
Subject: OK.....Can I do this with Wormhole?

Posted by [Deej \[1\]](#) on Mon, 31 Oct 2005 01:10:20 GMT

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s/byte/30-bootloader/" target="_blank"><http://www.birdhouse.org/beos/byte/30-bootloader/>

>>>>>><http://www.itjungle.com/mid/mid022702-story06.html>

>>>>>>http://www.mv-voice.com/morgue/2003/2003_09_26.bisi.html

>>>>>>

>>>>>>Meanwhile OSX has been steadily improving and has some good stuff.

>>>>>>Oddly

>>>>>>

>>>>>>

>>>>>>I ran Logic all day today in a project that was crashing left and

>>>>>>right

>>>>>>

>>>>>>

>>>>>>last time I worked on that project. It didn't crash once today.

>>>>>>

>>>>>>So I don't know, maybe it's not a Logic problem. It may have to do

Subject: Re: OK.....Can I do this with Wormhole?

Posted by [gene lennon](#) on Mon, 31 Oct 2005 04:17:54 GMT

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rting and ending at =

>the=20

> the
=3D3D
>job=3D3D20
> when saving=20

>sure to go back=20

> if =

>=3D
>>something
=3D3D
>are=3D3D20
=

>>=20

>going=20

>=3D3D
>the=3D3D20
>=20

> stereofiles, you can rendering the =3D
>>old, =

> way, as in version 2, =3D3D
>when=3D3D20
> =

>mixing down=20

>hard left and=20

>all=3D3D20
>=20
> other tracks. Then you can import them into the=20

> their
=3D3D
>old=3D3D20
> places and =
>give=20

>names.
>
>=20
> Erling
>
>
>=20

>href=3D3D"<A=20
> =
>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A>=20

> =3D3D
>news:439000f1\$1@linux...
>=20

>Hi,
>=20
> > Thanks for your replies.
> =3D
>>> What=20

>end for=20

>audio
=3D3D
>file

Subject: Re: OK.....Can I do this with Wormhole?
Posted by [Dimitrios](#) on Mon, 31 Oct 2005 10:24:57 GMT
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gt;=3D20
>> >> >>> >
> >>> > Hi,
> =3D20
>> >> >>> > I have almost finished my project mixing and when I =3D
>> >>try to=3D20
>> >> put a
=3D3D
>
> >>> > =3D
>> >>stereo
> =3D20
>> >> >>> > native
> >>> > effect on any =3D
>> >>audio=3D20
>> >> track on any submix when I try to save I =3D
>> >>=3D3D
>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
=3D3D
>but
> >>don't
> =3D
>> >>>>>=3D20
>> >> > know why Paris doesn't let to...
> >>> >=3D20
>> >> Regards,
> >>> > Dimitrios
> =3D20
>> >> >>>
> >>>
> =3D

```

>> >>>><BR>> =3D20
>> >> >><BR>> =3D
>> >>>=3D3D20<BR>><BR>><BR>><BR>><!DOCTYPE=3D20
>> >> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>> >> Transitional//EN"><BR>><HTML><HEAD><BR>><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>></HEA=3D
>> >> D><BR>><BODY=3D20
>> >> bgcolor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20
>> >> =3D
>> >> size=3D3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=3D
>> >> ONT=3D20
>> >> face=3D3D3DArial size=3D3D3D2>Rendering is your answer. Don't =3D
>> >> =3D3D<BR>> render=3D20
>> >> tracks=3D3D20<BR>> with plugins. In stereo the right side=3D20
>> >> </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
>> >> size=3D3D3D2>won't </FONT><FONT face=3D3D3DArial =3D
>> >> =3D3D<BR>> size=3D3D3D2>have=3D20
>> >> any=3D3D20<BR>> effect. Double check to see that their timing is =
>> =3D
>> >> correct=3D20
>> >> =3D3D<BR>> too.</FONT></DIV><BR>><DIV><FONT =3D
>> >> face=3D3D3DArial=3D20
>> >> size=3D3D3D2>Some people have problems with=3D20
>> >> =3D3D<BR>> that.</FONT></DIV><BR>><DIV><FONT=3D20
>> >> face=3D3D3DArial=3D20
>> >> =3D
>> >> size=3D3D3D2>Tom</FONT></DIV><BR>><BLOCKQUOTE=3D3D20<BR >=3D
>> >>> style=3D3D3D"PADDING-RIGHT:=3D20
>> >> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>> BORDER-LEFT: =
>> =3D
>> >> #000000 2px=3D20
>> >> solid; MARGIN-RIGHT: 0px&quo

```

Subject: Re: OK.....Can I do this with Wormhole?
 Posted by [Deej \[1\]](#) on Mon, 31 Oct 2005 18:17:47 GMT
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```

gt; just to be sure to go back if something =3D<BR>>>are =
>>=3D3D<BR>>> =20
>> ><BR>>going=3D3D20<BR>>> > wrong again. =
>> If the time=20
>> alignments are going wrong in some of =

```

```

>>=3D<BR>>>the=3D3D20<BR>>> =20
>> > <BR>stereofiles, you can rendering the old, hard way, =
>>as in=20
>> version<BR>>=3D<BR>>>2,<BR>>> =
>>=3D3D<BR>>> =20
>> >when=3D3D20<BR>>> > <BR>mixing down =
>>each=20
>> stereopair with panning hard left and right =3D<BR>>>and=20
>> =3D3D<BR>>> >muting=3D3D20<BR>>> > =
>>all=20
>> <BR>other tracks. Then you can import them into the project=20
>> =3D<BR>>>again<BR>>> =3D3D<BR>>> >on=20
>> their=3D3D20<BR>>> > old <BR>places and =
>>give them new=20
>> =3D3D<BR>>> =20
>> =
>>>names.<BR><BR>Erling<BR><BR><BR>"Dimitr=
>>ios"=3D3D20<BR>>> =20
>> > <<A href=3D3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>>@otenet.gr">musurgio@otenet.gr</A</A>>>=20
>> =3D<BR>>>=3D3D<BR>>> >skrev =
>>i=3D3D20<BR>>> =20
>> > melding <A=3D3D20<BR>>> > =20
>> =3D3D<BR>>> =3D<BR>>>>href=3D3D3D"<A=20
>> =
>>href=3D'news:439000f1$1@linux">news:439000f1$1@linux</A>...<BR>><BR>&=
>>g'>news:439000f1$1@linux">news:439000f1$1@linux</A>...<BR>=
>>><BR>&g</A>=3D<BR>>>=3D3D<BR>>> =20
>> >t;=3D3D20<BR>>> > Hi,<BR>> Thanks =
>>for your=20
>> replies.<BR>> What I have managed is to=20
>> =3D<BR>>>=3D3D<BR>>> =
>>>have=3D3D20<BR>>> > =20
>> the same start and end for both audio files<BR>> just by =
>>cutting=20
>> at<BR>>=3D<BR>>>=3D3D<BR>>> =
>>>cursor=3D3D20<BR>>> =20
>> > pointy on both tracks.<BR>> Buit insight the =
>>stereo tracks=20
>> each of<BR>>=3D<BR>>>=3D3D<BR>>> =20
>> >themhas=3D3D20<BR>>> > different cut points =
>>and=20
>> <BR>> joint<BR>> points , does =
>>this=3D3D20<BR>>> =20
>> > matter?<BR>> If you ask me why it is because these =
>>tracks=20

```

>> are not
=3D
>>=3D3D
>> =20
 >> >actually=3D3D20
>> > stereo =
 >>but
> two=20
 >> takes of acoustic guitar playing so I had =3D3D
>> =20
 >> >tomove=3D3D20
>> > different parts on =
 >>
>=20
 >> each
> of the "stereo" tracks to =3D3D
>> =
 >>>make=20
 >> them=3D3D20
>> > on time.
> I want =
 >>a stereo=20
 >> effect because I wanna expand the =3D3D
>> =20
 >> >stereo=3D3D20
>> > perspective of =
 >>
>=20
 >> them
> pl;aying hard left and =
 >>hard=3D3D20
>> =20
 >> > right.
> Have you tried T-racks compressor's =
 >>stereo=20
 >> widening =3D3D
>> >knob ??=3D3D20
>> =
 >>> =20
 >> !!
> Amazing stereo result with complete mono =
 >>compatibility ,=20
 >> =3D
>>=3D3D
>> >not =
 >>like=3D3D20
>> =20
 >> > waves
> imager
> at =
 >>all...
>=20
 >> Cheers,
>=3D3D20
>> > =20
 >> DImitrios
>
>
> "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
>&g=
 >>t;> =20
 >> > wrote:
>>The in-points (and out-points) on =
 >>both=20
 >> sides of the =3D3D
>> =
 >>>stereo=3D3D20
>> =20
 >> > file must be
> at
>>the =
 >>identical spot -=20
 >> down to the =3D3D
>> =
 >>>sample=3D3D20
>> > =20
 >> (the furthest down you can go on
>=20
 >> the
>>zoom=3D3D20
>> > =20
 >> tool)
>>
>>"erlilo"=20
 >> <<A=3D3D20
>> > href=3D3D3D"<A=20
 >> =
 >>href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
 >>e.no">erlilo@online.no</A/A>>>=20
 >> wrote in
=3D
>>=3D3D
>> >message=20

>> <A=3D3D20
>> > =3D3D
>> =
>>>href=3D3D3D"<A=20
>> =
>>href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
&

Subject: Re: OK.....Can I do this with Wormhole?
Posted by [excelav](#) on Mon, 31 Oct 2005 18:49:13 GMT
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R>>> =
>>allow of any=20
>> save !
>> Note that assertion failure appears ONLY when =
>>I hit=20
>> SAve ...
>> rEGARDS,
>> =20
>> dIMITRIOS
>>
>> "Tom Bruhl" <<A=20
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
>> wrote:
>> >
>> >
>> =
>>
>> >Dimitrios,
>> >Rendering is your answer. =
>>Don't=20
>> render tracks with plugins. In =
>>=3D
>>stereo
>> =20
>> =3D3D
>> >the right side=3D3D20
>> =
>>>won't have=20
>> any effect. Double check to see that their timing is=20
>> =3D
>>correct
>> =3D3D
>> =20
>> >too.
>> >Some people have problems with=20
>> that.
>> >Tom
>> > "erlilo" =
>><<A=20
>> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>>message=20
>> =3D
>>news:43900b57\$1@linux...
>> > =
>>There you=20
>> have the problem. I think rendering the tracks and=20
>> look
=3D
>>=3D3D
>> >after=20
>> that=3D3D20
>> > each stereopair is starting =
>>and ending=20
>> at the same places will do
=3D
>>the
>> =20
>> =3D3D
>> >job=3D3D20
>> > =
>>when saving=20
>> under a new name, just to be sure to go back if=20
>> =3D
>>something
>> =3D3D
>> =20
>> >are=3D3D20
>> > going wrong again. If the =
>>time=20
>> alignments are going wrong in some
=3D
>>of =
>>=3D3D
>> =20

```

>> >the=3D3D20<BR>>> > stereofiles, you can =
>>rendering the=20
>> old, hard way, as in version =
>>2,<BR>>=3D<BR>>>=3D3D<BR>>> =20
>> >when=3D3D20<BR>>> > mixing down each =
>>stereopair with=20
>> panning hard left and right and =3D<BR>>>=3D3D<BR>>> =
>>>muting=20
>> all=3D3D20<BR>>> > other tracks. Then you can =
>>import them=20
>> into the project again on =3D<BR>>>their<BR>>> =20
>> =3D3D<BR>>> >old=3D3D20<BR>>> > =
>>places and=20
>> give them new names.<BR>>> ><BR>>> =
>>> =20
>> Erling<BR>>> ><BR>>> ><BR>>> =
>>
>> > "Dimitrios" <<A=20
>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> skrev i =
>>melding=20
>> =3D3D<BR>>> >news:439000f1$1@linux...<BR>>> =
>>
>> > ><BR>>> > > =
>>Hi,<BR>>> =20
>> > > Thanks for your replies.<BR>>> > =
>>>=20
>> What I have managed is to have the same start and end for both=20
>> =3D<BR>>>audio<BR>>> =3D3D<BR>>> =20
>> >files<BR>>> > > just by cutting at cursor =
>>pointy=20
>> on both tracks.<BR>>> > > Buit insight the =
>>stereo=20
>> tracks each of themhas different cut =
>>=3D<BR>&

```

Subject: Re: OK.....Can I do this with Wormhole?
Posted by [Dimitrios](#) on Tue, 01 Nov 2005 09:29:13 GMT
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ook 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. This is a multi-part message in MIME format.

-----=_NextPart_000_00FC_01C5F7F9.C7262390

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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=20 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=20 project and set the path to the new project.
In Ediit 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=20 start from scratch.
It's important that all files are rendered to start from zero in the = old=20 project.

If this doesn't help and the earlier rendered stereofiles have = absolutelly=20 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=20
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
>>
>>
>>
>> &quo
