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Subject: A new Trident 80B console for \$2,500.00!!!  
Posted by [excelav](#) on Fri, 28 Oct 2005 09:52:56 GMT  
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think rendering the tracks and =  
>>look after=20

>>starting and=20  
>> ending at the same places will do the job=20

>>just to be=20  
>> sure to go back if something are =

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

>>old, hard=20

>><BR>mixing down=20  
>> each stereopair with panning hard left and right and=20

>>you can=20  
>> import them into the proj

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Subject: Re: A new Trident 80B console for \$2,500.00!!!  
Posted by [excelav](#) on Fri, 28 Oct 2005 10:11:37 GMT  
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ect again<BR>=3D<BR>>on =

>> <BR>places and give them new=20  
>> =  
>>=3D<BR>>names.<BR><BR>Erling<BR><BR><BR>=

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

>>  
>> =3D<BR>>href=3D3D"<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>=

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

>>both audio=20  
>> files<BR>> just by cutting at =  
>>=3D<BR>>cursor=3D20<B

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Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [Cujjo](#) on Fri, 28 Oct 2005 13:27:32 GMT

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t.gr" target="\_blank">musurgio@otenet.gr> wrote in message =  
>>news:43906b78\$1@linux...  
>>  
>> Thanks for your suggestions.  
>> I have rendered using the hardware method via adat and achieved one =  
>>nice  
>> compact stereo track with my acoustic guitars, I even saved all audio  
> =  
>>files  
>> on new folder and saved under new name I used the clear missing files  
> =  
>>just  
>> before that but again no luck when I put a stereo native effect on =  
>>this stereotrack  
>> even without hitting play when I try to save assertion fails and =  
>>doesn't  
>> allow of any save !  
>> Note that assertion failure appears ONLY when I hit SAve ...  
>> rEGARDS,  
>> dIMITRIOS  
>>  
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >  
>> >  
>> >Dimitrios,  
>> >Rendering is your answer. Don't render tracks with plugins. In =  
>>stereo  
>> =3D  
>> >the right side=3D20  
>> >won't have any effect. Double check to see that their timing is =  
>>correct  
>> =3D  
>> >too.  
>> >Some people have problems with that.  
>> >Tom  
>> > "erlilo" <erlilo@online.no> wrote in message =  
>>news:43900b57\$1@linux...  
>> > There you have the problem. I think rendering the tracks and look =  
>>=3D

>> >after that=3D20  
>> > each stereopair is starting and ending at the same places will do =  
>>the  
>> =3D  
>> >job=3D20  
>> > when saving under a new name, just to be sure to go back if =  
>>something  
>> =3D  
>> >are=3D20  
>> > going wrong again. If the time alignments are going wrong in some =  
>>of =3D  
>> >the=3D20  
>> >

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Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [benjamin](#) on Fri, 28 Oct 2005 14:03:14 GMT

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stereofiles, you can rendering the old, hard way, as in version 2,  
> =  
>>=3D  
>> >when=3D20  
>> > mixing down each stereopair with panning hard left and right and =  
>>=3D  
>> >muting all=3D20  
>> > other tracks. Then you can import them into the project again on =  
>>their  
>> =3D  
>> >old=3D20  
>> > places and give them new names.  
>> >  
>> > Erling  
>> >  
>> >  
>> > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D  
>> >news:439000f1\$1@linux...  
>> > >  
>> > > Hi,  
>> > > Thanks for your replies.  
>> > > What I have managed is to have the same start and end for both =  
>>audio  
>> =3D  
>> >files  
>> > > just by cutting at cursor pointy on both tracks.  
>> > > Built insight the stereo tracks each of themhas different cut =  
>>points  
>> =3D

>> >and=3D20  
 >> > > joint  
 >> > > points , does this matter?  
 >> > > If you ask me why it is because these tracks are not actually =  
 >>stereo  
 >> =3D  
 >> >but  
 >> > > two takes of acoustic guitar playing so I had to move different =  
 >>parts  
 >> =3D  
 >> >on=3D20  
 >> > > each  
 >> > > of the "stereo" tracks to make them on time.  
 >> > > I want a stereo effect because I wanna expand the stereo =  
 >>perspective  
 >> =3D  
 >> >of=3D20  
 >> > > 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  
 > =  
 >>=3D  
 >> >waves=3D20  
 >> > > imager  
 >> > > at all...  
 >> > > Cheers,  
 >> > > DImitrios  
 >> > >  
 >> > >  
 >> > > "Ennio" <ennio@galicorp.net> wrote:  
 >> > >>The in-points (and out-points) on both sides of the stereo file =  
 >>must  
 >> =3D  
 >> >be  
 >> > > at  
 >> > >>the identical spot - down to the sample (the furthest down you =  
 >>can =3D  
 >> >go on  
 >> > > the  
 >> > >>zoom tool)  
 >> > >>  
 >> > >>"erlilo" <erlilo@online.no> wrote in message =  
 >>news:

---

Subject: Re: A new Trident 80B console for \$2,500.00!!!

href="mailto:438f4d36@linux..." target="\_blank">438f4d36@linux...  
>> > >>> Is it exactly the same length on each stereo files or no =  
>>different  
>> =3D  
>> >holes  
>> > >>in  
>> > >>> any of the stereo objects?  
>> > >>>  
>> > >>> Erling  
>> > >>>  
>> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i melding=3D20  
>> > >>> news:438f3760\$1@linux...  
>> > >>> >  
>> > >>> > Hi,  
>> > >>> > I have almost finished my project mixing and when I try to =  
>>put a  
>> =3D  
>> >  
>> > >>> > stereo  
>> > >>> > native  
>> > >>> > effect on any audio track on any submix when I try to save I  
> =  
>>=3D  
>> >always  
>> > > get  
>> > >>> > assertion  
>> > >>> > failed and cannot save either on same name or other...  
>> > >>> > The problem is that I want to use stereo effects as I did =  
>>before  
>> =3D  
>> >but  
>> > >>don't  
>> > >>> > know why Paris doesn't let to...  
>> > >>> > Regards,  
>> > >>> > Dimitrios  
>> > >>>  
>> > >>>  
>> > >>  
>> > >>  
>> > >=3D20  
>> >  
>> >  
>> >  
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
>> ><HTML><HEAD>  
>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

```

>> > charset="iso-8859-1">
>> <META content="MSHTML 6.00.2800.1400" name="GENERATOR">
>> <STYLE></STYLE>
>> </HEAD>
>> <BODY bgcolor="#ffffff">
>> <DIV><FONT face="Arial" size=2>Dimitrios,</FONT></DIV>
>> <DIV><FONT face="Arial" size=2>Rendering is your answer. Don't
> =
>> =
>> > render tracks=20
>> > with plugins. In stereo the right side </FONT></DIV>
>> <DIV><FONT face="Arial" size=2>won't </FONT><FONT =
>> face="Arial" =
>> > size=2>have any=20
>> > effect. Double check to see that their timing is correct =
>> > too.</FONT></DIV>
>> <DIV><FONT face="Arial" size=2>Some people have problems with =
>> =
>> > that.</FONT></DIV>
>> <DIV><FONT face="Arial" size=2>Tom</FONT></DIV>
>> <BLOCKQUOTE=20
>> > style="padding-right: 0px; padding-left: 5px; margin-left: 5px; =
>> =
>> > border-left: #000000 2px solid; margin-right: 0px">
>> > <DIV>"erlilo" <<A =
>> > href="mailto:erlilo@online.no">

```

---

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 18:22:01 GMT

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---

ust

```

>> =
>> > be
>> > > at
>> > >> the identical spot - down to the sample (the furthest down =
you =
>> can =
>> > go on
>> > > the
>> > >> zoom tool)
>> > >>
>> > >> "erlilo" <erlilo@online.no> wrote in message =
>> news:438f4d36@linux...
>> > >>> Is it exactly the same length on each stereo files or no =
=
>> >> different

```

```

>> =3D3D
>> >holes
>> > >>in
>> > >>> any of the stereo objects?
>> > >>>
>> > >>> Erling
>> > >>>
>> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i melding=3D3D20
>> > >>> news:438f3760$1@linux...
>> > >>> >
>> > >>> > Hi,
>> > >>> > I have almost finished my project mixing and when I try =
to =3D
>>put a
>> =3D3D
>> >
>> > >>> > stereo
>> > >>> > native
>> > >>> > effect on any audio track on any submix when I try to =
save I
>=3D
>>=3D3D
>> >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
>>before
>> =3D3D
>> >but
>> > >>don't
>> > >>> > know why Paris doesn't let to...
>> > >>> > Regards,
>> > >>> > Dimitrios
>> > >>>
>> > >>>
>> > >>
>> > >>
>> > >=3D3D20
>> >
>> >
>> >
>> ><!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="MSHTML 6.00.2800.1400" name="GENERATOR">
>> <STYLE></STYLE>
>> </HEAD>
>> <BODY bgColor="#ffffff">
>> <DIV><FONT face="Arial" size="2">Dimitrios,</FONT></DIV>
>> <DIV><FONT face="Arial" size="2">Rendering is your =
answer. Don't
>=
>>=
>> >render tracks="20
>> >with plugins. In stereo the right side </FONT></DIV>
>> <DIV><FONT face="Arial" size="2">won't </FONT><FONT =
>>face="Arial" =
>> >size="2">have any="20
>> >effect. Double check to see that their timing is correct =
>> >too.</FONT></DIV>
>> <DIV><FONT face="Arial" size="2">Some people have =
problems with
=
>>=
>> >that.</FONT></DIV>
>> <DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
>> <BLOCKQUOTE="20
>> >style="padding-right: 0px; padding-left: 5px; margin-left: =
5px;
=
>>=
>> >BORDER-LEFT: #000000 2px solid; margin-right: 0px">
>> > <DIV>"erlilo" <<A =
>> >href="mailto:erlilo@online.no">erlilo@online.no</A>>=
20
>> > wrote in message <A=
20
>> > =
=
>>href="news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=
ere
>> =
>> >you have=
20
>> > the problem. I think rendering the tracks and look after that =
=
>><BR>each
>> =
>> >
>> > stereopair is starting and ending at the same places will do =
the =
>>job =
>> ><BR>when=
20
>> > saving under a new name, just to be sure to go back if =
something =

```

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

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Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 18:36:02 GMT

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file must be<BR>> at<BR>>>the identical spot - down to the =  
 =3D3D  
 >> >sample=3D3D20  
 >> > (the furthest down you can go on<BR>> the<BR>>>zoom=3D3D20  
 >> > tool)<BR>>><BR>>>"erlilo" <<A=3D3D20  
 >> > href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> =  
 wrote in  
 =3D  
 >>=3D3D  
 >> >message <A=3D3D20  
 >> > =3D3D  
 >> =  
 >href=3D3D3D"news:438f4d36@linux">news:438f4d36@linux</A>...<BR>>>> =  
 =3D3D  
 >> >Is it=3D3D20  
 >> > exactly the same length on each stereo files or no =  
 different=3D3D20  
 >> > holes<BR>>>>in<BR>>>> any of the stereo=3D3D20  
 >> > objects?<BR>>>><BR>>>>=3D3D20  
 >> > Erling<BR>>>><BR>>>> "Dimitrios" <<A=3D3D20  
 >> > href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =  
 skrev  
 >=3D  
 >>i =3D3D  
 >> >melding=3D3D20

```

>> > <BR>>>> <A=3D3D20
>> > =3D3D
>> =3D
=
>>>href=3D3D3D"news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>>>&=
g=3D3D=3D
>>
>> >t;=3D3D20
>> > ><BR>>>> > Hi,<BR>>>> > I have almost =3D3D
>> >finished my=3D3D20
>> > project mixing and when I try to put a <BR>>>> >=3D3D20
>> > stereo<BR>>>> > native<BR>>>> > effect on any =3D3D
>> >audio=3D3D20
>> > track on any submix when I try to save I always<BR>> =3D3D
>> >get<BR>>>>=3D3D20
>> > > assertion<BR>>>> > failed and cannot save either on =3D3D
>> >same name=3D3D20
>> > or other...<BR>>>> > The problem is that I want to use =3D3D
>> >stereo=3D3D20
>> > effects as I did before but<BR>>>>don't<BR>>>> > know =3D3D
>> >why=3D3D20
>> > Paris doesn't let to...<BR>>>> > Regards,<BR>>>> =3D3D
>> >>=3D3D20
>> > =3D3D
>> >Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>><BR>>>>=3D3D
>> >=3D3D20
>> > <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>Are you saying you can save =
before this
>>=3D
>>stereo=3D20
>>plugin</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>is inserted? I'd say you may =
have =3D
>>a rouge=3D20

```

>>plugin that</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>your wrapper or Paris just =  
doesn't =3D  
>>like. Try=3D20  
>>the same thing</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>in a different project. ie: =  
Same =3D  
>>stereo=3D20  
>>plugin inserted</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>on another stereo pair of =  
tracks. =3D  
>>Now can you=3D20  
>>save?</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>If so it may be your project. =  
If =3D  
>>not it's=3D20  
>>probably your plugin.</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>Good luck,</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>  
>><BLOCKQUOTE=3D20  
>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
=3D  
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
>> <DIV>"Dimitrios" <<A=3D20  
>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =  
in =3D  
>>message=3D20  
>> <A =3D  
=  
>>href=3D3D"news:43906b78\$1@linux">news:43906b78\$1@linux</A>...</DIV><BR>=  
Than=3D  
>>ks=3D20  
>> for your suggestions.<BR>I have rendered using the hardware method =  
via  
>=3D  
>>adat=3D20  
>> and achieved one nice<BR>compact stereo track with my acoustic =3D  
>>guitars, I even=3D20  
>> saved all audio files<BR>on new folder and saved under new name I =  
used  
>=3D  
>>the=3D20  
>> clear missing files just<BR>before that but again no luck when I =  
=3D  
>>put a=3D20  
>> stereo native effect on this stereotrack<BR>even without hitting =  
=3D

>>play =3D20  
>> when I try to save assertion fails and doesn't<BR>allow of any =  
save =3D  
>>!<BR>Note=3D20  
>> that assertion failure appears ONLY when I hit SAve=3D20  
>> ...<BR>rEGARDS,<BR>dIMITRIOS<BR><BR>"Tom Bruhl" <<A=3D20  
>> =  
href=3D3D"mailto:arpeggio@comcast.net">

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Subject: Re: A new Trident 80B console for \$2,500.00!!!  
Posted by [Tom Bruhl](#) on Fri, 28 Oct 2005 18:38:35 GMT

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net" target="\_blank">arpeggio@comcast.net</A>>=3D20  
>> wrote:<BR>><BR>><BR>>Dimitrios,<BR>>Rendering is your=3D20  
>> answer. Don't render tracks with plugins. In=3D20  
>> stereo<BR>=3D3D<BR>>the right side=3D3D20<BR>>won't have any =3D  
>>effect. =3D20  
>> Double check to see that their timing is =3D  
>>correct<BR>=3D3D<BR>>too.<BR>>Some=3D20  
>> people have problems with that.<BR>>Tom<BR>> "erlilo" =3D  
>><<A=3D20  
>> href=3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> wrote in =  
=3D  
>>message <A=3D20  
>> =3D  
>>href=3D3D"news:43900b57\$1@linux">news:43900b57\$1@linux</A>...<BR>> =  
=3D  
>> There=3D20  
>> you have the problem. I think rendering the tracks and look =3D  
>>=3D3D<BR>>after=3D20  
>> that=3D3D20<BR>> each stereopair is starting and ending at the =3D  
>>same=3D20  
>> places will do the<BR>=3D3D<BR>>job=3D3D20<BR>> when saving =3D  
>>under a new=3D20  
>> name, just to be sure to go back if =3D  
>>something<BR>=3D3D<BR>>are=3D3D20<BR>> =3D20  
>> going wrong again. If the time alignments are going wrong in some =  
of=3D20  
>> =3D3D<BR>>the=3D3D20<BR>> stereofiles, you can rendering the =3D  
>>old, hard=3D20  
>> way, as in version 2, =3D3D<BR>>when=3D3D20<BR>> mixing down =3D  
>>each=3D20  
>> stereopair with panning hard left and right and =  
=3D3D<BR>>muting=3D20  
>> all=3D3D20<BR>> other tracks. Then you can import them into the =  
=3D

>>project=3D20  
 >> again on their<BR>=3D3D<BR>>old=3D3D20<BR>> places and give =3D  
 >>them new=3D20  
 >> names.<BR>><BR>> Erling<BR>><BR>><BR>> =3D  
 >>"Dimitrios"=3D20  
 >> <<A href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =  
 =3D  
 >>skrev i=3D20  
 >> melding =3D3D<BR>>news:439000f1\$1@linux...<BR>> =3D  
 >>><BR>> =3D20  
 >> > Hi,<BR>> > Thanks for your replies.<BR>> =3D  
 >>> What I=3D20  
 >> have managed is to have the same start and end for both=3D20  
 >> audio<BR>=3D3D<BR>>files<BR>> > just by cutting at cursor =3D  
 >>pointy on=3D20  
 >> both tracks.<BR>> > Buit insight the stereo tracks each of =3D  
 >>themhas=3D20  
 >> different cut points<BR>=3D3D<BR>>and=3D3D20<BR>> > =3D  
 >>joint<BR>> =3D20  
 >> > points , does this matter?<BR>> > If you ask me why =3D  
 >>it is=3D20  
 >> because these tracks are not actually =3D  
 >>stereo<BR>=3D3D<BR>>but<BR>> =3D20  
 >> > two takes of acoustic guitar playing so I had tomove =  
 different=3D20  
 >> parts<BR>=3D3D<BR>>on=3D3D20<BR>> > each<BR>> > =3D  
 >>of the=3D20  
 >> "stereo" tracks to make them on time.<BR>> > I want a =3D  
 >>stereo=3D20  
 >> effect because I wanna expand the stereo=3D20  
 >> perspective<BR>=3D3D<BR>>of=3D3D20<BR>> > =3D  
 >>them<BR>> >=3D20  
 >> pl;aying hard left and hard right.<BR>> > Have you tried =3D  
 >>T-racks=3D20  
 >> compressor's stereo widening knob ?? !!<BR>> > Amazing =3D  
 >>stereo=3D20  
 >> result with complete mono compatibility , not like=3D20  
 >> =3D3D<BR>>waves=3D3D20<BR>> > imager<BR>> > at=3D20  
 >> all...<BR>> > Cheers,<BR>> > =3D  
 >>Dlmitrios<BR>> =3D20  
 >> ><BR>> ><BR>> > "Ennio" <<A=3D20  
 >> href=3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net</A>>=3D20  
 >> wrote:<BR>> >>The in-points (and out-points) on both =3D  
 >>sides of=3D20  
 >> the stereo file must<BR>=3D3D<BR>>be<BR>> > =3D  
 >>at<BR>> =3D20  
 >> >>the identical spot - down to the sample (the furthest down you =  
 =3D

```

>>can=3D20
>> =3D3D<BR>>go on<BR>> > the<BR>> >>zoom=3D20
>> tool)<BR>> >><BR>> >>"erlilo" <<A=3D20
>> href=3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> wrote in =
=3D
>>message <A=3D20
>> href=3D3D"news:438f4d36@linux">news:438f4d36@linux</A>...<BR>> =
=3D20
>> >>> Is it exactly the same length on each stereo files or no=3D20
>> different<BR>=3D3D<BR>>holes<BR>> >>in<BR>> =3D20
>> >>> any of the stereo objects?<BR>> =3D20
>> >>><BR>> >>> Erling<BR>> =3D20
>> >>><BR>> >>> "Dimitrios" <<A=3D20
>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> skrev =
i=3D20
>> melding=3D3D20<BR>> >>> <A=3D20
>> =3D
>>href=3D3D"news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>> =
=3D
>>=3D20
>> >>> ><BR>> >>> > Hi,<BR>> =3D20
>> >>> > I have almost finished my project mixing and when I =3D
>>try to=3D20
>> put a<BR>=3D3D<BR>><BR>> >>> > =3D
>>stereo<BR>> =3D20
>> >>> > native<BR>> >>> > effect on any =3D
>>audio=3D20
>> track on any submix when I try to save I =3D
>>=3D3D<BR>>always<BR>> >=3D20
>> get<BR>> >>> > assertion<BR>> =3D
>>>>> >=3D20
>> failed and cannot save either on same name or other...<BR>> =3D20
>> >>> > The problem is that I want to use stereo effects as =3D
>>I did=3D20
>> before<BR>=3D3D<BR>>but<BR>> >>don't<BR>> =3D
>>>>>=3D20
>> > know why Paris doesn't let to...<BR>> >>> >=3D20
>> Regards,<BR>> >>> > Dimitrios<BR>> =3D20
>> >>><BR>> >>><BR>> =3D
>>>><BR>> =3D20
>> >><BR>> =3D
>>>=3D3D20<BR>><BR>><BR>><BR>><!DOCTYPE=3D20
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>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
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>> 6.00.2800.1400"=3D20

```

```

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>>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"><BR>> <DIV>"erlilo" =3D
>><<A=3D20
>> =3D3D<BR>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20'>mailto=
:erlil=3D
>>o@online.no">erlilo@online.no</A>>=3D3D20</A><BR>> =3D20
>> wrote in message <A=3D3D20<BR>> href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Ther=
e">n=3D
>>ews:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=3D
>>ere</A><BR>=3D3D<BR>>you=3D20
>> have=3D3D20<BR>> the problem. I think rendering the tracks and =3D
>>look after=3D20
>> that <BR>each<BR>=3D3D<BR>><BR>> stereopair is =3D
>>starting and=3D20
>> ending at the same places will do the job=3D20
>> =3D3D<BR>><BR>when=3D3D20<BR>> saving under a new name, =3D

```

>>just to be=3D20  
>> sure to go back if something are =3D  
>>=3D3D<BR>><BR>going=3D3D20<BR>> =3D20  
>> wrong again. If the time alignments are going wrong in some =  
of=3D20  
>> the=3D3D20<BR>> <BR>stereofiles, you can rendering the =3D  
>>old, hard=3D20  
>> way, as in version 2,<BR>=3D3D<BR>>when=3D3D20<BR>> =3D  
>><BR>mixing down=3D20  
>> each stereopair with panning hard left and right and=3D20  
>> =3D3D<BR>>muting=3D3D20<BR>> all <BR>other tracks. Then =3D  
>>you can=3D20  
>> import them into the project again<BR>=3D3D<BR>>on =3D  
>>their=3D3D20<BR>> old=3D20  
>> <BR>places and give them new=3D20  
>> =3D  
>>=3D3D<BR>>names.<BR><BR>Erling<BR><BR><BR>=3D  
>>"Dimitrios"=3D3D20<BR>> =3D20  
>> <<A 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</A>>=3D20  
>> =3D3D<BR>>skrev i=3D3D20<BR>> melding <A=3D3D20<BR>> =3D  
>>  
>> =3D3D<BR>>href=3D3D3D"<A=3D20  
>> =3D  
=  
>>href=3D3D'news:439000f1\$1@linux">news:439000f1\$1@linux</A>...<BR>><BR>&=  
=3D  
>>g'>news:439000f1\$1@linux">news:439000f1\$1@linux</A>...<BR>=3D  
>>><BR>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20  
>> Hi,<BR>> Thanks for your replies.<BR>> What I have =3D  
>>managed=3D20  
>> is to =3D3D<BR>>have=3D3D20<BR>> the same start and end for =3D  
>>both audio=3D20  
>> files<BR>> just by cutting at =3D  
>>=3D3D<BR>>cursor=3D3D20<BR>> pointy=3D20  
>> on both tracks.<BR>> Buit insight the stereo tracks each of=3D20  
>> =3D3D<BR>>themhas=3D3D20<BR>> different cut points and =3D  
>><BR>>=3D20  
>> joint<BR>> points , does this=3D3D20<BR>> =3D  
>>matter?<BR>>=3D20  
>> If you ask me why it is because these tracks are not=3D20  
>> =3D3D<BR>>actually=3D3D20<BR>> stereo but<BR>> two =3D  
>>takes of=3D20  
>> acoustic guitar playing so I had =3D3D<BR>>tomove=3D3D20<BR>> =3D

>>different=3D20  
 >> parts on <BR>> each<BR>> of the "stereo" tracks to=3D20  
 >> =3D3D<BR>>make them=3D3D20<BR>> on time.<BR>> I want =3D  
 >>a stereo=3D20  
 >> effect because I wanna expand the =3D3D<BR>>stereo=3D3D20<BR>> =3D  
 >>perspective=3D20  
 >> of <BR>> them<BR>> pl;aying hard left and=3D20  
 >> hard=3D3D20<BR>> right.<BR>> Have you tried T-racks =3D  
 >>compressor's=3D20  
 >> stereo widening =3D3D<BR>>knob ??=3D3D20<BR>> !!<BR>> =3D  
 >>Amazing=3D20  
 >> stereo result with complete mono compatibility , =  
 =3D3D<BR>>not=3D20  
 >> like=3D3D20<BR>> waves <BR>> imager<BR>> at=3D20  
 >> all...<BR>> Cheers,<BR>>=3D3D20<BR>> =3D20  
 >> DImitrios<BR>><BR>><BR>> "Ennio"=3D20  
 >> <<A=3D3D20<BR>> href=3D3D3D"<A=3D20  
 >> =3D  
 =  
 >>href=3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net</A>>=3D3D20'>ma=  
 ilto:e=3D  
 >>nnio@galicorp.net">ennio@galicorp.net</A>>=3D3D20</A><BR>>&n=3D  
 >>bsp;=3D20  
 >> wrote:<BR>>>The in-points (and out-points) on both sides =3D  
 >>of the=3D20  
 >> =3D3D<BR>>stereo=3D3D20<BR>> file must be<BR>>=3D20  
 >> at<BR>>>the identical spot - down to the=3D20  
 >> =3D3D<BR>>sample=3D3D20<BR>> (the furthest down you can go=3D20  
 >> on<BR>> the<BR>>>zoom=3D3D20<BR>> =3D20  
 >> tool)<BR>>><BR>>>"erlilo" =3D  
 >><<A=3D3D20<BR>> =3D20  
 >> href=3D3D3D"<A=3D20  
 >> =3D  
 =  
 >>href=3D3D'mailto:erlilo@online.no">erlilo@online.no</A>'mailto:erlilo@o=  
 nlin=3D  
 >>e.no">erlilo@online.no</A>>=3D20  
 >> wrote in =3D3D<BR>>message <A=3D3D20<BR>> =3D  
 >>=3D3D<BR>>href=3D3D3D"<A=3D20  
 >> =3D  
 =  
 >>href=3D3D'news:438f4d36@linux">news:438f4d36@linux</A>...<BR'>news:438f=  
 4d36=3D  
 >>@linux">news:438f4d36@linux</A>...<BR</A>>>>=3D20  
 >> =3D3D<BR>>Is it=3D3D20<BR>> exactly the same length on each =3D  
 >>stereo files=3D20  
 >> or no different=3D3D20<BR>> =3D20  
 >> holes<BR>>>in<BR>>>> any of the=3D20

```

>> stereo=3D3D20<BR>> =3D20
>> =3D
>>objects?<BR>>>><BR>>>>=3D3D20<BR>> =3D20
>> Erling<BR>>>><BR>>>> "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</A>>>=3D20
>> skrev i =3D3D<BR>>melding=3D3D20<BR>> <BR>>>>=3D20
>> <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>>>&g'>=
=3D
>>news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>=3D
>>;>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
>> ><BR>>>> > Hi,<BR>>>> > I have =3D
>>almost=3D20
>> =3D3D<BR>>finished my=3D3D20<BR>> project mixing and when I =3D
>>try to put a=3D20
>> <BR>>>> >=3D3D20<BR>> =3D
>>stereo<BR>>>> >=3D20
>> native<BR>>>> > effect on any=3D20
>> =3D3D<BR>>audio=3D3D20<BR>> track on any submix when I try to =3D
>>save I=3D20
>> always<BR>> =3D
>>=3D3D<BR>>get<BR>>>>=3D3D20<BR>> >=3D20
>> assertion<BR>>>> > failed and cannot save either on=3D20
>> =3D3D<BR>>same name=3D3D20<BR>> or =3D
>>other...<BR>>>> > The=3D20
>> problem is that I want to use =3D3D<BR>>stereo=3D3D20<BR>> =3D
>>effects as I=3D20
>> did before but<BR>>>>don't<BR>>>> > know=3D20
>> =3D3D<BR>>why=3D3D20<BR>> Paris doesn't let =3D
>>to...<BR>>>>=3D20
>> > Regards,<BR>>>>

```

---

Subject: Re: A new Trident 80B console for \$2,500.00!!!  
Posted by [Tony Benson](#) on Fri, 28 Oct 2005 18:55:02 GMT  
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```

;> =3D3D<BR>>>=3D3D20<BR>> =3D
>>
>> =3D
>>=3D3D<BR>>Dimitrios<BR>>>><BR>>>><BR>=3D

```

>>;>><BR>>><BR>>=3D3D<BR>>=3D3D20<BR>> =3D20  
>> =3D  
>><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=3D  
>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>  
>>  
>

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Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>I agree with Erlilo.&nbsp; Try =

different channels=20

or a different</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>submix if you can.&nbsp; Otherwise =

rebuilding the=20

mix from</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>scratch in a new project is the next =

best=20

bet.&nbsp; Copy all</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>mixer settings and presets of effects =

to make it=20

easier.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<BLOCKQUOTE=20

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

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

<DIV>"Rod Lincoln" &lt;A=20

=

href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=

t;=20

wrote in message <A=20

=

href=3D"news:43908331\$1@linux">news:43908331\$1@linux</A>...</DIV><BR>Dimi=

trios,=20

You probably know this, but just to make sure...<BR>If you want to use = stereo=20

native plugins, you can NOT have any mono plugins<BR>on those tracks. = That=20

goes for native and EDS.<BR>Do you have any mono eds or native plugs = also on=20

the stereo pair?<BR>Rod<BR>"Dimitrios" &lt;<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20

wrote:<BR>&gt;<BR>&gt;Dear Tom,<BR>&gt;It is not the plugin under = other song I=20

can open a stereo native effect.<BR>&gt;In my project I cannot open = ANY stereo=20

effect.<BR>&gt;Even chainer only...<BR>&gt;I can save my project no = problem if=20

I don't use a stereo native effect.<BR>&gt;ALSO on submix 3 I managed = toopen a=20

stereo native effect but not on submix<BR>&gt;1 or 4 , any suggestion=20

?<BR>&gt;Regards,<BR>&gt;Dimitrios<BR>&gt; <BR>&gt;"Tom Bruhl" &lt;<A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20

wrote:<BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt;Dimitrios, <BR>&gt;&gt;Are = you saying=20

you can save before this stereo plugin<BR>&gt;&gt;is inserted?&nbsp;= I'd say=20

you may have a rouge plugin that<BR>&gt;&gt;your wrapper or Paris just = doesn't=20

like.&nbsp; Try the same thing<BR>&gt;&gt;in a different = project.&nbsp; ie:=20

Same stereo plugin inserted<BR>&gt;&gt;on another stereo pair of = tracks.&nbsp;=20

Now can you save?<BR>&gt;&gt;If so it may be your project.&nbsp; If = not it's=20

probably your plugin.<BR>&gt;&gt;<BR>&gt;&gt;Good=20

luck,<BR>&gt;&gt;Tom<BR>&gt;&gt;&nbsp; "Dimitrios" &lt;<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in = message=20

=3D<BR>&gt;&gt;news:43906b78\$1@linux...<BR>&gt;&gt;<BR>&gt;&gt;&nbsp; = Thanks for=20

your suggestions.<BR>&gt;&gt;&nbsp; I have rendered using the hardware = method=20

via adat and achieved one =3D<BR>&gt;&gt;nice<BR>&gt;&gt;&nbsp; = compact stereo=20

track with my acoustic guitars, I even saved all=20

audio<BR>&gt;=3D<BR>&gt;&gt;files<BR>&gt;&gt;&nbsp; on new folder and = saved=20

under new name I used the clear missing&nbsp;=20

files<BR>&gt;=3D<BR>&gt;&gt;just<BR>&gt;&gt;&nbsp; before that but = again no luck=20

when I put a stereo native effect on =3D<BR>&gt;&gt;this=20  
stereotrack<BR>&gt;&gt;&nbsp; even without hitting play&nbsp; when I =  
try to=20  
save assertion fails and =3D<BR>&gt;&gt;doesn't<BR>&gt;&gt;&nbsp; =  
allow of any=20  
save !<BR>&gt;&gt;&nbsp; Note that assertion failure appears ONLY when =  
I hit=20  
SAve ...<BR>&gt;&gt;&nbsp; rEGARDS,<BR>&gt;&gt;&nbsp;=20  
diMITRIOS<BR>&gt;&gt;<BR>&gt;&gt;&nbsp; "Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&gt;&nbsp; &gt;<BR>&gt;&gt;&nbsp; &gt;<BR>&gt;&gt;&nbsp; =  
  
&gt;Dimitrios,<BR>&gt;&gt;&nbsp; &gt;Rendering is your answer.&nbsp; =  
Don't=20  
render tracks with plugins.&nbsp; In =  
=3D<BR>&gt;&gt;stereo<BR>&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&nbsp; &gt;the right side=3D3D20<BR>&gt;&gt;&nbsp; =  
&gt;won't have=20  
any effect.&nbsp; Double check to see that their timing is=20  
=3D<BR>&gt;&gt;correct<BR>&gt;&gt;&nbsp; =3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;too.<BR>&gt;&gt;&nbsp; &gt;Some people have problems with=20  
that.<BR>&gt;&gt;&nbsp; &gt;Tom<BR>&gt;&gt;&nbsp; &gt;&nbsp; "erlilo" =  
&lt;<A=20  
href=3D"mailto:erlilo@online.no">erlilo@online.no</A>&gt; wrote in =  
message=20  
=3D<BR>&gt;&gt;news:43900b57\$1@linux...<BR>&gt;&gt;&nbsp; &gt;&nbsp; =  
There you=20  
have the problem. I think rendering the tracks and=20  
look<BR>&

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Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 20:08:16 GMT

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&nbsp; &gt;=20  
Cheers,<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt; Dimitrios<BR>&gt;&gt;&nbsp;=20  
&gt;&nbsp; &gt;<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;<BR>&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt; "Ennio" &lt;<A=20  
href=3D"mailto:ennio@galicorp.net">ennio@galicorp.net</A>&gt;=20  
wrote:<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;The in-points (and =  
out-points) on=20  
both sides of the stereo file<BR>=3D<BR>&gt;&gt;must<BR>&gt;&gt;&nbsp; =  
  
=3D3D<BR>&gt;&gt;&nbsp; &gt;be<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;=20  
at<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;the identical spot - down to =  
the=20



&gt;&nbsp; &gt;&gt;&gt; &gt; know why Paris doesn't let=20  
 to...<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt; &gt;=20  
 Regards,<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt; &gt;=20  
 Dimitrios<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp;=20  
 &gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&nbsp;=20  
 &gt;&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;<BR>&gt;&nbsp; =  
 &gt;&nbsp;=20  
 &gt;=3D3D20<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
 &gt;<BR>&gt;&nbsp;=20  
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 Transitional//EN"&gt;<BR>&gt;&nbsp;=20  
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 http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt; charset=3D3D3Diso-8859-1"&gt;<BR>&gt;&nbsp; &gt;&lt;META=20  
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 face=3D3D3DArial=20  
 size=3D3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/ DIV&gt; <BR>&gt;&nbsp;=20  
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Rendering is =  
 your answer.=20  
 Don't<BR>&gt;=3D<BR>&gt;&gt;=3D3D<BR>&gt;&nbsp; &gt;render=20  
 tracks=3D3D20<BR>&gt;&nbsp; &gt;with plugins. In stereo the right =  
 side=20  
 &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT=20  
 face=3D3D3DArial size=3D3D3D2&gt;won't &lt;/FONT&gt;&lt;FONT=20  
 =3D<BR>&gt;&gt;face=3D3D3DArial =3D3D<BR>&gt;&nbsp; =  
 &gt;size=3D3D3D2&gt;have=20  
 any=3D3D20<BR>&gt;&nbsp; &gt;effect. Double check to see that =  
 their timing=20  
 is correct =3D3D<BR>&gt;&nbsp;=20  
 &gt;too.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =  
 &gt;&lt;DIV&gt;&lt;FONT=20  
 face=3D3D3DArial size=3D3D3D2&gt;Some people have problems=20  
 with<BR>=3D<BR>&gt;&gt;=3D3D<BR>&gt;&nbsp;=20  
 &gt;that.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =  
 &gt;&lt;DIV&gt;&lt;FONT=20  
 face=3D3D3DArial =  
 size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& &gt; <BR>&gt;&nbsp;=20  
 &gt;&lt;BLOCKQUOTE=3D3D20<BR>&gt;&nbsp; =  
 &gt;style=3D3D3D"PADDING-RIGHT: 0px;=20  
 PADDING-LEFT: 5px; MARGIN-LEFT: =  
 5px;<BR>=3D<BR>&gt;&gt;=3D3D<BR>&gt;&nbsp;=20  
 &gt;BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =

0px"><BR>>> =20  
 >>  <DIV>>"erlilo" <<A =3D3D<BR>>> =20  
 >>href=3D3D3D"<A=20  
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 href=3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20'>mailto:erl=
 ilo@online.no">>erlilo@online.no<A>>=3D3D20</A><BR>>> =
 bsp;=20  
 >>  wrote in message <A=3D3D20<BR>>>  >> =20  
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 =  
 href=3D'news:43900b57\$1@linux">news:43900b57\$1@linux</A>...</DIV>There'>n=
 ews:43900b57\$1@linux">>news:43900b57\$1@linux<A>>...<A>>Th=
 ere</A><BR>>> =20  
 =3D3D<BR>>>  >>you have=3D3D20<BR>>>  =  
 >>  the=20  
 problem. I think rendering the tracks and look after that=20  
 =3D<BR>>><BR>>each<BR>>>  =  
 =3D3D<BR>>> =20  
 >><BR>>>  >>  stereopair is starting and ending at =  
 the=20  
 same places will do the =3D<BR>>>job =3D3D<BR>>> =20  
 >><BR>>when=3D3D20<BR>>>  >>  saving under a =  
 new name,=20  
 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& ;lt;BR>><BR>><BR>> "Dimitr=
 ios"=3D3D20<BR>>> =20  
 >>  <<A href=3D3D3D"<A=20  
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<mailto:musurgio@otenet.gr>>musurgio@otenet.gr</A>mailto:musurgio=  
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 =3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp; &gt;&skrev =  
 i=3D3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;&nbsp; melding &lt;A=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp;=20  
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 &gt;&lt;BR>&gt;&g'</A>=3D<BR>&gt;&gt;=3D3D <BR>&gt;&gt;&nbsp;=20  
 &gt;&t;=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; Hi,&lt;BR>&gt;&gt; Thanks =  
 for your=20  
 replies.&lt;BR>&gt;&gt; What I have managed is to=20  
 =3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp; =  
 &gt;&have=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp;=20  
 the same start and end for both audio files&lt;BR>&gt;&gt; just by =  
 cutting=20  
 at<BR>&gt;&gt;=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp; =  
 &gt;&cursor=3D3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;&nbsp; pointy on both tracks.&lt;BR>&gt;&gt; Buit insight the =  
 stereo tracks=20  
 each of<BR>&gt;&gt;=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&themhas=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; different cut points =  
 and=20  
 &lt;BR>&gt;&gt; joint&lt;BR>&gt;&gt; points , does =  
 this=3D3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;&nbsp; matter?&lt;BR>&gt;&gt; If you ask me why it is because these =  
 tracks=20  
 are not<BR>=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&actually=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; stereo =  
 but&lt;BR>&gt;&gt; two=20  
 takes of acoustic guitar playing so I had =3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&tomove=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; different parts on =  
 &lt;BR>&gt;&gt;=20  
 each&lt;BR>&gt;&gt; of the "stereo" tracks to =3D3D<BR>&gt;&gt;&nbsp; =  
 &gt;&make=20  
 them=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; on time.&lt;BR>&gt;&gt; I want =  
 a stereo=20  
 effect because I wanna expand the =3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&stereo=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; perspective of =  
 &lt;BR>&gt;&gt;=20  
 them&lt;BR>&gt;&gt; pl;aying hard left and =  
 hard=3D3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;&nbsp; right.&lt;BR>&gt;&gt; Have you tried T-racks compressor's =  
 stereo=20  
 widening =3D3D<BR>&gt;&gt;&nbsp; &gt;&knob ??=3D3D20<BR>&gt;&gt;&nbsp; =  
 &gt;&nbsp;=20  
 !!&lt;BR>&gt;&gt; Amazing stereo result with complete mono =

compatibility ,=20  
 =3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp; &gt;&not =  
 like=3D3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;&nbsp; waves &lt;BR>&gt; imager&lt;BR>&gt; at =  
 all...&lt;BR>&gt;=20  
 Cheers,&lt;BR>&gt;=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
 DImitrios&lt;BR>&gt;&lt;BR>&gt; ;&lt;BR>&gt; "Ennio"=20  
 &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; href=3D3D3D"<A=20  
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 :ennio@galicorp.net"&gt;ennio@galicorp.net&lt;/A>&gt;=3D3D20</A><BR>&g=  
 t;&gt;&nbsp;=20  
 &gt;&nbsp; wrote:&lt;BR>&gt;&gt;The in-points (and out-points) on =  
 both=20  
 sides of the =3D3D<BR>&gt;&nbsp; =  
 &gt;stereo=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&nbsp; file must be&lt;BR>&gt; at&lt;BR>&gt;&gt;the =  
 identical spot -=20  
 down to the =3D3D<BR>&gt;&nbsp; =  
 &gt;sample=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
 (the furthest down you can go on&lt;BR>&gt;=20  
 the&lt;BR>&gt;&gt;zoom=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
 tool)&lt;BR>&gt;&gt;&lt;BR>&gt;& p;&gt;&gt; "erlilo"=20  
 &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; href=3D3D3D"<A=20  
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 href=3D'mailto:erlilo@online.no">erlilo@online.no</A>mailto:erlilo@onlin=  
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 =3D3D<BR>&gt;&nbsp; &gt;ls it=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
 exactly the=20  
 same length on each stereo files or no =  
 different=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&nbsp; holes&lt;BR>&gt;&gt;in&lt;BR>&gt;& amp;&gt;&gt; any of the=20  
 stereo=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
 =  
 objects?&lt;BR>&gt;&gt;&lt;BR>&gt;& &gt;&gt;&gt;=3D3D20 <BR>&gt;& n=  
 bsp;=20  
 &gt;&nbsp; Erling&lt;BR>&gt;&gt;&lt;BR>& a mp;&gt;&gt;&gt; =  
 "Dimitrios"=20  
 &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; href=3D3D3D"<A=20  
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 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:musurgio=  
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skrev<BR>&gt;=3D<BR>&gt;&gt;i =3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;melding=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &lt;BR&gt;&gt;&gt;&gt; =  
  
&lt;A=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
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=  
href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux</A>...<BR>>>&g=3D=  
3D'>news:438f3760\$1@linux"&gt;news:438f3760\$1@linux&lt;/A&gt;...&lt;BR&gt;=  
;&gt;&gt;&g=3D3D</A>=3D<BR>&gt;&gt; <BR>&gt;&gt;&nbsp;=20  
&gt;t=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;&lt;BR&gt;&gt;&gt;&gt; =  
&gt;=20  
Hi,&lt;BR&gt;&gt;&gt;&gt; &gt; I have almost =3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;finished my=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; project mixing and =  
when I=20  
try to put a &lt;BR&gt;

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