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Subject: Re: noLIMIT help wanted  
Posted by [Tony Benson](#) on Mon, 31 Oct 2005 23:06:17 GMT  
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gt;>=20  
>> =3D<BR>>> There=3D20<BR>>> you have the problem. I =  
>>think=20  
>> rendering the tracks and look=20  
>> =3D<BR>>>=3D3D<BR>>>after=3D20<BR>>> =20  
>> that=3D3D20<BR>>> each stereopair is starting and ending at =  
>>the=20  
>> =3D<BR>>>same=3D20<BR>>> places will do=20  
>> the<BR>=3D3D<BR>>>job=3D3D20<BR>>> when saving=20  
>> =3D<BR>>>under a new=3D20<BR>>> name, just to be =  
>>sure to go back=20  
>> if =  
>>=3D<BR>>>something<BR>=3D3D<BR>>>are=3D3D20<BR>=  
>>=20  
>> =3D20<BR>>> going wrong again. If the time alignments are =  
>>going=20  
>> wrong in some of=3D20<BR>>> =  
>>=3D3D<BR>>>the=3D3D20<BR>>>=20  
>> stereofiles, you can rendering the =3D<BR>>>old, =  
>>ha

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Subject: noLIMIT help wanted  
Posted by [Yanoska](#) on Mon, 31 Oct 2005 23:33:56 GMT  
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R>>>href=3D3D"<A=20  
>> =  
>>href=3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux</A>...<BR'>news:4390=  
>>0b57\$1 @linux">news:43900b57\$1 @linux</A>...<BR</A>&

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Subject: Re: noLIMIT help wanted  
Posted by [Yanoska](#) on Tue, 01 Nov 2005 00:53:39 GMT  
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rd=3D20<BR>>> =20  
>> way, as in version 2, =3D3D<BR>>>when=3D3D20<BR>>> =  
>>mixing down=20  
>> =3D<BR>>>each=3D20<BR>>> stereopair with panning =  
>>hard left and=20  
>> right and =3D3D<BR>>>muting=3D20<BR>>> =  
>>all=3D3D20<BR>>>=20

---

>> other tracks. Then you can import them into the=20  
>> =3D<BR>>>project=3D20<BR>>> again on=20  
>> their<BR>=3D3D<BR>>old=3D3D20<BR>> places and =  
>>give=20  
>> =3D<BR>>>them new=3D20<BR>>> =  
>>names.<BR>><BR>>=20  
>> Erling<BR>><BR>><BR>>=20  
>> =3D<BR>>>"Dimitrios"=3D20<BR>>> <<A =  
>>href=3D3D"<A=20  
>> =  
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=  
>>@otenet.gr">musurgio@otenet.gr</A</A>>>=20  
>> =3D<BR>>>skrev i=3D20<BR>>> melding=20  
>> =3D3D<BR>>>news:439000f1\$1@linux...<BR>>>=20  
>> =3D<BR>>>><BR>> =3D20<BR>>> > =  
>>Hi,<BR>>=20  
>> > Thanks for your replies.<BR>> =3D<BR>>>> What=20  
>> l=3D20<BR>>> have managed is to have the same start and =  
>>end for=20  
>> both=3D20<BR>>> =  
>>audio<BR>=3D3D<BR>>>files<BR>>>=20  
>> > just by cutting at cursor =3D<BR>>>pointy =  
>

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Subject: Re: noLIMIT help wanted  
Posted by [Rod Lincoln](#) on Tue, 01 Nov 2005 01:26:02 GMT  
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gt;>>stereo=3D20<BR>>> =20  
>> effect because I wanna expand the stereo=3D20<BR>>> =20  
>> perspective<BR>=3D3D<BR>>>of=3D3D20<BR>>> >=20  
>> =3D<BR>>>them<BR>> >=3D20<BR>>> pl;aying =  
>>hard left=20  
>> and hard right.<BR>> > Have you tried=20  
>> =3D<BR>>>T-racks=3D20<BR>>> compressor's stereo =  
>>widening knob ??=20  
>> !!<BR>> > Amazing =  
>>=3D<BR>>>stereo=3D20<BR>>> result=20  
>> with complete mono compatibility , not like=3D20<BR>>> =20  
>> =3D3D<BR>>>waves=3D3D20<BR>>> > =  
>>imager<BR>> >=20  
>> at=3D20<BR>>> all...<BR>> > =  
>>Cheers,<BR>> >=20  
>> =3D<BR>>>Dimitrios<BR>> =3D20<BR>>> =  
>>><BR>>>=20  
>> ><BR>> > "Ennio" <<A=3D20<BR>>> =  
>>href=3D3D"<A=20

>> =  
>>href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net</A>>=3D20'>mailto:e=  
>>nnio@galicorp.net">ennio@galicorp.net</A>>=3D20</A><BR>>&g=  
>>t; =20  
>> wrote:<BR>> >>The in-points (and out-points) on both=20  
>> =3D<BR>>>sides of=3D20<BR>>> the stereo file=20  
>> must<BR>=3D3D<BR>>be<BR>> >=20  
>> =3D<BR>>>at<BR>> =3D20<BR>>> >>the =  
>>identical spot=20  
>> - down to the sample (the furthest down you=20  
>> =3D<BR>>>can=3D20<BR>>> =3D3D<BR>>>go =  
>>on<BR>>=20  
>> > the<BR>> >>zoom=3D20<BR>>> =  
>>tool)<BR>>=20  
>> >><BR>> >>"erlilo" =  
>><<A=3D20<BR>>> =20  
>> href=3D3D"<A=20  
>> =  
>>href=3D'mailto:erlilo@online.no">

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Subject: Re: noLIMIT help wanted  
Posted by [Yanoska](#) on Tue, 01 Nov 2005 05:47:06 GMT  
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D20<BR>>> =20  
>> holes<BR>>>in<BR>>>> any of=20  
>> the=3D20<BR>>> stereo=3D3D20<BR>> =  
>>=3D20<BR>>> =20  
>> =  
>>=3D<BR>>>objects?<BR>>>><BR>>>>=3D3D2=  
>>0<BR>>=20  
>> =3D20<BR>>> =  
>>Erling<BR>>>><BR>>>>=20  
>> "Dimitrios"=3D20<BR>>> <<A=3D3D20<BR>>>=20  
>> href=3D3D3D"<A=3D20<BR>>> =20  
>> =  
>>=3D<BR>>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=  
>></A>mailto:musurgio=3D<BR>>>@otenet.gr">musurgio@otenet.g=  
>>r</A</A>>>=3D20<BR>>> =20  
>> skrev i =3D3D<BR>>>melding=3D3D20<BR>>>=20  
>> <BR>>>>=3D20<BR>>> =  
>><A=3D3D20<BR>>>=20  
>> =3D3D<BR>>>href=3D3D3D"<A=3D20<BR>>> =20  
>> =  
>>=3D<BR>>>href=3D3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux&=  
>>lt;/A>...<BR>>>&g'>=3D<BR>>>news:438f3760\$1 @l=  
>>inux">news:438f3760\$1 @linux</A>...<BR>>>=3D<BR>>>>;=

>>>g</A>=3D3D<BR>>t;=3D3D20<BR>>=20  
>> =3D20<BR>>> ><BR>>>> >=20  
>> Hi,<BR>>>> > I have =  
>>=3D<BR>>>almost=3D20<BR>>> =20  
>> =3D3D<BR>>>finished my=3D3D20<BR>>> project mixing and =  
>>when I=20  
>> =3D<BR>>>try to put a=3D20<BR>>> =  
>><BR>>>>=20  
>> >=3D3D20<BR>> =3D<BR>>>stereo<BR>>>>=20  
>> >=3D20<BR>>> native<BR>>>> > effect =  
>>on=20  
>> any=3D20<BR>>> =  
>>=3D3D<BR>>>audio=3D3D20<BR>>> track on=20  
>> any submix when I try to =3D<BR>>>save I=3D20<BR>>> =20  
>> always<BR>>>=20  
>> =  
>>=3D<BR>>>=3D3D<BR>>>get<BR>>>>=3D3D20<BR>&=  
>>gt;=20  
>> >=3D20<BR>>> assertion<BR>>>> > =  
>>failed and=20  
>> cannot save either on=3D20<BR>>> =3D3D<BR>>>same=20  
>> name=3D3D20<BR>>> or =  
>>=3D<BR>>>other...<BR>>>> >=20  
>> The=3D20<BR>&gt;

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Subject: Re: noLIMIT help wanted  
Posted by [Rod Lincoln](#) on Tue, 01 Nov 2005 15:00:35 GMT  
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ach 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 tomove =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" <

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