

/>
time was not really an option.

Not a problem really. LaMont and Neil seem to have found solutions to this. I feel like it's my job to make the tools I have here work in a way that accommodates the needs of the client.....even if it means making software perform unnatural acts.

;o)

"John" <no@no.com> wrote in message news:472da7bc\$1@linux...

>
> for multiple export you need meap.
> <http://www.pendlebury.biz/index.php?categoryid=22>
>
> I don't know if it works in 4.1 though.
>
> Also, don't put all your songs in one project. That is suicide.
>
> Make a project. Record the first song for the punks. Then save i

Subject: Re: a recent mix
Posted by [John \[1\]](#) on Mon, 15 Oct 2007 11:50:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

>
>
>&g

Subject: Re: a recent mix
Posted by [LaMontt](#) on Mon, 15 Oct 2007 15:37:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

>|
>He is the last apachi !
>Dear =
>Mike,
>can=20
> you make the compressor stereo for insert !?
>Means something =
>like your=20
> ducker.
>So as when we have a stereo OH's on channels 1 and 2 =
>then by=20
> putting one
>or two instances of compressor that one gets the =
>sync=20
> signal from the other
>as to have identical attack release =
>threshold=20
> settings ?
>Thanks for what you are doing once again=20

> !
>Regards,
>Dimitrios
>
>"Mike Audet"=20
> <mike@....> wrote:
>
>>Thanks, Rob! Let =

Subject: Re: a recent mix
Posted by [DJ](#) on Mon, 15 Oct 2007 17:40:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

br />
>me know=20
> if/when it's useful. I'm dying to hear how these
>>things are =
>being=20
> used.
>>
>>All the=20
> =
>best,
>>
>>Mike
>>
>>
>>"Rob=
>=20
> Arsenal" <mani1147athotmaildotcom> wrote:
>>>Way =
>to go=20
> Mike,

Subject: Re: a recent mix
Posted by [John \[1\]](#) on Mon, 15 Oct 2007 18:15:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

o=3D3D20
> > verify that

Subject: Re: a recent mix
Posted by [DJ](#) on Mon, 15 Oct 2007 18:49:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

ref=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
>t;=3D20
> wrote in message <A=3D2

Subject: Re: a recent mix
Posted by [Neil](#) on Mon, 15 Oct 2007 23:57:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

nd verified by listening one at a time) =
This
also=3D20
> leads
=3D3D
>me to=3D3D20
> believe it's some sort of =3D

>ppj=3D20
> corruption brought on by the
UAD =3D3D
>stuff,=3D20
> only=3D3D20
> it happens over time, but I haven't been able =3D
>to=3D20
> verify=3D3D20
> =3D
>this
yet.
>
>7.) Have=3D20
> you tried physically swapping =3D3D
>your left=3D3D20
> =3D
>speaker=3D20
> with
>your right speaker?
swapping speakers make=3D20
> no=3D3D20
> difference, swapping the cables leading to=3D20
> the
speakers makes it =3D3D
>happen in=3D3D20
> =3D
>the right=

Subject: Re: a recent mix

Posted by [Sarah](#) on Tue, 16 Oct 2007 08:51:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

clean=20

like
>>that, with everything panned as you normally=20
=3D3D
> > would for=3D3D20
> > =20
this
>>mix? This includes anything inserted across=20
the=3D3D20
> > 2-buss.
>
>Bounce =
with No FX=20
(Auxes, both internal and =3D
>external) =3D3D
> =20
> still=3D3D20
> > =
Crackles
>
>Bounce=20
with no plugs...this does produce a =
crackle
=3D
>=3D3D
> =20
> free=3D3D20
> > bounce. I tried =
this
>the first=20
time it happened a couple weeks =3D
>ago,
> =
=3D3D
> =20
> and=3D3D20
> &g

Subject: Re: a recent mix

Posted by [Bill L](#) on Tue, 16 Oct 2007 14:06:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

>> =20

> off the=3D3D20
> > submixes except for the =
drums on=20
submix
>>>1, there were NO =3D3D
> =20
> crackles.=3D3D20
> > There were also NO =
crackles when=20
bouncing audio
>>>from any =3D3D
> =

>submix=20

by=3D3D20
> & & itself.
>>This is a =
24 bit=20

mix with 24 bit tracks, so I =3D3D
> & & =
>tried=3D3D20
> & & =2
