
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
>> There=3D20
>> you have the problem. I =
>>think=20
>> rendering the tracks and look=20
>> =3D
>>=3D3D
>>after=3D20
>> =20
>> that=3D3D20
> each stereopair is starting and ending at =
>>the=20
>> =3D
>>same=3D20
>> places will do=20
>> the
=3D3D
>job=3D3D20
> when saving=20
>> =3D
>>under a new=3D20
>> name, just to be =
>>sure to go back=20
>> if =
>>=3D
>>something
=3D3D
>are=3D3D20
=
>>=20
>> =3D20
>> going wrong again. If the time alignments are =
>>going=20
>> wrong in some of=3D20
>> =
>>=3D3D
>the=3D3D20
>=20
>> stereofiles, you can rendering the =3D
>>old, =
>>ha

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...<BR'>news:4390=
>>0b57\$1@linux">news:43900b57\$1@linux...<BR&

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

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

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
>> =20
>> effect because I wanna expand the stereo=3D20
>> =20
>> perspective
=3D3D
>>of=3D3D20
> >=20
>> =3D
>>them
> >=3D20
>> pl;aying =
>>hard left=20
>> and hard right.
> > Have you tried=20
>> =3D
>>T-racks=3D20
>> compressor's stereo =
>>widening knob ??=20
>> !!
> > Amazing =
>>=3D
>>stereo=3D20
>> result=20
>> with complete mono compatibility , not like=3D20
>> =20
>> =3D3D
>>waves=3D3D20
> > =
>>imager
> >=20
>> at=3D20
>> all...
> > =
>>Cheers,
> >=20
>> =3D
>>Dimitrios
> =3D20
>> =
>>>
>=20
>> >
> > "Ennio" <<A=3D20
>> =
>>href=3D3D"<A=20

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

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

```

>>>&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

```

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
> >> >> =3D3D3D3D
> >> >> >old=3D3D3D20
> >> >> > places and give them new names.
> >> >> >
> >> >> > Erling
> >> >> >
> >> >> >
> >> >> > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D3D3D3D
> >> >> >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" <
