >> >> > > Cheers,
 > >> >> > > Dimitrios
 > >> >> > >
 > >> >> > >
 > >> >> > > "Ennio" <ennio@galicorp.net> wrote:
 > >> >> > >>The in-points (and out-points) on both sides of the =
 >stereo =3D
 > >>file
 > >> =3D3D
 > >> >>must
 > >> >> =3D3D3D
 > >> >> >be
 > >> >> > > at
 > >> >> > >>the identical spot - down to the sample (the furthest =
 >down =3D
 > >>you =3D3D
 > >> >>can =3D3D3D
 > >> >> >go on

```

> >> >> > > the
> >> >> > >>zoom tool)
> >> >> > >>
> >> >> > >>"erlilo" <erlilo@online.no> wrote in message =3D3D
> >> >>news:438f4d36@linux...
> >> >> > >>> Is it exactly the same length on each stereo files or =
>no =3D
> >>=3D3D
> >> >>different
> >> >> =3D3D3D
> >> >> >holes
> >> >> > >>in
> >> >> > >>> any of the stereo objects?
> >> >> > >>>
> >> >> > >>> Erling
> >> >> > >>>
> >> >> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i =
>melding=3D3D3D20
> >> >> > >>> news:438f3760$1@linux...
> >> >> > >>> >
> >> >> > >>> > Hi,
> >> >> > >>> > I have almost finished my project mixing and when I =
>try =3D
> >>to =3D3D
> >> >>put a
> >> >> =3D3D3D
> >> >> >
> >> >> > >>> > stereo
> >> >> > >>> > native
> >> >> > >>> > effect on any audio track on any submix when I try to
=
>=3D
> >>save I
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >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
> > =3D
> >>=3D3D
> >> >>before
> >> >> =3D3D3D
> >> >> >but

```

```

> >> >> > >>don't
> >> >> > >>> > know why Paris doesn't let to...
> >> >> > >>> > Regards,
> >> >> > >>> > Dimitrios
> >> >> > >>>
> >> >> > >>>
> >> >> > >>
> >> >> > >>
> >> >> > >=3D3D3D20
> >> >> >
> >> >> >
> >> >> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
>>Transitional//EN">
> >> >> ><HTML><HEAD>
> >> >> ><META http-equiv=3D3D3D3DContent-Type =
>>content=3D3D3D3D"text/html; =3D
> >>=3D3D3D
> >> >> >charset=3D3D3D3Diso-8859-1">
> >> >> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =
>>name=3D3D3D3DGENERATOR>
> >> >> ><STYLE></STYLE>
> >> >> ></HEAD>
> >> >> ><BODY bgColor=3D3D3D3D#ffffff>
> >> >> ><DIV><FONT face=3D3D3D3DArial =
>>size=3D3D3D3D2>Dimitrios,</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Rendering is =
>>your =3D
> >>>answer. Don't
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >render tracks=3D3D3D20
> >> >> >with plugins. In stereo the right side </FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>won't =
>></FONT><FONT =3D3D
> >> >>>face=3D3D3D3DArial =3D3D3D
> >> >> >size=3D3D3D3D2>have any=3D3D3D20
> >> >> >effect. Double check to see that their timing is correct =
>>=3D3D3D
> >> >> >too.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Some people have
=
>=3D
> >>>problems with
> >> =3D3D
> >> >>=3D3D3D
> >> >> >that.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Tom</FONT></DIV>

```

```

> >> >> ><BLOCKQUOTE=3D3D3D20
> >> >> >style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>MARGIN-LEFT:
> >=3D
> >>5px;
> >> =3D3D
> >> >>=3D3D3D
> >> >> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >> >> > <DIV>"erlilo" <<A =3D3D3D
> >> >> =
>>>href=3D3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D3D20
> >> >> > wrote in message <A=3D3D3D20
> >> >> > =3D3D
> >> =3D
> =
>>>>href=3D3D3D3D"news:43900b57$1@linux">news:43900b57$1@linux</A>...</DI=
>V>Th=3D
> >>ere
> >> >> =3D3D3D
> >> >> >you have=3D3D3D20
> >> >> > the problem. I think rendering the tracks and look after =
>that =3D
> >>=3D3D
> >> >><BR>each
> >> >> =3D3D3D
> >> >> >
> >> >> > stereopair is starting and ending at the same places will =
>do =3D
> >>the =3D3D
> >> >>job =3D3D3D
> >> >> ><BR>when=3D3D3D20
> >> >> > saving under a new name, just to be sure to go back if =3D
> >>something =3D3D
> >> >>are =3D3D3D
> >> >> ><BR>going=3D3D3D20
> >> >> > wrong again. If the time alignments are going wrong in some
=
>of
> >=3D
> >>=3D3D
> >> >>the=3D3D3D20
> >> >> > <BR>stereofiles, you can rendering the old, hard way, as in
=
>=3D
> >>version
> >> >=3D3D
> >> >>2,
> >> >> =3D3D3D

```

> >> >> >when=3D3D3D20
 > >> >> >
mixing down each stereopair with panning hard left and
 =
 >=3D
 > >>right =3D3D
 > >> >>and =3D3D3D
 > >> >> >muting=3D3D3D20
 > >> >> > all
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 > > =3D
 > >>=3D3D
 > >> >>again
 > >> >> =3D3D3D
 > >> >> >on their=3D3D3D20
 > >> >> > old
places and give them new =3D3D3D
 > >> >> >names.

Erling

"Dimitrios"=3D3D3D20
 > >> >> > <<A =3D
 > >>href=3D3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =
 >=3D3D
 > >> >>=3D3D3D
 > >> >> >skrev i=3D3D3D20
 > >> >> > melding <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D3D"news:439000f1\$1 @linux">news:439000f1\$1 @linux...<BR=
 >>><B=3D
 > >>R>&g=3D3D
 > >> >>=3D3D3D
 > >> >> >t;=3D3D3D20
 > >> >> > Hi,
> Thanks for your replies.
> What I have managed
 =
 >is =3D
 > >>to =3D3D
 > >> >>=3D3D3D
 > >> >> >have=3D3D3D20
 > >> >> > the same start and end for both audio files
> just by =
 >=3D
 > >>cutting at
 > >> >=3D3D
 > >> >>=3D3D3D
 > >> >> >cursor=3D3D3D20
 > >> >> > pointy on both tracks.
> Buit insight the stereo tracks
 =
 >each
 > > =3D
 > >>of

> >> >=3D3D
 > >> >>=3D3D3D
 > >> >> >themhas=3D3D3D20
 > >> >> > different cut points and
> joint
> points , does =3D
 > >>this=3D3D3D20
 > >> >> > matter?
> If you ask me why it is because these tracks =
 >are =3D
 > >>not
 > >> =3D3D
 > >> >>=3D3D3D
 > >> >> >actually=3D3D3D20
 > >> >> > stereo but
> two takes of acoustic guitar playing so I =
 >had =3D
 > >>=3D3D3D
 > >> >> >tomove=3D3D3D20
 > >> >> > different parts on
> each
> of the "stereo" tracks =
 >to =3D
 > >>=3D3D3D
 > >> >> >make them=3D3D3D20
 > >> >> > on time.
> I want a stereo effect because I wanna expand
 =
 >the
 > >=3D
 > >>=3D3D3D
 > >> >> >stereo=3D3D3D20
 > >> >> > perspective of
> them
> pl;aying hard left and =3D
 > >>hard=3D3D3D20
 > >> >> > right.
> Have you tried T-racks compressor's stereo =
 >widening
 > >=3D
 > >>=3D3D3D
 > >> >> >knob ??=3D3D3D20
 > >> >> > !!
> Amazing stereo result with complete mono =
 >compatibility
 > >=3D
 > >>, =3D3D
 > >> >>=3D3D3D
 > >> >> >not like=3D3D3D20
 > >> >> > waves
> imager
> at all...
> =
 >Cheers,
>=3D3D3D20
 > >> >> > DImitrios
>
>
> "Ennio" <<A=3D3D3D20
 > >> >> > =3D
 > =
 >>>href=3D3D3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D3D=
 >20
 > >> >> > wrote:
>>The in-points (and out-points) on both sides of
 =
 >the

> > =3D
 > >>=3D3D3D
 > >> >> >stereo=3D3D3D20
 > >> >> > file must be
> at
>>the identical spot - down to the
 =
 >=3D
 > >>=3D3D3D
 > >> >> >sample=3D3D3D20
 > >> >> > (the furthest down you can go on
> =
 >the
>>zoom=3D3D3D20
 > >> >> > tool)
>>
>>"erlilo" <<A=3D3D3D20
 > >> >> > =
 >href=3D3D3D3D"mailto:erlilo@online.no">erlilo@online.no> =3D
 > >>wrote in
 > >> =3D3D
 > >> >>=3D3D3D
 > >> >> >message <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D
 > =
 >>>>href=3D3D3D3D"news:438f4d36@linux">news:438f4d36@linux...
>>>
 =
 >=3D
 > >>=3D3D3D
 > >> >> >Is it=3D3D3D20
 > >> >> > exactly the same length on each stereo files or no =3D
 > >>different=3D3D3D20
 > >> >> > holes
>>in
>>> any of the stereo=3D3D3D20
 > >> >> > objects?
>>>
>>>=3D3D3D20
 > >> >> > Erling
>>>
>>> "Dimitrios" <<A=3D3D3D20
 > >> >> > =
 >href=3D3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>
 > > =3D
 > >>skrev
 > >> =3D3D
 > >> >>i =3D3D3D
 > >> >> >melding=3D3D3D20
 > >> >> >
>>> <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D3D"news:438f3760\$1 @linux">news:438f3760\$1 @linux...<BR=
 >>>>&=3D
 > >>g=3D3D3D=3D3D
 > >> >>
 > >> >> >t;=3D3D3D20
 > >> >> > >
>>>> > Hi,
>>>> > I have almost =3D3D3D

```

> >> >> >finished my=3D3D3D20
> >> >> > project mixing and when I try to put a <BR>>>> >=3D3D3D20
> >> >> > stereo<BR>>>> > native<BR>>>> > effect on any =3D3D3D
> >> >> >audio=3D3D3D20
> >> >> > track on any submix when I try to save I always<BR>> =
>=3D3D3D
> >> >> >get<BR>>>>=3D3D3D20
> >> >> > > assertion<BR>>>> > failed and cannot save either on =
>=3D3D3D
> >> >> >same name=3D3D3D20
> >> >> > or other...<BR>>>> > The problem is that I want to use =
>=3D3D3D
> >> >> >stereo=3D3D3D20
> >> >> > effects as I did before but<BR>>>>don't<BR>>>> > know =
>=3D3D3D
> >> >> >why=3D3D3D20
> >> >> > Paris doesn't let to...<BR>>>> > Regards,<BR>>>> =3D3D3D
> >> >> >>=3D3D3D20
> >> >> > =3D3D3D
> >> >> >Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>><BR>>>>=3D3D3D
> >> >> >=3D3D3D20
> >> >> > <BR><BR></BLOCKQUOTE></BODY></HTML>
> >> >> >
> >> >> >
> >> >>
> >> >>
> >> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >> >><HTML><HEAD>
> >> >><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> >> >>charset=3D3D3Diso-8859-1">
> >> >><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> >> >><STYLE></STYLE>
> >> >></HEAD>
> >> >><BODY bgColor=3D3D3D#ffffff>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios,</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Are you saying you can
=
>save =3D
> >>before this
> >> >=3D3D
> >> >>stereo=3D3D20
> >> >>plugin</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>is inserted? I'd say =
>you may =3D
> >>have =3D3D
> >> >>a rouge=3D3D20

```

```

> >> >>plugin that</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>your wrapper or Paris =
>just =3D
> >>doesn't =3D3D
> >> >>like. Try=3D3D20
> >> >>the same thing</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>in a different project.
=
>ie: =3D
> >>Same =3D3D
> >> >>stereo=3D3D20
> >> >>plugin inserted</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>on another stereo pair
=
>of =3D
> >>tracks. =3D3D
> >> >>Now can you=3D3D20
> >> >>save?</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>If so it may be your =
>project. =3D
> >>If =3D3D
> >> >>not it's=3D3D20
> >> >>probably your plugin.</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Good luck,</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >> >><BLOCKQUOTE=3D3D20
> >> >>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
=
>5px;
> > =3D
> >>=3D3D
> >> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >> >> <DIV>"Dimitrios" <<A=3D3D20
> >> >> href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>
=
>wrote
> > =3D
> >>in =3D3D
> >> >>message=3D3D20
> >> >> <A =3D3D
> >> =3D
> =
>>>>>href=3D3D3D"news:43906b78$1 @linux">news:43906b78$1 @linux</A>...</DIV>=
><BR>=3D
> >>Than=3D3D
> >> >>ks=3D3D20
> >> >> for your suggestions.<BR>I have rendered using the hardware =

```

```

>method
> >=3D
> >>via
> >> >=3D3D
> >> >>adat=3D3D20
> >> >> and achieved one nice<BR>compact stereo track with my acoustic
=
>=3D3D
> >> >>guitars, I even=3D3D20
> >> >> saved all audio files<BR>on new folder and saved under new =
>name I
> >=3D
> >>used
> >> >=3D3D
> >> >>the=3D3D20
> >> >> clear missing files just<BR>before that but again no luck when
=
>I =3D
> >>=3D3D
> >> >>put a=3D3D20
> >> >> stereo native effect on this stereotrack<BR>even without =
>hitting =3D
> >>=3D3D
> >> >>play =3D3D20
> >> >> when I try to save assertion fails and doesn't<BR>allow of any
=
>=3D
> >>save =3D3D
> >> >>!<BR>Note=3D3D20
> >> >> that assertion failure appears ONLY when I hit SAve=3D3D20
> >> >> ...<BR>rEGARDS,<BR>dIMITRIOS<BR><BR>"Tom Bruhl" <<A=3D3D20
> >> >> =3D
> =
>>>href=3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D20=
>
> >> >> wrote:<BR>><BR>><BR>>Dimitrios,<BR>>Rendering is your=3D3D20
> >> >> answer. Don't render tracks with plugins. In=3D3D20
> >> >> stereo<BR>=3D3D3D<BR>>the right side=3D3D3D20<BR>>won't have =
>any =3D3D
> >> >>effect. =3D3D20
> >> >> Double check to see that their timing is =3D3D
> >> >>correct<BR>=3D3D3D<BR>>too.<BR>>Some=3D3D20
> >> >> people have problems with that.<BR>>Tom<BR>> "erlilo" =3D3D
> >> >><<A=3D3D20
> >> >> href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> =
>wrote in
> >=3D
> >>=3D3D

```

> >> >>message <A=3D3D20
 > >> >> =3D3D
 > >> =
 >>>href=3D3D3D"news:43900b57\$1 @linux">news:43900b57\$1 @linux...
> =
 >=3D
 > >>=3D3D
 > >> >> There=3D3D20
 > >> >> you have the problem. I think rendering the tracks and look =
 >=3D3D
 > >> >>=3D3D3D
>after=3D3D20
 > >> >> that=3D3D3D20
> each stereopair is starting and ending at =
 >the =3D3D
 > >> >>same=3D3D20
 > >> >> places will do the
=3D3D3D
>job=3D3D3D20
> when =
 >saving =3D3D
 > >> >>under a new=3D3D20
 > >> >> name, just to be sure to go back if =3D3D
 > >> >>something
=3D3D3D
>are=3D3D3D20
> =3D3D20
 > >> >> going wrong again. If the time alignments are going wrong in =
 >some
 > >=3D
 > >>of=3D3D20
 > >> >> =3D3D3D
>the=3D3D3D20
> stereofiles, you can rendering =
 >the =3D3D
 > >> >>old, hard=3D3D20
 > >> >> way, as in version 2, =3D3D3D
>when=3D3D3D20
> mixing =
 >down =3D3D
 > >> >>each=3D3D20
 > >> >> stereopair with panning hard left and right and =3D
 > >>=3D3D3D
>muting=3D3D20
 > >> >> all=3D3D3D20
> other tracks. Then you can import them into
 =
 >the =3D
 > >>=3D3D
 > >> >>project=3D3D20
 > >> >> again on their
=3D3D3D
>old=3D3D3D20
> places and =
 >give =3D3D
 > >> >>them new=3D3D20
 > >> >> names.
>
> Erling
>
>
> =3D3D
 > >> >>"Dimitrios"=3D3D20
 > >> >> <<A =
 >href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =3D
 > >>=3D3D
 > >> >>skrev i=3D3D20
 > >> >> melding =3D3D3D
>news:439000f1\$1 @linux...
> =3D3D
 > >> >>>
> =3D3D20
 > >> >> > Hi,
> > Thanks for your replies.
> =3D3D
 > >> >>> What I=3D3D20

> >> >> have managed is to have the same start and end for both
 > >> >> audio files > just by cutting at cursor =
 > >> >>pointy on
 > >> >> both tracks. > Built insight the stereo tracks each of =
 > >> >>themhas
 > >> >> different cut points and
 > >> >>joint =
 > >> >> > points , does this matter? > If you ask me why
 > >> >>it is
 > >> >> because these tracks are not actually
 > >> >>stereo but
 > >> >> > two takes of acoustic guitar playing so I had to move
 > >> >>different
 > >> >> parts on each
 > >> >>of the
 > >> >> "stereo" tracks to make them on time. > I want a
 > >> >>stereo
 > >> >> effect because I wanna expand the stereo
 > >> >> perspective of
 > >> >>them
 > >> >> pl;aying hard left and hard right. > Have you tried
 > >> >>T-racks
 > >> >> compressor's stereo widening knob ?? !! > Amazing
 > >> >>stereo
 > >> >> result with complete mono compatibility , not like
 > >> >> waves imager at
 > >> >> all... > Cheers,
 > >> >>Dimitrios
 > >> >> >
> >
> > "Ennio" <<A=
 > >> >> =
 > >> >> >href="mailto:ennio@galicorp.net">ennio@galicorp.net
 > >> >> wrote:>>The in-points (and out-points) on both
 > >> >> sides of
 > >> >> the stereo file must be
 > >> >>at
 > >> >> >>the identical spot - down to the sample (the furthest down =
 > >> >>you
 > >> >>can
 > >> >> go on the zoom
 > >> >> tool)>>>>"erlilo" <<A=
 > >> >> href="mailto:erlilo@online.no">erlilo@online.no =
 > >> >>wrote in
 > >> >>=
 > >> >>=
 > >> >>message <A=

> >> >> =
> href="news:438f4d36@linux">news:438f4d36@linux...
 =3D
> >>=3D20
> >> >> >>> Is it exactly the same length on each stereo files or =
> no=3D20
> >> >> different
=3D
>holes
> >>in
> =3D20
> >> >> >>> any of the stereo objects?
> =3D20
> >> >> >>>
> >>> Erling
> =3D20
> >> >> >>>
> >>> "Dimitrios" <A=3D20
> >> >> href="mailto:musurgio@otenet.gr">musurgio@otenet.gr>
=
>skrev
> >=3D
> >>i=3D20
> >> >> melding=3D20
> >>> <A=3D20
> >> >> =3D
> >> =
>>> href="news:438f3760\$1 @linux">news:438f3760\$1 @linux...
> =
>=3D
> >>=3D
> >> >>=3D20
> >> >> >>> >
> >>> > Hi,
> =3D20
> >> >> >>> > I have almost finished my project mixing and when I =
>=3D
> >> >>try to=3D20
> >> >> put a
=3D
>
> >>> > =3D
> >> >>stereo
> =3D20
> >> >> >>> > native
> >>> > effect on any =3D
> >> >>audio=3D20
> >> >> track on any submix when I try to save I =3D
> >> >>=3D
>always
> >=3D20
> >> >> get
> >>> > assertion
> =3D
> >> >>>>> >=3D20
> >> >> failed and cannot save either on same name or other...
> =
>=3D20
> >> >> >>> > The problem is that I want to use stereo effects as =
>=3D
> >> >>I did=3D20
> >> >> before
=3D
>but
> >>don't
> =3D
> >> >>>>>=3D20
> >> >> > know why Paris doesn't let to...
> >>> >=3D20
> >> >> Regards,
> >>> > Dimitrios
> =3D20
> >> >> >>>
> >>>
> =3D
> >> >>>>
> =3D20
> >> >> >>
> =3D
> >> >>>=3D
>
>
>
><!DOCTYPE=3D20
> >> >> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> >> >> Transitional//EN">
><HTML><HEAD>
><META=3D20

```

> >> >> http-equiv=3D3D3D3DContent-Type =
>content=3D3D3D3D"text/html";=3D3D20
> >> >> =3D3D3D<BR>>charset=3D3D3D3Diso-8859-1"><BR>><META =3D3D
> >> >>content=3D3D3D3D"MSHTML=3D3D20
> >> >> 6.00.2800.1400"=3D3D20
> >> >> =3D3D
> >> >>name=3D3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D3D
> >> >>D><BR>><BODY=3D3D20
> >> >> bgcolor=3D3D3D3D#ffffff><BR>><DIV><FONT =
>face=3D3D3D3DArial=3D3D20
> >> >> =3D3D
> >> >>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=3D3D
> >> >>ONT=3D3D20
> >> >> face=3D3D3D3DArial size=3D3D3D3D2>Rendering is your answer. =
>Don't =3D3D
> >> >>=3D3D3D<BR>>render=3D3D20
> >> >> tracks=3D3D3D20<BR>>with plugins. In stereo the right =
>side=3D3D20
> >> >> </FONT></DIV><BR>><DIV><FONT face=3D3D3D3DArial=3D3D20
> >> >> size=3D3D3D3D2>won't </FONT><FONT face=3D3D3D3DArial =3D3D
> >> >>=3D3D3D<BR>>size=3D3D3D3D2>have=3D3D20
> >> >> any=3D3D3D20<BR>>effect. Double check to see that their timing
=
>is =3D
> >>=3D3D
> >> >>correct=3D3D20
> >> >> =3D3D3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =3D3D
> >> >>face=3D3D3D3DArial=3D3D20
> >> >> size=3D3D3D3D2>Some people have problems with=3D3D20
> >> >> =3D3D3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=3D3D20
> >> >> face=3D3D3D3DArial=3D3D20
> >> >> =3D3D
> >> =
>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>><BLOCKQUOTE=3D3D3D20 <BR>=3D3D
> >> >>>style=3D3D3D3D"PADDING-RIGHT:=3D3D20
> >> >> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D3D3D<BR>>BORDER-LEFT: =3D
> >>=3D3D
> >> >>#000000 2px=3D3D20
> >> >> solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"erlilo" =3D3D
> >> >><<A=3D3D20
> >> >> =3D3D3D<BR>>href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D3D20'>=
>mailto=3D
> >>:erlil=3D3D

```

> >> >>o@online.no">erlilo@online.no>=3D3D3D20
> =3D3D20
 > >> >> wrote in message <A=3D3D3D20
> href=3D3D3D3D"<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>href=3D3D3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>=
 >Ther=3D
 > >>e'>n=3D3D
 > >> >>ews:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>Th=3D3D
 > >> >>ere
=3D3D3D
>you=3D3D20
 > >> >> have=3D3D3D20
> the problem. I think rendering the tracks =
 >and =3D3D
 > >> >>look after=3D3D20
 > >> >> that
each
=3D3D3D
>
> stereopair is =3D3D
 > >> >>starting and=3D3D20
 > >> >> ending at the same places will do the job=3D3D20
 > >> >> =3D3D3D
>
when=3D3D3D20
> saving under a new name, =
 >=3D3D
 > >> >>just to be=3D3D20
 > >> >> sure to go back if something are =3D3D
 > >> >>=3D3D3D
>
going=3D3D3D20
> =3D3D20
 > >> >> wrong again. If the time alignments are going wrong in some =
 >=3D
 > >>of=3D3D20
 > >> >> the=3D3D3D20
>
stereofiles, you can rendering the =3D3D
 > >> >>old, hard=3D3D20
 > >> >> way, as in version 2,
=3D3D3D
>when=3D3D3D20
> =3D3D
 > >> >>
mixing down=3D3D20
 > >> >> each stereopair with panning hard left and right and=3D3D20
 > >> >> =3D3D3D
>muting=3D3D3D20
> all
other tracks. Then =
 >=3D3D
 > >> >>you can=3D3D20
 > >> >> import them into the project again
=3D3D3D
>on =3D3D
 > >> >>their=3D3D3D20
> old=3D3D20
 > >> >>
places and give them new=3D3D20
 > >> >> =3D3D
 > >> >>=3D3D3D
>names.

Erling

=3D3D
 > >> >>"Dimitrios"=3D3D3D20
> =3D3D20
 > >> >> <<A href=3D3D3D3D"<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>href=3D3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:=
 >musu=3D
 > >>rgio=3D3D
 > >> >>@otenet.gr">musurgio@otenet.gr</A>=3D3D20
 > >> >> =3D3D3D
>skrev i=3D3D3D20
> melding <A=3D3D3D20
> =
 >=3D3D

> >> >>
 > >> >> href="<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>href="news:439000f1\$1 @linux">news:439000f1\$1 @linux...
<=
 >BR>&=3D
 > >>=3D3D
 > >> >>g'>news:439000f1\$1 @linux">news:439000f1\$1 @linux...
=3D3D
 > >> >>
&g=3D3D3D
>t;=3D3D3D20
> =3D3D20
 > >> >> Hi,
> Thanks for your replies.
> What I have =3D3D
 > >> >>managed=3D3D20
 > >> >> is to =3D3D3D
>have=3D3D3D20
> the same start and end =
 >for =3D3D
 > >> >>both audio=3D3D20
 > >> >> files
> just by cutting at =3D3D
 > >> >>=3D3D3D
>cursor=3D3D3D20
> pointy=3D3D20
 > >> >> on both tracks.
> Buit insight the stereo tracks each =
 >of=3D3D20
 > >> >> =3D3D3D
>themhas=3D3D3D20
> different cut points and =
 >=3D3D
 > >> >>
>=3D3D20
 > >> >> joint
> points , does this=3D3D3D20
> =3D3D
 > >> >>matter?
>=3D3D20
 > >> >> If you ask me why it is because these tracks are not=3D3D20
 > >> >> =3D3D3D
>actually=3D3D3D20
> stereo but
> two =3D3D
 > >> >>takes of=3D3D20
 > >> >> acoustic guitar playing so I had =
 >=3D3D3D
>tomove=3D3D3D20
> =3D3D
 > >> >>different=3D3D20
 > >> >> parts on
> each
> of the "stereo" tracks to=3D3D20
 > >> >> =3D3D3D
>make them=3D3D3D20
> on time.
> I want =3D3D
 > >> >>a stereo=3D3D20
 > >> >> effect because I wanna expand the =
 >=3D3D3D
>stereo=3D3D3D20
> =3D3D
 > >> >>perspective=3D3D20
 > >> >> of
> them
> pl;aying hard left and=3D3D20
 > >> >> hard=3D3D3D20
> right.
> Have you tried T-racks =3D3D
 > >> >>compressor's=3D3D20
 > >> >> stereo widening =3D3D3D
>knob ??=3D3D3D20
> !!
> =
 >=3D3D
 > >> >>Amazing=3D3D20
 > >> >> stereo result with complete mono compatibility , =3D
 > >>=3D3D3D
>not=3D3D20
 > >> >> like=3D3D3D20
> waves
> imager
> at=3D3D20
 > >> >> all...
> Cheers,
>=3D3D3D20
> =3D3D20
 > >> >> DImitrios
>
>
> "Ennio"=3D3D20
 > >> >> <<A=3D3D3D20
> href=3D3D3D3D"<A=3D3D20

> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D=
>20'>ma=3D
> >>ilto:e=3D3D
> >> =
>>>nnio@galicorp.net">ennio@galicorp.net>=3D3D3D20
>&n=3D3D
> >> >>bsp;=3D3D20
> >> >> wrote:
>>The in-points (and out-points) on both sides =3D3D
> >> >>of the=3D3D20
> >> >> =3D3D3D
>stereo=3D3D3D20
> file must be
>=3D3D20
> >> >> at
>>the identical spot - down to the=3D3D20
> >> >> =3D3D3D
>sample=3D3D3D20
> (the furthest down you can =
>go=3D3D20
> >> >> on
> the
>>zoom=3D3D3D20
> =3D3D20
> >> >> tool)
>>
>>"erlilo" =3D3D
> >> >><<A=3D3D3D20
> =3D3D20
> >> >> href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erli=
>lo@o=3D
> >>nlin=3D3D
> >> >>e.no">erlilo@online.no</A/A>>=3D3D20
> >> >> wrote in =3D3D3D
>message <A=3D3D3D20
> =3D3D
> >> >>=3D3D3D
>href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:=
>438f=3D
> >>4d36=3D3D
> >> >>@linux">news:438f4d36@linux...<BR>>>=3D3D20
> >> >> =3D3D3D
>Is it=3D3D3D20
> exactly the same length on =
>each =3D3D
> >> >>stereo files=3D3D20
> >> >> or no different=3D3D3D20
> =3D3D20
> >> >> holes
>>in
>>> any of the=3D3D20
> >> >> stereo=3D3D3D20
> =3D3D20
> >> >> =3D3D
> >> >>objects?
>>>
>>>=3D3D3D20
> =3D3D20
> >> >> Erling
>>>
>>> "Dimitrios"=3D3D20
> >> >> <<A=3D3D3D20
> href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =

```

>>>>href=3D3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:=
>musu=3D
> >>rgio=3D3D
> >> >>@otenet.gr">musurgio@otenet.gr</A/>>=3D3D20
> >> >> skrev i =3D3D3D3D<BR>>melding=3D3D3D3D20<BR>> <BR>>>>=3D3D20
> >> >> <A=3D3D3D3D20<BR>> =3D3D3D3D<BR>>href=3D3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'news:438f3760$1 @linux">news:438f3760$1 @linux</A>...<BR>>>=
>&g'>=3D
> >>=3D3D
> >> >>news:438f3760$1 @linux">news:438f3760$1 @linux</A>...<BR>>>=3D3D
> >> >>;>&g</A>=3D3D3D3D<BR>>t;=3D3D3D3D20<BR>> =3D3D20
> >> >> ><BR>>>> > Hi,<BR>>>> > I have =3D3D
> >> >>almost=3D3D20
> >> >> =3D3D3D3D<BR>>finished my=3D3D3D20<BR>> project mixing and when
=
>l =3D3D
> >> >>try to put a=3D3D20
> >> >> <BR>>>> >=3D3D3D3D20<BR>> =3D3D
> >> >>stereo<BR>>>> >=3D3D20
> >> >> native<BR>>>> > effect on any=3D3D20
> >> >> =3D3D3D3D<BR>>audio=3D3D3D3D20<BR>> track on any submix when I try
=
>to =3D3D
> >> >>save l=3D3D20
> >> >> always<BR>> =3D3D
> >> >>=3D3D3D3D<BR>>get<BR>>>>=3D3D3D3D20<BR>> >=3D3D20
> >> >> assertion<BR>>>> > failed and cannot save either on=3D3D20
> >> >> =3D3D3D3D<BR>>same name=3D3D3D3D20<BR>> or =3D3D
> >> >>other...<BR>>>> > The=3D3D20
> >> >> problem is that I want to use =3D3D3D3D<BR>>stereo=3D3D3D3D20<BR>>
=
>=3D3D
> >> >>effects as l=3D3D20
> >> >> did before but<BR>>>>don't<BR>>>> > know=3D3D20
> >> >> =3D3D3D3D<BR>>why=3D3D3D3D20<BR>> Paris doesn't let =3D3D
> >> >>to...<BR>>>>=3D3D20
> >> >> > Regards,<BR>>>> =3D3D3D3D<BR>>>=3D3D3D3D20<BR>> =3D3D
> >> >>
> >> >> =3D3D
> >> >>=3D3D3D3D<BR>>Dimitrios<BR>>>><BR>>>><BR>=3D3D
> >> >>;>><BR>>>><BR>>=3D3D3D3D<BR>>=3D3D3D3D20<BR>> =3D3D20
> >> >> =3D3D
> >> >><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=3D3D
> >> >><BR><BR></BLOCKQUOTE></BODY></HTML>
> >> >>

```

```

> >> >>
> >> >
> >>
> >>
> >><!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>I agree with Erlilo. Try =3D
> >>different channels=3D20
> >>or a different</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>submix if you can. Otherwise =
>=3D
> >>rebuilding the=3D20
> >>mix from</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>scratch in a new project is the
=
>next =3D
> >>best=3D20
> >>bet. Copy all</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>mixer settings and presets of =
>effects =3D
> >>to make it=3D20
> >>easier.</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></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>"Rod Lincoln" <<A=3D20
> >> =3D
> =
>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=
>A>&g=3D
> >>t;=3D20
> >> wrote in message <A=3D20
> >> =3D
> =
>>>href=3D3D"news:43908331$1@linux">news:43908331$1@linux</A>...</DIV><BR>=

```

>Dimi=3D
> >>trios,=3D20
> >> You probably know this, but just to make sure...
If you want to
=
>use
> > =3D
> >>stereo=3D20
> >> native plugins, you can NOT have any mono plugins
on those =
>tracks.
> > =3D
> >>That=3D20
> >> goes for native and EDS.
Do you have any mono eds or native =
>plugs =3D
> >>also on=3D20
> >> the stereo pair?
Rod
"Dimitrios" <<A=3D20
> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr=3D20
> >> wrote:
>
>Dear Tom,
>It is not the plugin under =3D
> >>other song l=3D20
> >> can open a stereo native effect.
>In my project I cannot open =
>=3D
> >>ANY stereo=3D20
> >> effect.
>Even chainer only...
>I can save my project no =3D
> >>problem if=3D20
> >> I don't use a stereo native effect.
>ALSO on submix 3 I managed
=
>=3D
> >>toopen a=3D20
> >> stereo native effect but not on submix
>1 or 4 , any =
>suggestion=3D20
> >> ?
>Regards,
>Dimitrios
>
>"Tom Bruhl" <<A=3D20
> >> =
>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20
> >> wrote:
>>
>>
>>Dimitrios,
>>Are =3D
> >>you saying=3D20
> >> you can save before this stereo plugin
>>is inserted? =3D
> >>l'd say=3D20
> >> you may have a rouge plugin that
>>your wrapper or Paris just =
>=3D
> >>doesn't=3D20
> >> like. Try the same thing
>>in a different =3D
> >>project. ie:=3D20
> >> Same stereo plugin inserted
>>on another stereo pair of =3D
> >>tracks. =3D20
> >> Now can you save?
>>If so it may be your project. If =3D
> >>not it's=3D20
> >> probably your plugin.
>>
>>Good=3D20
> >> luck,
>>Tom
>> "Dimitrios" <<A=3D20
> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote

=

>in =3D

> >>message=3D20

> >> =3D3D
>>news:43906b78\$1@linux...
>>
>> =3D

> >>Thanks for=3D20

> >> your suggestions.
>> I have rendered using the hardware =3D

> >>method=3D20

> >> via adat and achieved one =3D3D
>>nice
>> =3D

> >>compact stereo=3D20

> >> track with my acoustic guitars, I even saved all=3D20

> >> audio
>=3D3D
>>files
>> on new folder and =3D

> >>saved=3D20

> >> under new name I used the clear missing =3D20

> >> files
>=3D3D
>>just
>> before that but =3D

> >>again no luck=3D20

> >> when I put a stereo native effect on =3D3D
>>this=3D20

> >> stereotrack
>> even without hitting play when I =3D

> >>try to=3D20

> >> save assertion fails and =3D3D
>>doesn't
>> =3D

> >>allow of any=3D20

> >> save !
>> Note that assertion failure appears ONLY when =3D

> >>I hit=3D20

> >> SAve ...
>> rEGARDS,
>> =3D20

> >> dIMITRIOS
>>
>> "Tom Bruhl" <<A=3D20

> >> =

>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net=3D20

> >> wrote:
>> >
>> >
>> =3D

> >>

> >> >Dimitrios,
>> >Rendering is your answer. =3D

> >>Don't=3D20

> >> render tracks with plugins. In =3D

> >>=3D3D
>>stereo
>> =3D20

> >> =3D3D3D
>> >the right side=3D3D3D20
>> =3D

> >>>won't have=3D20

> >> any effect. Double check to see that their timing is=3D20

> >> =3D3D
>>correct
>> =3D3D3D
>> =3D20

> >> >too.
>> >Some people have problems with=3D20

> >> that.
>> >Tom
>> > "erlilo" =3D

> >><<A=3D20

> >> href=3D3D"mailto:erlilo@online.no">erlilo@online.no> wrote in

=

>=3D

> >>message=3D20

> >> =3D3D
>>news:43900b57\$1@linux...
>> > =3D

> >>There you=3D20

> >> have the problem. I think rendering the tracks and=3D20

> >> look
=3D3D
>>=3D3D3D
>> >after=3D20

> >> that=3D3D3D20
>> > each stereopair is starting =3D

> >>and ending=3D20
 > >> at the same places will do
=3D3D
>>the
>> =3D20
 > >> =3D3D3D
>> >job=3D3D3D20
>> > =3D
 > >>when saving=3D20
 > >> under a new name, just to be sure to go back if=3D20
 > >> =3D3D
>>something
>> =3D3D3D
>> =3D20
 > >> >are=3D3D3D20
>> > going wrong again. If the =3D
 > >>time=3D20
 > >> alignments are going wrong in some
=3D3D
>>of =3D
 > >>=3D3D3D
>> =3D20
 > >> >the=3D3D3D20
>> > stereofiles, you can =3D
 > >>rendering the=3D20
 > >> old, hard way, as in version =3D
 > >>2,
>=3D3D
>>=3D3D3D
>> =3D20
 > >> >when=3D3D3D20
>> > mixing down each =3D
 > >>stereopair with=3D20
 > >> panning hard left and right and =3D3D
>>=3D3D3D
>> =3D
 > >>>muting=3D20
 > >> all=3D3D3D20
>> > other tracks. Then you can =3D
 > >>import them=3D20
 > >> into the project again on =3D3D
>>their
>> =3D20
 > >> =3D3D3D
>> >old=3D3D3D20
>> > =3D
 > >>places and=3D20
 > >> give them new names.
>> >
>> =3D
 > >>> =3D20
 > >> Erling
>> >
>> >
>> =3D
 > >>
 > >> > "Dimitrios" <<A=3D20
 > >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev
 =
 >i =3D
 > >>melding=3D20
 > >> =3D3D3D
>> >news:439000f1\$1@linux...
>> =3D
 > >>
 > >> > >
>> > > =3D
 > >>Hi,
>> =3D20
 > >> > > Thanks for your replies.
>> > =3D
 > >>>=3D20
 > >> What I have managed is to have the same start and end for =
 >both=3D20
 > >> =3D3D
>>audio
>> =3D3D3D
>> =3D20
 > >> >files
>> > > just by cutting at cursor =3D
 > >>pointy=3D20
 > >> on both tracks.
>> > > Buit insight the =3D
 > >>stereo=3D20
 > >> tracks each of themhas different cut =3D
 > >>=3D3D
>>points
>> =3D20
 > >> =3D3D3D
>> >and=3D3D3D20
>> > =3D

> >>=3D20
 > >> joint
>> > > points , does this=3D20
 > >> matter?
>> > > If you ask me why it is =3D
 > >>because=3D20
 > >> these tracks are not actually =3D3D
>>stereo
>> =3D20
 > >> =3D3D3D
>> >but
>> > > two =3D
 > >>takes of=3D20
 > >> acoustic guitar playing so I had to move different=3D20
 > >> =3D3D
>>parts
>> =3D3D3D
>> =3D20
 > >> >on=3D3D3D20
>> > > each
>> =3D
 > >>
 > >> > > of the "stereo" tracks to make them on =3D
 > >>time.
>> =3D20
 > >> > > I want a stereo effect because I wanna expand the =3D
 > >>stereo=3D20
 > >> =3D3D
>>perspective
>> =3D3D3D
>> =3D20
 > >> >of=3D3D3D20
>> > > them
>> =3D
 > >>
 > >> > > pl;aying hard left and hard right.
>> =3D20
 > >> > > Have you tried T-racks compressor's stereo widening =3D
 > >>knob ??=3D20
 > >> !!
>> > > Amazing stereo result with =3D
 > >>complete mono=3D20
 > >> compatibility , not like
>=3D3D
>>=3D3D3D
>> =3D
 > >>
 > >> >waves=3D3D3D20
>> > > =3D
 > >>imager
>> =3D20
 > >> > > at all...
>> > >=3D20
 > >> Cheers,
>> > > Dimitrios
>> =3D20
 > >> > >
>> > >
>> =3D
 > >>> =3D20
 > >> > "Ennio" <<A=3D20
 > >> href=3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net=3D20
 > >> wrote:
>> > >>The in-points (and =3D
 > >>out-points) on=3D20
 > >> both sides of the stereo file
=3D3D
>>must
>> =3D
 > >>
 > >> =3D3D3D
>> >be
>> > >=3D20
 > >> at
>> > >>the identical spot - down to =3D
 > >>the=3D20
 > >> sample (the furthest down you =3D3D
>>can =3D
 > >>=3D3D3D
>> >go=3D20
 > >> on
>> > > the
>> > =3D20
 > >> >>zoom tool)
>> > =3D
 > >>>
>> =3D20
 > >> > >>"erlilo" <<A=3D20
 > >> href=3D3D"mailto:erlilo@online.no">erlilo@online.no wrote in
 =

>=3D
> >>message=3D20
> >> =3D3D
>>news:438f4d36@linux...
>> > =3D
> >>>>=3D20
> >> Is it exactly the same length on each stereo files or no=3D20
> >> =3D3D
>>different
>> =3D3D3D
>> =3D20
> >> >holes
>> > >>in
>> =3D
> >>> =3D20
> >> >>> any of the stereo objects?
>> > =3D20
> >> >>>
>> > >>>=3D20
> >> Erling
>> > >>>
>> =3D
> >>> =3D20
> >> >>> "Dimitrios" <<A=3D20
> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev
=
>i=3D20
> >> melding=3D3D3D20
>> > >>> <A=3D20
> >> =3D
> =
>>>href=3D3D"news:438f3760\$1@linux">news:438f3760\$1@linux...
>>&n=3D=
>
> >>bsp;=3D20
> >> > >>> >
>> > >>> =3D
> >>>=3D20
> >> Hi,
>> > >>> > I have almost =3D
> >>finished my=3D20
> >> project mixing and when I try to =3D3D
>>put =3D
> >>a
>> =3D20
> >> =3D3D3D
>> >
>> > >>> =3D
> >>>=3D20
> >> stereo
>> > >>> > =3D
> >>native
>> =3D20
> >> > >>> > effect on any audio track on any submix =3D
> >>when l=3D20
> >> try to save l
>=3D3D
>>=3D3D3D
>> =3D20
> >> >always
>> > > get
>> =3D
> >>> =3D20
> >> >>> > assertion
>> > >>> =3D
> >>>=3D20
> >> failed and cannot save either on same name or =3D
> >>other...
>> =3D20
> >> > >>> > The problem is that I want to use stereo =3D
> >>effects=3D20
> >> as I did =3D3D
>>before
>> =3D
> >>=3D3D3D
>> =3D20
> >> >but
>> > >>>don't
>> =3D20
> >> > >>> > know why Paris doesn't let=3D20
> >> to...
>> > >>> >=3D20

```

> >> Regards,<BR>>> > >>> >=3D20
> >> Dimitrios<BR>>> > >>><BR>>> =3D20
> >> > >>><BR>>> > =3D20
> >> >><BR>>> > >><BR>>> =3D
> >>> =3D20
> >> >=3D3D3D20<BR>>> ><BR>>> =3D
> >>><BR>>> =3D20
> >> ><BR>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =3D
> >>4.0=3D20
> >> Transitional//EN"><BR>>> =3D20
> >> ><HTML><HEAD><BR>>> ><META=3D20
> >> http-equiv=3D3D3D3DContent-Type content=3D3D3D3D"text/html; =3D
> >>=3D3D3D3D<BR>>> =3D20
> >> >charset=3D3D3D3DDiso-8859-1"><BR>>> ><META=3D20
> >> content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
> >>name=3D3D3D3DGENERATOR><BR>>> =3D20
> >> ><STYLE></STYLE><BR>>> =3D20
> >> ></HEAD><BR>>> ><BODY=3D20
> >> bgColor=3D3D3D3D#ffffff><BR>>> ><DIV><FONT=3D20
> >> face=3D3D3D3DArial=3D20
> >> size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>> =3D20
> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Rendering is =3D
> >>your answer.=3D20
> >> Don't<BR>>=3D3D<BR>>>=3D3D3D<BR>>> >render=3D20
> >> tracks=3D3D3D20<BR>>> >with plugins. In stereo the right =3D
> >>side=3D20
> >> </FONT></DIV><BR>>> ><DIV><FONT=3D20
> >> face=3D3D3D3DArial size=3D3D3D3D2>won't </FONT><FONT=3D20
> >> =3D3D<BR>>>face=3D3D3D3DArial =3D3D3D<BR>>> =3D
> >>>size=3D3D3D3D2>have=3D20
> >> any=3D3D3D20<BR>>> >effect. Double check to see that =3D
> >>their timing=3D20
> >> is correct =3D3D3D<BR>>> =3D20
> >> >too.</FONT></DIV><BR>>> =3D
> >>><DIV><FONT=3D20
> >> face=3D3D3D3DArial size=3D3D3D3D2>Some people have problems=3D20
> >> with<BR>=3D3D<BR>>>=3D3D3D<BR>>> =3D20
> >> >that.</FONT></DIV><BR>>> =3D
> >>><DIV><FONT=3D20
> >> face=3D3D3D3DArial =3D
> >>size=3D3D3D3D2>Tom</FONT></DIV><BR>>> =3D20
> >> ><BLOCKQUOTE=3D3D3D20<BR>>> =3D
> >>>style=3D3D3D3D"PADDING-RIGHT: 0px;=3D20
> >> PADDING-LEFT: 5px; MARGIN-LEFT: =3D
> >>5px;<BR>=3D3D<BR>>>=3D3D3D<BR>>> =3D20
> >> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =3D
> >>0px"><BR>>> =3D20
> >> > <DIV>"erlilo" <<A =3D3D3D<BR>>> =3D20

```

> >> >href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no>=3D3D3D20'>mail=
 >to:erl=3D
 > >>ilo@online.no">erlilo@online.no>=3D3D3D20
>>&n=3D
 > >>bsp;=3D20
 > >> > wrote in message <A=3D3D3D20
>> > =3D20
 > >> =3D3D
>>href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>Ther=
 >e'>n=3D
 > >>ews:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>Th=3D
 > >>ere
>> =3D20
 > >> =3D3D3D
>> >you have=3D3D3D20
>> =3D
 > >>> the=3D20
 > >> problem. I think rendering the tracks and look after that=3D20
 > >> =3D3D
>>
each
>> =3D
 > >>=3D3D3D
>> =3D20
 > >> >
>> > stereopair is starting and ending at =3D
 > >>the=3D20
 > >> same places will do the =3D3D
>>job =3D3D3D
>> =3D20
 > >> >
when=3D3D3D20
>> > saving under a =3D
 > >>new name,=3D20
 > >> just to be sure to go back if something =3D3D
>>are =3D
 > >>=3D3D3D
>> =3D20
 > >> >
going=3D3D3D20
>> > wrong again. =3D
 > >>If the time=3D20
 > >> alignments are going wrong in some of =3D
 > >>=3D3D
>>the=3D3D3D20
>> =3D20
 > >> >
stereofiles, you can rendering the old, hard way, =3D
 > >>as in=3D20
 > >> version
>=3D3D
>>2,
>> =3D
 > >>=3D3D3D
>> =3D20
 > >> >when=3D3D3D20
>> >
mixing down =3D
 > >>each=3D20
 > >> stereopair with panning hard left and right =3D3D
>>>and=3D20
 > >> =3D3D3D
>> >muting=3D3D3D20
>> > =3D
 > >>all=3D20
 > >>
other tracks. Then you can import them into the project=3D20
 > >> =3D3D
>>again
>> =3D3D3D
>> >on=3D20
 > >> their=3D3D3D20
>> > old
places and =3D
 > >>give them new=3D20
 > >> =3D3D3D
>> =3D20
 > >> =3D
 > >>>names.

Erling

"Dimitr=3D
 > >>ios"=3D3D3D20
>> =3D20

> >> > <musurgio@otenet.grmailto:musu=

> >> =3D

> =

>>>href="mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musu=

>rgio=3D

> >>@otenet.gr">musurgio@otenet.gr</A/>>>=3D20

> >> =3D3D
>>=3D3D3D
>> >skrev =3D

> >>i=3D3D3D20
>> =3D20

> >> > melding <A="3D3D3D20
>> > =3D20

> >> =3D3D3D
>> =3D3D
>>>href="3D3D3D3D"<A="3D20

> >> =3D

> =

>>>href="3D3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux...
>
&=

>=3D

> >>g'>news:439000f1\$1 @linux">news:439000f1\$1 @linux...
=3D

> >>>
&g=3D3D
>>=3D3D3D
>> =3D20

> >> >t;=3D3D3D20
>> > Hi,
> Thanks =3D

> >>for your=3D20

> >> replies.
> What I have managed is to=3D20

> >> =3D3D
>>=3D3D3D
>> =3D

> >>>have=3D3D3D20
>> > =3D20

> >> the same start and end for both audio files
> just by =3D

> >>cutting=3D20

> >> at
>=3D3D
>>=3D3D3D
>> =3D

> >>>cursor=3D3D3D20
>> =3D20

> >> > pointy on both tracks.
> Buit insight the =3D

> >>stereo tracks=3D20

> >> each of
>=3D3D
>>=3D3D3D
>> =3D20

> >> >themhas=3D3D3D20
>> > different cut points =3D

> >>and=3D20

> >>
> joint
> points , does =3D

> >>this=3D3D3D20
>> =3D20

> >> > matter?
> If you ask me why it is because these =3D

> >>tracks=3D20

> >> are not
=3D3D
>>=3D3D3D
>> =3D20

> >> >actually=3D3D3D20
>> > stereo =3D

> >>but
> two=3D20

> >> takes of acoustic guitar playing so I had =3D3D3D
>> =3D20

> >> >tomove=3D3D3D20
>> > different parts on =3D

> >>
>=3D20

> >> each
> of the "stereo" tracks to =3D3D3D
>> =3D

> >>>make=3D20

> >> them=3D3D3D20
>> > on time.
> I want =3D

> >>a stereo=3D20

> >> effect because I wanna expand the =3D3D3D
>> =3D20

> >> >stereo=3D3D3D20
>> > perspective of =3D

> >>
>=3D20

> >> them
> pl;aying hard left and =3D

> >>hard=3D3D3D20
>> =3D20
 > >> > right.
> Have you tried T-racks compressor's =3D
 > >>stereo=3D20
 > >> widening =3D3D3D
>> >knob ??=3D3D3D20
>> =3D
 > >>> =3D20
 > >> !!
> Amazing stereo result with complete mono =3D
 > >>compatibility ,=3D20
 > >> =3D3D
>>=3D3D3D
>> >not =3D
 > >>like=3D3D3D20
>> =3D20
 > >> > waves
> imager
> at =3D
 > >>all...
>=3D20
 > >> Cheers,
>=3D3D3D20
>> > =3D20
 > >> DImitrios
>
>
> "Ennio"=3D20
 > >> <<A=3D3D3D20
>> > href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D20'>=
 >mailto=3D
 > >>:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D20
&g=3D
 > >>t;> =3D20
 > >> > wrote:
>>The in-points (and out-points) on =3D
 > >>both=3D20
 > >> sides of the =3D3D3D
>> =3D
 > >>>stereo=3D3D3D20
>> =3D20
 > >> > file must be
> at
>>the =3D
 > >>identical spot -=3D20
 > >> down to the =3D3D3D
>> =3D
 > >>>sample=3D3D3D20
>> > =3D20
 > >> (the furthest down you can go on
>=3D20
 > >> the
>>zoom=3D3D3D20
>> > =3D20
 > >> tool)
>>
>>"erlilo"=3D20
 > >> <<A=3D3D3D20
>> > href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no'mailto:erlilo@o=
 >nlin=3D
 > >>e.no">erlilo@online.no</A/>>=3D20
 > >> wrote in
=3D3D
>>=3D3D3D
>> >message=3D20
 > >> <A=3D3D3D20
>> > =3D3D3D
>> =3D
 > >>>href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f=
 >4d36=3D
 > >>@linux">news:438f4d36@linux...<BR>>>=3D20
 > >> =3D3D3D
>> >Is it=3D3D3D20
>> > =3D
 > >>exactly the=3D20
 > >> same length on each stereo files or no =3D

> >>different=3D3D3D20
>> =3D20
 > >> > holes
>>in
>>> any of the=3D20
 > >> stereo=3D3D3D20
>> > =3D20
 > >> =3D
 > >>objects?
>>
>>=3D3D3D20
>>&n=3D
 > >>bsp;=3D20
 > >> > Erling
>>>
>>> =3D
 > >>"Dimitrios"=3D20
 > >> <<A=3D3D3D20
>>> > href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musu=
 >rgio=3D
 > >>@otenet.gr">musurgio@otenet.gr</A>>=3D20
 > >> skrev
>=3D3D
>>i =3D3D3D
>> =3D20
 > >> >melding=3D3D3D20
>> >
>>> =3D
 > >>
 > >> <A=3D3D3D20
>>> > =3D3D3D
>>> =3D20
 > >> =3D3D
>>>href=3D3D3D3D"<A=3D20
 > >> =3D
 > =
 >>>href=3D3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>>&g=3D=
 >3D=3D
 > >>3D'>news:438f3760\$1 @linux">news:438f3760\$1 @linux...
=3D
 > >>;>>&g=3D3D3D=3D3D
>>
>> =3D20
 > >> >t;=3D3D3D20
>> > >
>>> =3D
 > >>>=3D20
 > >> Hi,
>>> > I have almost =3D3D3D
>>> =3D20
 > >> >finished my=3D3D3D20
>> > project mixing and =3D
 > >>when I=3D20
 > >> try to put a
>>> >=3D3D3D20
>>> =3D
 > >>> =3D20
 > >> stereo
>>> > native
>>> > =3D
 > >>effect on=3D20
 > >> any =3D3D3D
>>> >audio=3D3D3D20
>>> =3D
 > >>> track on=3D20
 > >> any submix when I try to save I always
>> =3D
 > >>=3D3D3D
>>> =3D20
 > >> >get
>>>=3D3D3D20
>>> > > =3D
 > >>
 > >> assertion
>>> > failed and cannot save either on=3D20
 > >> =3D3D3D
>>> >same name=3D3D3D20
>>> =3D
 > >>> or=3D20
 > >> other...
>>> > The problem is that I want to use=3D20
 > >> =3D3D3D
>>> >stereo=3D3D3D20
>>> > =3D
 > >>effects as=3D20
 > >> I did before but
>>>don't
>>>> > =3D
 > >>know=3D20

```

> >> =3D3D3D<BR>>> >why=3D3D3D20<BR>>> > =3D
> >>Paris doesn't=3D20
> >> let to...<BR>>>> > Regards,<BR>>>>=3D20
> >> =3D3D3D<BR>>> >>=3D3D3D20<BR>>> > =3D20
> >> =3D3D3D<BR>>> =3D20
> >> =3D
> >>>Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>>&g=3D
> >>t;<BR>>><BR>>=3D3D3D<BR>>> =3D20
> >> >=3D3D3D20<BR>>> > =3D20
> >> =3D
> >><BR>><BR>></BLOCKQUOTE></BODY></HTML><BR>>=3D
> >>> =3D20
> >> ><BR>>> =3D
> >>><BR>>><BR>>><BR>>><!DOCTYPE=3D20
> >> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> >> =3D
> >>Transitional//EN"><BR>>><HTML><HEAD><BR>>><=3D
> >>META=3D20
> >> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> >> =3D3D<BR>>> charset=3D3D3Diso-8859-1"><BR>>><META =3D
> >>content=3D3D3D"MSHTML=3D20
> >> 6.00.2800.1400"=3D20
> >> =3D
> >>name=3D3D3DGENERATOR><BR>>><STYLE></STYLE><BR>>>=3D
> >></HEAD><BR>>><BODY=3D20
> >> bgColor=3D3D3D#ffffff><BR>>><DIV><FONT face=3D3D3DArial=3D20
> >> =3D
> >>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>><DIV>&=3D
> >>lt;FONT=3D20
> >> face=3D3D3DArial size=3D3D3D2>Are you saying you can save =
>before=3D20
> >> =3D
> >>this<BR>>=3D3D<BR>>>stereo=3D3D20<BR>>>plugin</FONT ><=3D
> >>/DIV><BR>>><DIV><FONT=3D20
> >> face=3D3D3DArial size=3D3D3D2>is inserted? I'd say you may have =
>=3D
> >>=3D3D<BR>>>a=3D20
> >> rouge=3D3D20<BR>>>plugin=3D20
> >> that</FONT></DIV><BR>>><DIV><FONT =3D
> >>face=3D3D3DArial=3D20
> >> size=3D3D3D2>your wrapper or Paris just doesn't =
>=3D3D<BR>>>like.=3D20
> >> Try=3D3D20<BR>>>the same=3D20
> >> thing</FONT></DIV><BR>>><DIV><FONT =3D
> >>face=3D3D3DArial=3D20
> >> size=3D3D3D2>in a different project. ie: Same=3D20
> >> =3D3D<BR>>>stereo=3D3D20<BR>>>plugin=3D20
> >> inserted</FONT></DIV><BR>>><DIV><FONT =3D

```

```
> >>face=3D3D3DArial=3D20
> >> size=3D3D3D2>on another stereo pair of tracks. =3D3D<BR>>>Now can
=
>=3D
> >>
> >> =3D
> >>you=3D3D20<BR>>>save?</FONT></DIV><BR>>><DIV>=3D
> >><FONT=3D20
> >> face=3D3D3DArial size=3D3D3D2>If so it may be your project. If =3D
> >>=3D3D<BR>>>not=3D20
> >> it's=3D3D20<BR>>>probably your=3D20
> >> plugin.</FONT></DIV><BR>>><DIV><FONT =3D
> >>face=3D3D3DArial=3D20
> >> size=3D3D3D2></FONT> =3D
> >></DIV><BR>>><DIV><FONT=3D20
> >> face=3D3D3DArial size=3D3D3D2>Good=3D20
> >> luck,</FONT></DIV><BR>>><DIV><FONT =3D
> >>face=3D3D3DArial=3D20
> >> =3D
> >>size=3D3D3D2>Tom</FONT></DIV><BR>>><BLOCKQUOTE=3D3D20=3D
> >><BR>>>style=3D3D3D"PADDING-RIGHT:=3D20
> >> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>>BORDER-LEFT:
=
>=3D
> >>#000000=3D20
> >> 2px solid; MARGIN-RIGHT: 0px"><BR>>> =3D
> >><DIV>"Dimitrios"=3D20
> >> <<A=3D3D20<BR>>> href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musu=
>rgio=3D
> >>@otenet.gr">musurgio@otenet.gr</A/>>>=3D20
> >> wrote in =3D3D<BR>>>message=3D3D20<BR>>> <A=3D20
> >> =3D3D<BR>>>href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'news:43906b7
```

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?
Posted by [Tom Bruhl](#) on Wed, 02 Nov 2005 01:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

ms at all with the little use I
have
> had with audio works on it.
>

> For the Paris system, I'm now using an Epox 9NDA3+ motherboard with a 3200+ processor. It couldn't use my Matrox G550 card with it, so I bought a G-Force FX5200 card, to be sure it would work with the nForce3 Ultra chipset on the motherboard. I'm using an Artic-Cooling Freezer 64 Pro on the processor and a North-Q 400w power supply with a 140 mm super silent fan. I must say I was asstonished when I saw the temperature was stable at about 42 degrees Celsius on both processor and motherboard when driving the system hard. Between the two Paris card it showes about 10-12 degrees higher, so the new system is about 10-15 degrees cooler than my old Asus A/V600-X board with a 3000+ processor. On the old system I had for the most problems wit Paris and WinXP, but on the new system, I havn't had any problems at all on both WinME or WinXP after using it a couple of weeks. So I'm crossing my fingers that WinXP now will work as WinME allways have done for me. So, it seems to be a wonderful system if you're not using Matrox graphic cards with it, so Doug, here you're out. I have tested both boards with recoding videoes with Nero 7 and the dual core system was unbelievable more speedy.

>

> Erling

>

> > Next, I'm going to build another native system. I'm going to need a mobo, > > RAM and a dual core AMD CPU. I'll be interfacing my audio hardware/UAD-1 > > cards using a Magma 13 slot chassis so I'm not really concerned about the > > number of PCI slots. One thing I do want to be able to do is to use my two > > existing Matrox G450's (AGP and PCI) Due to this, I am leaning toward > > trying > > the ASUS A8V-Deluxe mobo just because I'm familiar with the quirks of > > ASUS, > > I know that one of the PCI slots will be hardwired to the AGP and I know > > that since the Matrox cards share the same driver, this *should* work > > nicely > > with the host card of the Magma using az PCI slot that (hopefully) isn't > > sharing an IRQ with any other device, or at least benignly with something > > friendly. I'm also going to be going with at least 2 gig of DDR in this

> > machine.....maybe more. Guess I'll check ASUS' site to see what's
> > recommended.
> >
> > Lastly is the CPU. I want to be able to operate this machine as much as
> > possible at low latencies with VSTi's. I've been eyeing the dual core
3800
> > CPU's because they are the least expensive right now, but skimping will
> > defeat the whole purpose of this upgrade.
> >
> > Is anyone using an AMD dual core CPU system right now? If so, I'd be
> > mighty
> > interested to hear your experiences before I once again descend into
> > computer building hell.
> >
> > Thanks,
> >
> > Deej
> >
> >
> >
> >
>
>Hi Rich,

Support@intdevices.com

PLease forward your Key # and challenge

It may take a few days :)

Morgan

RICH wrote:

> Ok i got a new cpu and reinstalled paris... I need a new challange key! who
> can i contact?

>

>"DJ" <animix_spam-this-ahole_@animas.net> wrote:

> Maybe I'll put a fix on it someday, but for now, I can build a new Windows
>based system with 2 G RAM that will absolutely smoke this old 466Mhz Cobalt
>G4 for around \$1K. Even if I spent the \$\$\$ to upgrade the CPU to the dual
>1.2GHZ CPU upgrade, it would still be running a 133MHZ system bus and it
>would still be running stytem 9.2. Building a PC for her and getting the
>Windows software that she needs to be productive would be money well spent,
>IMHO.

You would need one of these: (at 3200.00)

<http://www.apple.com/powermac/>

To really compare ummm Apples and oranges...

sorry, bad pun...

DCHi Jamie,

I appologize if I offended you. I certainly didn't mean to. I used to love the mac back in th day, and despite the layers of bandaids below the surface, the elegance of having extentions, control pannels, and preference files made for a beautiful system.

No, it didn't have pre-emptive multitasking or protected memory, but those things can just get in the way of timing sensitive multimedia processes anyway. I know that Windows XP sucks compared to Windows 3.1 for midi timing, and it's because of the "features" that are great for office apps and server processes, but bad for audio.

BeOS woul dhave been wonderful. Unix is only good because it is old. It's not the best design - or even a good design - it's just so old that all the major bugs have been worked out.

I haven't had any expereince with core audio - maybe it smokes Windows XP for timing. I just don't know. I doubt it, though.

The lack of CPU speed is 100% because Apple's partners let them down. A power PC CPU should be faster than a CISC processor - but when the money doesn't get spent to make it happen, it doesn't happen. As for quad processor systems, how much software can use 4 CPUs? Not very much. It's just marketing. The fact that all modern CPUs are more than fast enough for most people most of the time means that the gap between a G5 and an Athlon64 may not be all that apparent. But, it's there, and it's big.

For me, it all comes down to that damn spinning disk, though. Who at Apple thought that it is ok to lock up the user interface for minutes at a time while some disk spins? Unbelievable!

Be well!

Mike

Jamie K <Meta@Dimensional.com> wrote:

>

>For everyone that doesn't want a Mac, it's great that you don't have to

>have one. I wasn't completely sold on Macs in the 80s when the Atari
>offered better MIDI features at a lower price and the Amiga offered a

>more exciting computing vision, although the Mac of that time still had

>some advantages in available software.

>

>Fast forward to the 90s. OS7-8-9 were careening off the tracks - stuck

>in decisions and mistakes of the 80's. No preemptive multitasking, no

>clean protected memory design, band-aid on top of band-aid to wire

>around obsolete legacy code. And after years of unsuccessfully

>attempting to rewrite their way out of the bag, scrapping the whole mess

>and starting over with OSX was the salvation of the company.

>

>You could argue that the GUI and some operating specs should have

>changed less. I would agree in some ways and disagree in others. For

>example, requiring a ".xxx" extension in the name for file

>identification was a step backwards. But for the most part the changes

>were for the better. For example, core audio is great.

>

>The transition wasn't cheap. But it did capitalize on the experience of

>NeXT and the engineering talent they acquired with the buyout.

>Reportedly it was either that or buy BeOS, the other major option on the

>table. Both were good choices with advantages and disadvantages.

>

>At this point the dual G5 boxes out now have plenty of muscle and

>available software for audio production, with the ability to do amazing

>amounts of real time tracks, virtual instruments and effects.

>

>Speaking of desktop hardware speed, at times Motorola has been faster,

>at times, Intel, at times AMD and at times IBM. Motorola's

>slower-than-expected rollout of improved G4 chips and then IBM's

>slower-than-expected rollout of G5 upgrades the last few years have put

>Apple trailing more often than not on the muscle car front, but to say

>"extremely slow" is innaccurate. At the moment, the quad G5 has a pretty

>good claim for leader of the desktop pack and the duals are no slouches.

>

>Offering Intel chips will put OSX head to head with MSWindows and it

>will be interesting to see that comparison.

>

>Price wise, Apple has been a bit more expensive, about the same or a bit

>less than comparable offerings from similar turnkey computer companies

>depending on the product range or how you compare. The downward trend on

>prices overall has not exempted Apple, Mac prices have come down over
>the last few years (despite their unfortunate decision to pull the plug
>on Mac clone manufacturers).
>
>For those who want to build their own boxes, especially in
>configurations Apple has not offered, that can be a money saving option.

>I say "can be" and not "will be" money saving because some box builders

>I know end up turning over their hardware fairly often. And their old
>hardware typically holds a lower resale value than Apple hardware. So
>whether building your own boxes is cheaper in the long run is not always

>a sure thing.
>
>Factor in the time spend researching, building, testing, replacing
>components, fussing with drivers, customizing your MSWindows setup.
>Then, depending on what your time is worth, the comparison may come out

>differently. But there's no denying that building your own box may give

>you a closer approximation of what you want, assuming Apple doesn't
>already offer what you want and assuming you don't want OSX and you
>really like MSWindows, BSD or Linux.
>
>Speaking of BSD and Linux, if up front cost is the measure, by far the
>cheapest-upfront-cost way to go is to build your own box and run an open

>source OS and software. For example: ubuntulinux.org/download/ The back

>end costs are similar for any box building adventure, time spent getting

>it all to work and getting software happening.
>
>Cheers,
> -Jamie
> <http://www.JamieKruz.com>
>
>
>Mike Audet wrote:
>> I agree completely. OSX was a big left turn, too. That spinning pizza
is
>> just completely unacceptable. They crash if they don

Subject: Re: tutorial for setting up headphone mix, anyone have a copy?

Posted by [jon chaikin](#) on Wed, 02 Nov 2005 06:26:44 GMT

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>

Mike Audet wrote:

> Hi Jamie,

>

> I appologize if I offended you. I certainly didn't mean to. I used to love
> the mac back in th day, and despite the layers of bandaids below the surface,
> the elegance of having extentions, control pannels, and preference files
> made for a beautiful system.

>

> No, it didn't have pre-emptive multitasking or protected memory, but those
> things can just get in the way of timing sensitive multimedia processes anyway.
> I know that Windows XP sucks compared to Windows 3.1 for midi timing, and
> it's because of the "features" that are great for office apps and server
> processes, but bad for audio.

>

> BeOS woul dhave been wonderful. Unix is only good because it is old. It's
> not the best design - or even a good design - it's just so old that all the
> major bugs have been worked out.

>

> I haven't had any expereince with core audio - maybe it smokes Windows XP
> for timing. I just don't know. I doubt it, though.

>

> The lack of CPU speed is 100% because Apple's partners let them down. A
> power PC CPU should be faster than a CISC processor - but when the money
> doesn't get spent to make it happen, it doesn't happen. As for quad processor
> systems, how much software can use 4 CPUs? Not very much. It's just marketing.
> The fact that all modern CPUs are more than fast enough for most people
> most of the time means that the gap between a G5 and an Athlon64 may not
> be all that apparent. But, it's there, and it's big.

>

> For me, it all comes down to that damn spinning disk, though. Who at Apple
> thought that it is ok to lock up the user interface for minutes at a time
> while some disk spins? Unbelievable!

>

> Be well!

>

> Mike

>

> Jamie K <Meta@Dimensional.com> wrote:

>

>>For everyone that doesn't want a Mac, it's great that you don't have to

>

>

>>have one. I wasn't completely sold on Macs in the 80s when the Atari
>>offered better MIDI features at a lower price and the Amig
