
Subject: Shiny Box 46L: YOOOOOOOOOOOOOOWWWWWW

Posted by [Chris Lang](#) on Tue, 15 Nov 2005 08:56:49 GMT

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endered files are
still

> > populating the editor window and the project plays back properly.

> >

> > Since all of the deleted file names will still be shown in the audio
window,

> > I double check to make sure that all of my rendered files are locked
before

> > I go to the next step.....

> >

> > in the Audio Window, I do a *select all* and highlight
all

> > files (since I unlocked all files in step 2 and locked the newly
rendered

> > files afterwards, at this point, all of the deleted files will be
unlocked

> > and all of the rendered files will be locked)

> >

> > Now I do a delete of all files. This permanently deletes all files in
the

> > project except the ones that are locked. Now I have only the newly
rendered

> > files in the project. If I screw this up somehow by forgetting to lock a

> > newly rendered file, I've got a back of the rendered files on another
dirve.

> >

> > Now I rename my channels and, if I want to, the audio files themselves.

> >

> > After doing this, I defrag my audio drive.

> >

> > Simple....huh?

> >

> >

> > "John" <no@no.com> wrote in message news:439d7003@linux...
