
Subject: A Paris reality check

Posted by [Deej \[1\]](#) on Sun, 30 Oct 2005 18:37:02 GMT

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;>=3D20
&g=

> =

>wrote:
>
>
>Dimitrios,
>R=

>ending=20

>plugins.=20

>

> side=3D3D20
>won't have any =3D
>>effect.=20

> =

>=3D
>>correct
=3D3D
>too.
>Some=

> people have problems with that.
>Tom
> =

>"erlilo"=20

> =3D
>

Subject: Re: A Paris reality check

Posted by [Aaron Allen](#) on Sun, 30 Oct 2005 19:44:25 GMT

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>

> 0px">
> <DIV>"erlilo"=20

> =

>=3D
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=

>/A>>=3D3D20'>mailto:erlil=3D
>>o@online.no">erlilo@o=

>nline.no>=3D3D20
>=20

> =

>=3D
>>href=3D3D'news:43900b57\$1@linux">news:43900b57\$1@linux&=

>lt;/A>...</DIV>There'>n=3D
>>ews:43900b57\$1@linux"&g=

>t;news:43900b57\$1@linux...</DIV>Th=3D
>>ere</=

> have=3D3D20
> the problem. I think rendering the tracks =

>and=20

>
each
=3D3D
>
> stereopair =

>is=20

> =3D
>>starting and

Subject: Re: A Paris reality check

Posted by [uptown jimmy](#) on Sun, 30 Oct 2005 20:14:46 GMT

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>places will=20

> =3D3D
>
when=3D3D20
> saving under a =
>new name,=20

>something are=20

> =3D
>>=3D3D
>
going=3D3D20
> =
>

>wrong in=20

>
stereofiles, you=20

>as in=20

> version 2,
=3D3D
>when=3D3D20
>=20

>stereopair with=20

> =3D3D
>muting=3D3D20
> all
other =
>tracks. Then=20

>project=20

> again
=3D3D
>on =
>=3D
>>their=3D3D20
>=20

> =

>=3D
>>=3D3D
>names.

Erling
&=
>gt;

=3D
>>"Dimitrios"=3D3D20
>=20

> =

>=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
>mailto:musurgio=3D
>>@otenet.gr">musurgio@otenet.g=

> =3D3D
>skrev i=3D3D20
> melding =
><A=3D3D20
>=20

> =

>=3D
>>href=3D3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux&=
>lt;/A>...
>
&=3D
>>g'>news:439000=
>f1\$1 @linux">news:439000f1\$

Subject: Re: A Paris reality check
Posted by [uptown jimmy](#) on Mon, 31 Oct 2005 02:57:35 GMT
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o=
>@otenet.gr">musurgio@otenet.gr</A>>=20

> =3D
>>href=3D3D"<A=20
> =
>href=3D'news:43906b78\$1 @linux">news:43906b78\$1 @linux...</DIV>
Than=
>'>news:43906b78\$1 @linux">news:43906b78\$1 @linux...</DIV>=
> for your suggestions.
I have rendered using the hardware =
>method=20

>
> nice
compact stereo track with my acoustic =
>=3D
>>guitars, l=20

>folder and=20
> saved under new name l =

> missing files just
before that but again no luck when l=20

>this=20
> stereotrack
even without hitting =3D
>>play=20

> doesn't
allow of any save=20

>failure=20

> ...
rEGARDS,
dIMITRIOS

"Tom =
>Bruhl"=20

> =
>href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
>:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
&g=
> =
>wrote:
>
>
>Dimitrios,
>R=
>endering=20

>plugins.=20

>
> side=3D3D20
>won't have any =3D
>>effect.=20

> =
>=3D
>>correct
=3D3D
>too.
>Some=
> people have problems with that.
>Tom
> =
>"erlilo"=20

> =
>href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
>e.no">erlilo@online.no</A>>=20

> =3D
>>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>>=20

>think=20
> rendering the tracks and look=20

> that=3D3D20
> each stereopair is sta

Subject: Re: A Paris reality check
Posted by [Mike Audet](#) on Mon, 31 Oct 2005 03:33:00 GMT
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> stereo
>>> > native
>>> > =
>effect on=20

> any submix when I try to save I always
> =

>
> assertion
>>> > failed and cannot save either on=20

> other...
>>> > The problem is that I want to use=20
>effects as=20
> I did before but
>>>don't
>>> > =
>know=20

>Paris doesn't=20
> let to...
>>> > Regards,
>>>=20

> =
>>Dimitrios
>>>
>>>
>>>&g=

> =
>

</BLOCKQUOTE></BODY></HTML>
>=

>>
>>
>>
>><!DOCTYPE=20
> HTML PUBLIC "-//W3C//DTD HTML 4.0=20
> =
>Transitional//EN">
>><HTML><HEAD>
>><=

>META=20
> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
> =3D
>> charset=3D3Diso-8859-1">
>><META =
>content=3D3D"MSHTML=20
> 6.00.2800.1400"=20
> =
>name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=

></HEAD>
>><BODY=20
> bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
> =
>size=3D3D2>Dimitrios,</DIV>
>><DIV>&=
>lt;FONT=20
> face=3D3DArial size=3D3D2>Are you saying you can save before=20
> =
>this
>=3D
>>stereo=3D20
>>plugin<=
>/DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>is inserted? I'd say you may have =
>=3D
>>a=20
> rouge=3D20
>>plugin=20
> that</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>your wrapper or Paris just doesn't =3D
>>like.=20
> Try=3D20
>>the same=20
> thing</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>in a different project. ie: Same=20
> =3D
>>stereo=3D20
>>plugin=20
> inserted</DIV>
>><DIV&

Subject: Re: A Paris reality check

Posted by [gene lennon](#) on Mon, 31 Oct 2005 04:37:24 GMT

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> =3D3D
>skrev i=3D3D20
> melding =
><A=3D3D20
>=20

> =
>=3D
>>href=3D3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux&=
>lt;/A>...
>
&=3D
>>g'>news:439000=
>f1\$1 @linux">news:439000f1\$1 @linux...
=3D
>>=
>,>
&g=3D3D
>t;=3D3D20
>=
>=20

>replies.
>=20

> =3D3D
>have=3D3D20
> the same start and end =
>for=20

>just by=20
> cutting at =
>=3D
>>=3D3D
>cursor=3D3D20
>=20

>insight the=20

> =3D3D
>themhas=3D3D20
> different cut points =
>and=20

>joint
> points ,=20
> does this=3D3D20
>=20

>me w

Subject: Re: A Paris reality check

Posted by [Deej \[1\]](#) on Mon, 31 Oct 2005 04:47:13 GMT

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>> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
>> >>news:43906b78\$1 @linux...
>> >>
>> >> Thanks for your suggestions.
>> >> I have rendered using the hardware method via adat and achieved =
>>one =3D
>> >>nice
>> >> compact stereo track with my acoustic guitars, I even saved all =
>>audio

>> >=3D
>> >>files
>> >> on new folder and saved under new name I used the clear missing =
>>files
>> >=3D
>> >>just
>> >> before that but again no luck when I put a stereo native effect on
> =
>>=3D
>> >>this stereotrack
>> >> even without hitting play when I try to save assertion fails and
> =
>>=3D
>> >>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
> =
>>=3D
>> >>stereo
>> >> =3D3D
>> >> >the right side=3D3D20
>> >> >won't have any effect. Double check to see that their timing is
> =
>>=3D
>> >>correct
>> >> =3D3D
>> >> >to

Subject: Re: A Paris reality check
Posted by [Kim](#) on Mon, 31 Oct 2005 04:50:58 GMT
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hy it=20

> =3D3D
>actually=3D3D20
> stereo =
>but
> two=20

>so I had=20
> =3D3D
>tomove=3D3D20
>=20

>
>=20

> =3D3D
>make them=3D3D20
> on =
>time.
> I want=20

>expand the=20
> =3D3D
>stereo=3D3D20
>=20

> hard=3D3D20
> right.
> Have you tried T-racks=20

> =3D3D
>knob ??=3D3D20
>

Subject: Re: A Paris reality check
Posted by [excelav](#) on Mon, 31 Oct 2005 07:43:53 GMT
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D3D2>Good luck,</DIV>
>> >><DIV>Tom</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> wrote
> =
>>in =3D
>> >>message=3D20
>> >> <A =3D
>> =
>>>>href=3D3D"news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
=
>>Than=3D
>> >>ks=3D20
>> >> for your suggestions.
I have rendered using the hardware method
> =
>>via
>> >=3D
>> >>adat=3D20
>> >> and achieved one nice
compact stereo track with my acoustic =3D
>> >>guitars, I even=3D20
>> >> saved all audio files
on new folder and saved under new name I
> =
>>used
>> >=3D
>> >>the=3D20

>> >> clear missing files just
before that but again no luck when I =
>>=3D
>> >>put a=3D20
>> >> stereo native effect on this stereotrack
even without hitting =
>>=3D
>> >>play =3D20
>> >> when I try to save assertion fails and doesn't
allow of any =
>>save =3D
>> >>!
Note=3D20
>> >> that assertion failure appears ONLY when I hit SAve=3D20
>> >> ...
rEGARDS,
dIMITRIOS

"Tom Bruhl" <<A=3D20
>> >> =
>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20
>> >> wrote:
>
>
>Dimitrios,
>Rendering is your=3D20
>> >> answer. Don't render tracks with plugins. In=3D20
>> >> stereo
=3D3D
>the right

Subject: Re: A Paris reality check
Posted by [Kim](#) on Mon, 31 Oct 2005 09:04:51 GMT
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gt; > two takes of acoustic guitar playing so I had to move =
>>different=3D20
>> >> parts
=3D3D
>on=3D3D20
> > each
> > =3D
>> >>of the=3D20
>> >> "stereo" tracks to make them on time.
> > I want a =3D
>> >>stereo=3D20
>> >> effect because I wanna expand the stereo=3D20

Subject: Re: A Paris reality check
Posted by [Kim](#) on Mon, 31 Oct 2005 09:06:52 GMT
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>> >> perspective
=3D3D
>of=3D3D20
> > =3D
>> >>them
> >=3D20
>> >> pl;aying hard left and hard right.
> > Have you tried =3D
>> >>T-racks=3D20
>> >> compressor's stereo widening knob ?? !!
> > Amazing =3D
>> >>stereo=3D20
>> >> result with complete mono compatibility , not like=3D20
>> >> =3D3D
>waves=3D3D20
> > imager
> > at=3D20
>> >> all...
> > Cheers,
> > =3D
>> >>Dimitrios
> =3D20
>> >> >
> >
> > "Ennio" <<A=3D20

>> >> href="mailto:ennio@galicorp.net">ennio@galicorp.net wrote:
>> >> wrote:
>> >> sides of
>> >> the stereo file must be
>> >> at
>> >> the identical spot - down to the sample (the furthest down you =
>> >> can
>> >> go on
>> >> the
>> >> zoom
>> >> tool
>> >> "erlilo" <<A="mailto:erlilo@online.no">erlilo@online.no> wrote in
> =
>> >> message <A="news:438f4d36@linux">news:438f4d36@linux...
 =
>> >> >>> Is it exactly the same length on each stereo files or no
>> >> different
>> >> holes
>> >> in
>> >> any of the stereo objects?
>> >> Erling
>> >> "Dimitrios" <<A="mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev
> =
>> >> i
>> >> melding
>> >> <A="news:438f3760\$1 @linux">news:438f3760\$1 @linux...
 =
>> >> >> >&

Subject: Re: A Paris reality check

Posted by [Mike Audet](#) on Mon, 31 Oct 2005 13:50:28 GMT

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3D20

>> >> href="mailto:erlilo@online.no">erlilo@online.no wrote in message <A="news:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>Ther=
>> >> o@online.no">erlilo@online.no wrote in message <A="news:43900b57\$1 @linux">news:43900b57\$1 @linux...</DIV>Th=

>> >>ere
=3D3D
>you=3D20
 >> >> have=3D3D20
> the problem. I think rendering the tracks and =3D
 >> >>look after=3D20
 >> >> that
each
=3D3D
>
> stereopair is =3D
 >> >>starting and=3D20
 >> >> ending at the same places will do the job=3D20
 >> >> =3D3D
>
when=3D3D20
> saving under a new name, =3D
 >> >>just to be=3D20
 >> >> sure to go back if something are =3D
 >> >>=3D3D
>
going=3D3D20
> =3D20
 >> >> wrong again. If the time alignments are going wrong in some =
 >>of=3D20
 >> >> the=3D3D20
>
stereofiles, you can rendering the =3D
 >> >>old, hard=3D20
 >> >> way, as in version 2,
=3D3D
>when=3D3D20
> =3D
 >> >>
mixing down=3D20
 >> >> each stereopair with panning hard left and right and=3D20
 >> >> =3D3D
>muting=3D3D20
> all
other tracks. Then =3D
 >> >>you can=3D20
 >> >> import them into the project again
=3D3D
>on =3D
 >> >>their=3D3D20
> old=3D20
 >> >>
places and give them new=3D20
 >> >> =3D
 >> >>=3D3D
>names.

Erling

=3D
 >> >>"Dimitrios"=3D3D20
> =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>>=3D20
 >> >> =3D3D
>skrev i=3D3D20
> melding <A=3D3D20
> =3D
 >> >>
 >> >> =3D3D
>href=3D3D3D"<A=3D20
 >> >> =3D
 >> =
 >>>>href=3D3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux...
>
&=
 >>=3D
 >> >>g'>news:439000f1\$1 @linux">news:439000f1\$1 @linux...
=3D
 >> >>>
&g=3D3D
>t;=3D3D20
> =3D20
 >> >> Hi,
> Thanks for your replies.
> What I have =3D
 >> >>managed=3D20
 >> >> is to =3D3D
>have=3D3D20
> the same start and end for =3D
 >> >>both audio=3D20
 >> >> files
> just by cutting at =3D
 >> >>=3D3D
>cursor=3D3D20
> pointy=3D20
 >> >> on both tracks.
> Buit insight the stereo tracks each of=3D20
 >> >> =3D3D
>themhas=3D3D20
> different cut points and =3D

>> >>
>=3D20
>> >> joint
> points , does this=3D3D20
> =3D
>> >>matter?
>=3D20
>> >> If you ask me why it is because these tracks are not=3D20
>> >> =3D3D
>actually=3D3D20
> stereo but
> two =3D
>> >>takes of=3D20
>> >>>

Subject: Re: A Paris reality check
Posted by [EK Sound](#) on Mon, 31 Oct 2005 16:21:38 GMT
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; acoustic guitar playing so I had =3D3D
>tomove=3D3D20
> =3D
>> >>different=3D20
>> >> parts on
> each
> of the "stereo" tracks to=3D20
>> >> =3D3D
>make them=3D3D20
> on

Subject: Re: A Paris reality check
Posted by [uptown jimmy](#) on Mon, 31 Oct 2005 16:42:59 GMT
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time.
> I want =3D
>> >>a stereo=3D20
>> >> effect because I wanna expand the =3D3D
>stereo=3D3D20
> =3D
>> >>perspective=3D20
>> >> of
> them
> pl;aying hard left and=3D20
>> >> hard=3D3D20
> right.
> Have you tried T-racks =3D
>> >>compressor's=3D20
>> >> stereo widening =3D3D
>knob ??=3D3D20
> !!
> =3D
>> >>Amazing=3D20
>> >> stereo result with complete mono compatibility , =
>>=3D3D
>not=3D20
>> >> like=3D3D20
> waves
> imager
> at=3D20
>> >> all...
> Cheers,
>=3D3D20
> =3D20
>> >> DImitrios
>
>
> "Ennio"=3D20
>> >> <<A=3D3D20
> href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D20'>ma=
>>>ilto:e=3D
>> >>nnio@galicorp.net">ennio@galicorp.net=3D3D20
>&n=3D
>> >>bsp;=3D20
>> >> wrote:
>>The in-points (and out-points) on both sides =3D
>> >>of the=3D20
>> >> =3D3D
>stereo=3D3D20
> file must be
>=3D20

>> >> at
>>the identical spot - down to the=3D20
>> >> =3D3D
>sample=3D3D20
> (the furthest down you can go=3D20
>> >> on
> the
>>zoom=3D3D20
> =3D20
>> >> tool)
>>
>>"erlilo" =3D
>> >><<A=3D3D20
> =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
>message <A=3D3D20
> =3D
>> >>=3D3D
>href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f=
>>4d36=3D
>> >>@linux">news:438f4d36@linux...<BR>>>=3D20
>> >> =3D3D
>Is it=3D3D20
> exactly the same length on each =3D
>> >>stereo files=3D20
>> >> or no different=3D3D20
> =3D20
>> >> holes
>>>in
>>> any of the=3D20
>> >> stereo=3D3D20
> =3D20
>> >> =3D
>> >>objects?
>>>
>>>=3D3D20
> =3D20
>> >> Erling
>>>
>>> "Dimitrios"=3D20
>> >> <<A=3D3D20
> 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>>=3D20
>> >> skrev i =3D3D
>melding=3D3D20
>
>>>=3D20
>> >> <A=3D3D20
> =3D3D
>href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>>>&g'>=
>>=3D
>> >>news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>=3D
>> >>,>&g=3D3D
>t;=3D3D20
> =3D20
>> >> >
>>> > Hi,
>>> > I have =3D
>> >>almost=3D20
>> >> =3D3D
>finished my=3D3D20
> project mixing and when I =3D
>> >>try to put a=3D20
>> >>
>>> >=3D3D20
> =3D
>> >>stereo
>>> >=3D20
>> >> native
>>> > effect on any=3D20
>> >> =3D3D
>audio=3D3D20
> track on any submix when I try to =3D

>> >>save l=3D20
>> >> always
> =3D
>> >>=3D3D
>get
>>=3D3D20
> >=3D20
>> >> assertion
>>> > failed and cannot save either on=3D20
>> >> =3D3D
>same name=3D3D20
> o

Subject: Re: A Paris reality check
Posted by [uptown jimmy](#) on Mon, 31 Oct 2005 18:10:54 GMT
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t; of the "stereo" tracks to make them on =
>>time.
>> =20
>> > > I want a stereo effect because I wanna expand the =
>>stereo=20
>> =3D
>>perspective
>> =3D3D
>> =20
>> >of=3D3D20
>> > > them
>> =
>>
>> > > pl;aying hard left and hard right.
>> =20
>> > > Have you tried T-racks compressor's stereo widening =
>>knob ??=20
>> !!
>> > > Amazing stereo result with =
>>complete mono=20
>> compatibility , not like
>=3D
>>=3D3D
>> =
>>
>> >waves=3D3D20
>> > > =
>>imager
>> =20
>> > > at all...
>> > >=20
>> Cheers,
>> > > DImitrios
>> =20
>> > >
>> > >
>> =
>>> =20
>> > "Ennio" <<A=20
>> href=3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=20
>> wrote:
>> > >>The in-points (and =
>>out-points) on=20
>> both sides of the stereo file
=3D
>>must
>> =
>>
>> =3D3D
>> >be
>> > >=20
>> at
>> > >>the identical spot - down to =
>>the=20
>> sample (the furthest down you =3D
>>can =
>>=3D3D
>> >go=20
>> on
>> > > the
>> > =20
>> >>zoom tool)
>> > =
>>>>
>> =20
>> > >>"erlilo" <<A=20
>> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>>message=20

>> =3D
>>news:438f4d36@linux...
>> > =
>>>>=20
>> Is it exactly the same length on each stereo files or no=20
>> =3D
>>different
>> =3D3D
>> =20
>> >holes
>> > >>in
>> =
>>> =20
>> >>> any of the stereo objects?
>> > =20
>> >>>
>> > >>>=20
>> Erling
>> > >>>
>> =
>>> =20
>> >>> "Dimitrios" <<A=20
>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev i=20
>> melding=3D3D20
>> > >>> <A=20
>> =
>>href=3D"news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>>>&n=
>>bsp;=20
>> > >>> >
>> > >>> =
>>>=20
>> Hi,
>> > >>> > I have almost =
>>finished my=20
>> project mixing and when I try to =3D
>>>put =
>>a
>> =20
>> =3D3D
>> >
>> > >>> =
>>>=20
>> stereo
>> > >>> > =
>>native
>> =20
>> > >>> > effect on any audio track on any submix =
>>when I=20
>> try to save I
>>=3D
>>=3D3D
>> =20
>> >always
>> > > get
>> =
>>> =20
>> >>> > assertion
>> > >>> =
>>>=20
>> failed and cannot save either on same name or =
>>other...
>> =20
>> > >>> > The problem is that I want to use stereo =
>>effects=20
>> as I did =3D
>>>before
>> =
>>=3D3D
>> =20
>> >but
>> > >>don't
>> =20
>> > >>> > know why Paris doesn't let=20
>> to...
>> > >>> =20
>> Regards,
>> > >>> =20
>> Dimitrios
>> > >>>
>> =20
>> > >>>
>> > =20
>> >>>
>> > >>>
>> =
>>> =20
>> >=3D3D20
>> >
>> =

```

>>><BR>>> =20
>> <<BR>>> <<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
>>4.0=20
>> Transitional//EN"><BR>>> =20
>> <<HTML><HEAD><BR>>> <<META=20
>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>>=3D3D<BR>>> =20
>> >charset=3D3D3Diso-8859-1"><BR>>> <<META=20
>> content=3D3D3D"MSHTML 6.00.2800.1400" =
>>name=3D3D3DGENERATOR><BR>>> =20
>> <<STYLE></STYLE><BR>>> =20
>> <</HEAD><BR>>> <<BODY=20
>> bgColor=3D3D3D#ffffff><BR>>> <<DIV><FONT=20
>> face=3D3D3DArial=20
>> size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>> =20
>> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>Rendering is =
>>your answer.=20
>> Don't<BR>>>=3D<BR>>>=3D3D<BR>>> >render=20
>> tracks=3D3D20<BR>>> >with plugins. In stereo the right =
>>side=20
>> </FONT></DIV><BR>>> <<DIV><FONT=20
>> face=3D3D3DArial size=3D3D3D2>won't </FONT><FONT=20
>> =3D<BR>>>face=3D3D3DArial =3D3D<BR>>> =
>>>size=3D3D3D2>have=20
>> any=3D3D20<BR>>> >effect. Double check to see that =
>>their timing=20
>> is correct =3D3D<BR>>> =20
>> >too.</FONT></DIV><BR>>> =
>>><DIV><FONT=20
>> face=3D3D3DArial size=3D3D3D2>Some people have problems=20
>> with<BR>=3D<BR>>>=3D3D<BR>>> =20
>> >that.</FONT></DIV><BR>>> =
>>><DIV><FONT=20
>> face=3D3D3DArial =
>>size=3D3D3D2>Tom</FONT></DIV><BR>>> =20
>> <<BLOCKQUOTE=3D3D20<BR>>> =
>>>style=3D3D3D"PADDING-RIGHT: 0px;=20
>> PADDING-LEFT: 5px; MARGIN-LEFT: =
>>5px;<BR>=3D<BR>>>=3D3D<BR>>> =20
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =
>>0px"><BR>>> =20
>> > <DIV>"erlilo" <<A =3D3D<BR>>> =20
>> >href=3D3D3D"<A=20
>> =
>>href=3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20'>mailto:erl=
>>ilo@online.no">erlilo@online.no</A>>=3D3D20</A><BR>>>&n=
>>bsp;=20
>> > wrote in message <A=3D3D20<BR>>> > =20

```

>> href="A=20
>> =
>> href="news:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>There'>n=
>>ews:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>Th=
>>ere
>> =20
>> =3D3D
>> >you have=3D3D20
>> =
>>> the=20
>> problem. I think rendering the tracks and look after that=20
>> =3D
>>
each
>> =
>>=3D3D
>> =20
>>
>> > stereopair is starting and ending at =
>>the=20
>> same places will do the =3D
>>job =3D3D
>> =20
>>
when=3D3D20
>> > saving under a =
>>new name,=20
>&

Subject: Re: A Paris reality check
Posted by [Pete Ruthenburg](#) on Mon, 31 Oct 2005 18:26:25 GMT
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r=3D
>> >>other...
>>> > The=3D20
>> >> problem is that I want to use =3D3D
>>stereo=3D3D20
> =3D
>> >>effects as l=3D20
>> >> did before but
>>>don't
>>>> > know=3D20
>> >> =3D3D
>>why=3D3D20
>> Paris doesn't let =3D
>> >>to...
>>>=3D20
>> >> > Regards,
>>> =3D3D
>>>=3D3D20
>> =3D
>> >>
>> >> =3D
>> >>=3D3D
>>Dimitrios
>>>>
>>>>
=3D
>> >>;>>
>>
>=3D3D
>>=3D3D20
>> =3D20
>> >> =3D
>> >>

</BLOCKQUOTE></BODY></HTML>
>=3D
>> >>
>
</BLOCKQUOTE></BODY></HTML>
>> >>
>> >>
>> >
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>

```
>></HEAD>
>><BODY bgColor=#ffffff>
>><DIV><FONT face=Arial size=12>Dimitrios,</FONT></DIV>
>><DIV><FONT face=Arial size=12>I agree with Erlilo. Try =
>>different channels=20
>>or a different</FONT></DIV>
>><DIV><FONT face=Arial size=12>submix if you can. Otherwise =
>>rebuilding the=20
>>mix from</FONT></DIV>
>><DIV><FONT face=Arial size=12>scratch in a new project is the next =
>>best=20
>>bet. Copy all</FONT></DIV>
>><DIV><FONT face=Arial size=12>mixer settings and presets of effects =
>>to make it=20
>>easier.</FONT></DIV>
>><DIV><FONT face=Arial size=12>Tom</FONT></DIV>
>><DIV><FONT face=Arial size=12></FONT> </DIV>
>><DIV> </DIV>
>><DIV><FONT face=Arial size=12></FONT> </DIV>
>><BLOCKQUOTE=20
>>style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Rod Lincoln" <<A=20
>> =
>>href="mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>t;=20
>> wrote in message <A=20
>> =
>>href="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" <<A=20
>> href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
>> wrote:<BR>><BR>>Dear Tom,<BR>>It is not the plugin under =
>>other song l=20
>> can open a stereo native effect.<BR>>In my project I cannot open =
>>ANY stereo=20
>> effect.<BR>>Even chainer only...<BR>>I can save my project no =
>>problem if=20
>> I don't use a stereo native effect.<BR>>ALSO on submix 3 I managed =
>>toopen a=20
```

>> stereo native effect but not on submix
>1 or 4 , any suggestion=20
>> ?
>Regards,
>Dimitrios
>
>"Tom Bruhl" <<A=20
>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20
>> wrote:
>>
>>
>>Dimitrios,
>>Are =
>>you saying=20
>> you can save before this stereo plugin
>>is inserted? =
>>l'd say=20
>> you may have a rouge plugin that
>>your wrapper or Paris just =
>>doesn't=20
>> like. Try the same thing
>>in a different =
>>project. ie:=20
>> Same stereo plugin inserted
>>on another stereo pair of =
>>tracks. =20
>> Now can you save?
>>If so it may be your project. If =
>>not it's=20
>> probably your plugin.
>>
>>Good=20
>> luck,
>>Tom
>> "Dimitrios" <<A=20
>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
>>message=20
>> =3D
>>news:43906b78\$1@linux...
>>
>> =
>>Thanks for=20
>> your suggestions.
>> I have rendered using the hardware =
>>method=20
>> via adat and achieved one =3D
>>nice
>> =
>>compact stereo=20
>> track with my acoustic guitars, I even saved all=20
>> audio
>=3D
>>files
>> on new folder and =
>>saved=20
>> under new name I used the clear missing =20
>> files
>=3D
>>just
>> before that but =
>>again no luck=20
>> when I put a stereo native effect on =3D
>>this=20
>> stereotrack
>> even without hitting play when I =
>>try to=20
>> save assertion fails and =3D
>>doesn't<B

Subject: Re: A Paris reality check
Posted by [DC](#) on Mon, 31 Oct 2005 21:35:12 GMT
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gt;>@linux">news:438f4d36@linux...<BR>>>=20
>> =3D3D
>> >ls it=3D3D20
>> > =
>>exactly the=20
>> same length on each stereo files or no =
>>different=3D3D20
>> =20
>> > holes
>>in
>>> any of the

Subject: Re: A Paris reality check
Posted by [cujo](#) on Mon, 31 Oct 2005 22:15:53 GMT
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=20
>> stereo=3D3D20
>> > =20
>> =
>>objects?
>>>
>>>=3D3D20
>>>&n=
>>bsp;=20
>> > Erling
>>>
>>> =
>>"Dimitrios"=20
>> <<A=3D3D20
>>> > href=3D3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>>@otenet.gr">musurgio@otenet.gr</A>>=20
>> skrev
>>=3D
>>i =3D3D
>> =20
>> >melding=3D3D20
>> >
>>> =
>>
>> <A=3D3D20
>>> > =3D3D
>>> =20
>> =3D
>>>href=3D3D3D"<A=20
>> =
>>href=3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>>>&g=3D=
>>3D'>news:438f3760\$1 @linux">news:438f3760\$1 @linux...
=
>>;>>&g=3D3D=3D
>>>
>>> =20
>> >t;=3D3D20
>>> > >
>>> =
>>>=20
>> Hi,
>>> > I have almost =3D3D
>>> =20
>> >finished my=3D3D20
>>> > project mixing and =
>>when I=20
>> try to put a
>>> >=3D3D20
>>> =
>>> =20
>> stereo
>>> > native
>>> > =
>>effect on=20
>> any =3D3D
>>> >audio=3D3D20
>>> =
>>> track on=20
>> any submix when I try to save I always
>> =
>>=3D3D
>>> =20
>> >get
>>>=3D3D20
>>> > > =
>>
>> assertion
>>> > failed and cannot save either on=20
>> =3D3D
>>> >same name=3D3D20
>>> =
>>> or=20
>> other...
>>> > The problem is that I want to use=20
>> =3D3D
>>> >stereo=3D3D20
>>> > =
>>effects as=20
>> I did before but
>>>don't
>>>> > =
>>know=20
>> =3D3D
>>> >why=3D3D20
>>> > =
>>Paris doesn't=20

```

>> let to...<BR>>>> > Regards,<BR>>>>=20
>> =3D3D<BR>>> >>=3D3D20<BR>>> > =20
>> =3D3D<BR>>> =20
>> =
>>>Dimitrios<BR>>>><BR>>>><BR>>>&g=
>>t;<BR>>><BR>>=3D3D<BR>>> =20
>> >=3D3D20<BR>>> > =20
>> =
>><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=
>>> =20
>> ><BR>>> =
>>><BR>>><BR>>><BR>>><!DOCTYPE=20
>> HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>> =
>>Transitional//EN"><BR>>><HTML><HEAD><BR>>><=
>>META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =3D<BR>>> charset=3D3Diso-8859-1"><BR>>><META =
>>content=3D3D"MSHTML=20
>> 6.00.2800.1400"=20
>> =
>>name=3D3DGENERATOR><BR>>><STYLE></STYLE><BR>>>=
>></HEAD><BR>>><BODY=20
>> bgColor=3D3D#ffffff><BR>>><DIV><FONT face=3D3DArial=20
>> =
>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>><DIV>&=
>>lt;FONT=20
>> face=3D3DArial size=3D3D2>Are you saying you can save before=20
>> =
>>this<BR>>=3D<BR>>>stereo=3D20<BR>>>plugin</FONT><=
>>/DIV><BR>>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>is inserted? I'd say you may have =
>>=3D<BR>>>a=20
>> rouge=3D20<BR>>>plugin=20
>> that</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>your wrapper or Paris just doesn't =3D<BR>>>like.=20
>> Try=3D20<BR>>>the same=20
>> thing</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>in a different project. ie: Same=20
>> =3D<BR>>>stereo=3D20<BR>>>plugin=20
>> inserted</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>on another stereo pair of tracks. =3D<BR>>>>Now can =
>>
>> =
>>you=3D20<BR>>>save?</FONT></DIV><BR>>><DIV>=

```

```

>><FONT=20
>> face=3D3DArial size=3D3D2>If so it may be your project. If =
>>=3D<BR>>>not=20
>> it's=3D20<BR>>>probably your=20
>> plugin.</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2></FONT> =
>></DIV><BR>>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Good=20
>> luck,</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> =
>>size=3D3D2>Tom</FONT></DIV><BR>>><BLOCKQUOTE=3D20=
>><BR>>>style=3D3D"PADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>>BORDER-LEFT: =
>>#000000=20
>> 2px solid; MARGIN-RIGHT: 0px"><BR>>> =
>><DIV>"Dimitrios"=20
>> <<A=3D20<BR>>> href=3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>>@otenet.gr">musurgio@otenet.gr</A</A>>>=20
>> wrote in =3D<BR>>>message=3D20<BR>>> <A=20
>> =3D<BR>>>href=3D3D"<A=20
>> =
>>href=3D'news:43906b78$1 @linux">news:43906b78$1 @linux</A>...</DIV><BR>Than=
>>'>news:43906b78$1 @linux">news:43906b78$1 @linux</A>...</DIV>=
>>;<BR>Than</A>=3D<BR>>>ks=3D20<BR>>> =20
>> for your suggestions.<BR>I have rendered using the hardware =
>>method=20
>> via<BR>>=3D<BR>>>adat=3D20<BR>>> and achieved one =
>>
>> nice<BR>compact stereo track with my acoustic =
>>=3D<BR>>>guitars, I=20
>> even=3D20<BR>>> saved all audio files<BR>on new =
>>folder and=20
>> saved under new name I =
>>used<BR>>=3D<BR>>>the=3D20<BR>>> clear=20
>> missing files just<BR>before that but again no luck when I=20
>> =3D<BR>>>put a=3D20<BR>>> stereo native effect on =
>>this=20
>> stereotrack<BR>even without hitting =3D<BR>>>play=20
>> =3D20<BR>>> when I try to save assertion fails and=20
>> doesn't<BR>allow of any save=20
>> =3D<BR>>>!<BR>Note=3D20<BR>>> that assertion =
>>failure=20
>> appears ONLY when I hit SAve=3D20<BR>>> =20
>> ...<BR>REGARDS,<BR>dIMITRIOS<BR><BR>"Tom =

```

>>Bruhl"=20
>> <<A=3D20
>> href=3D3D"<A=20
>> =
>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net>=3D20'>mailto=
>>:arpegio@comcast.net">arpegio@comcast.net>=3D20
&g=
>>t;> =20
>> =
>>wrote:
>
>
>Dimitrios,
>R=
>>ending=20
>> is your=3D20
>> answer. Don't render tracks with =
>>plugins.=20
>> In=3D20
>> stereo
=3D3D
>>the right =
>>
>> side=3D3D20
>>won't have any =3D
>>effect.=20
>> =3D20
>> Double check to see that their timing is=20
>> =
>>=3D
>>correct
=3D3D
>>too.
>Some=
>>=3D20
>> =20
>> people have problems with that.
>Tom
> =
>>"erlilo"=20
>> =3D
>><<A=3D20
>> href=3D3D"<A=20
>> =
>>href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=

Subject: Re: A Paris reality check
Posted by [Kim](#) on Mon, 31 Oct 2005 23:31:45 GMT
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>>e.no">erlilo@online.no</A/A>>>=20
>> wrote in =3D
>>message <A=3D20
>> =20
>> =3D<B

Subject: Re: A Paris reality check
Posted by [uptown jimmy](#) on Tue, 01 Nov 2005 01:55:39 GMT
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f="mailto:erlilo@online.no" target="_blank">erlilo@online.no</A'>mailto:erlilo@onlin=
>>e.no">erlilo@online.no</A/A>>>=20
>> wrote in =3D
>>message <A=3D20
>> =
>>href=3D3D"<A=20
>> =
>>href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
>>@linux">news:438f4d36@linux...<BR/A>>>=20
>> =3D20
>> >>> Is it exactly the same length on =

>>each=20
 >> stereo files or no=3D20
>> =20
 >> different
=3D3D
>holes
>=20
 >> >>in
> =3D20
>> >>> any of =
 >>the stereo=20
 >> objects?
> =3D20
>> =
 >>>>
>=20
 >> >>> Erling
> =3D20
>> =20
 >> >>>
> >>> "Dimitrios"=20
 >> <<A=3D20
>> href=3D3D"<A=20
 >> =
 >>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
 >>@otenet.gr">musurgio@otenet.gr</A/A>>>=20
 >> skrev i=3D20
>> melding=3D3D20
> =
 >>>>=20
 >> <A=3D20
>> =3D
>>href=3D3D"<A=20
 >> =
 >>href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux...<BR'>news:438f=
 >>3760\$1@linux">news:438f3760\$1@linux...<BR>>=20
 >> =3D
>>=3D20
>> >>> >
> =
 >>
 >> >>> > Hi,
> =3D20
>> =
 >>>>> > I=20
 >> have almost finished my project mixing and when I =3D
>>try=20
 >> to=3D20
>> put =
 >>a
=3D3D
>>
>=20
 >> >>> > =3D
>>stereo
> =
 >>=3D20
>> =20
 >> >>> > native
> >>> > effect on any =
 >>
 >> =3D
>>audio=3D20
>> track on any submix when I =
 >>try to save=20
 >> I =3D
>>=3D3D
>>always
> =
 >>>=3D20
>> =20
 >> get
> >>> > assertion
>=20
 >> =3D
>>>>> >=3D20
>> failed and =
 >>cannot save=20
 >> either on same name or other...
> =3D20
>>> =20
 >> >>> > The problem is that I want to use stereo effects as=20
 >> =3D
>>I did=3D20
>> =20
 >> before
=3D3D
>>but
> =
 >>>>don't
>=20
 >> =3D
>>>>>=3D20
>> > know why Paris =
 >>doesn't let=20
 >> to...
> >>> >=3D20
>> =20
 >> Regards,
> >>> > Dimitrios
>=20
 >> =3D20
>>> >>>
> =
 >>>>>
>=20

```

>> =3D<BR>>>><BR>> =3D20<BR>>> =20
>> >><BR>>=20
>> =
>>=3D<BR>>>=3D3D20<BR>><BR>><BR>><B=
>>R>><!DOCTYPE=3D20<BR>>> =20
>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20<BR>>> =20
>> =
>>Transitional//EN"><BR>><HTML><HEAD><BR>>=
>><META=3D20<BR>>> =20
>> http-equiv=3D3D3DContent-Type =
>>content=3D3D3D"text/html";=3D20<BR>>> =20
>> =3D3D<BR>>>charset=3D3D3Diso-8859-1"><BR>>><META =
>>
>> =3D<BR>>>>content=3D3D3D"MSHTML=3D20<BR>>> =20
>> 6.00.2800.1400"=3D20<BR>>> =20
>> =
>>=3D<BR>>>>name=3D3D3DGENERATOR><BR>><STYLE></ST=
>>YLE><BR>></HEA=3D<BR>>>D><BR>><BODY=3D=
>>20<BR>>> =20
>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT=20
>> face=3D3D3DArial=3D20<BR>>> =20
>> =
>>=3D<BR>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR&=
>>gt;><DIV><F=3D<BR>>>ONT=3D20<BR>>> =20
>> face=3D3D3DArial size=3D3D3D2>Rendering is your answer. Don't=20
>> =3D<BR>>>=3D3D<BR>>>render=3D20<BR>>> =20
>> tracks=3D3D20<BR>>>with plugins. In stereo the right=20
>> side=3D20<BR>>> =20
>> </FONT></DIV><BR>><DIV><FONT=20
>> face=3D3D3DArial=3D20<BR>>> size=3D3D3D2>won't =
>></FONT><FONT=20
>> face=3D3D3DArial=20
>> =
>>=3D<BR>>>=3D3D<BR>>>size=3D3D3D2>have=3D20<BR>>>&n=
>>bsp;=20
>> any=3D3D20<BR>>>effect. Double check to see that their timing =
>>is=20
>> =3D<BR>>>>correct=3D20<BR>>> =20
>> =
>>=3D3D<BR>>>too.</FONT></DIV><BR>><DIV>=
>><FONT=20
>> =3D<BR>>>>face=3D3D3DArial=3D20<BR>>> =
>>size=3D3D3D2>Some people=20
>> have problems with=3D20<BR>>> =20
>> =
>>=3D3D<BR>>>that.</FONT></DIV><BR>><DIV>=
>><FONT=3D20<BR>>>> =20
>> face=3D3D3DArial=3D20<BR>>> =20

```

```

>> =
>>=3D<BR>>>size=3D3D3D2>Tom</FONT></DIV><BR>>=
>><BLOCKQUOTE=3D3D20<BR>=3D<BR>>>>style=3D3D3D"PADDING-RI=
>>GHT:=3D20<BR>>> =20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D3D<BR>>>BORDER-LEFT:=20
>> =3D<BR>>>#000000 2px=3D20<BR>>> solid; MARGIN-RIGHT: =
>>
>> 0px"><BR>> <DIV>"erlilo"=20
>> =3D<BR>>><<A=3D20<BR>>> =20
>> =3D3D<BR>>>href=3D3D3D"<A=3D20<BR>>> =20
>> =
>>=3D<BR>>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no<=
>>/A>>=3D3D20'>mailto:erlil=3D<BR>>>o@online.no">erlilo@o=
>>nline.no</A>>=3D3D20</A><BR>>=20
>> =3D20<BR>>> wrote in message <A=3D3D20<BR>>=20
>> href=3D3D3D"<A=3D20<BR>>> =20
>> =
>>=3D<BR>>>href=3D3D'news:43900b57$1 @linux">news:43900b57$1 @linux&=
>>lt;/A>...</DIV>There'>n=3D<BR>>>ews:43900b57$1 @linux"&g=
>>t;news:43900b57$1 @linux</A>...</DIV>Th=3D<BR>>>ere</=
>>A><BR>=3D3D<BR>>>you=3D20<BR>>> =20
>> have=3D3D20<BR>> the problem. I think rendering the tracks =
>>and=20
>> =3D<BR>>>look after=3D20<BR>>> that=20
>> <BR>each<BR>=3D3D<BR>><BR>> stereopair =
>>is=20
>> =3D<BR>>>starting and=3D20<BR>>> ending at the same =
>>places will=20
>> do the job=3D20<BR>>> =20
>> =3D3D<BR>>><BR>when=3D3D20<BR>> saving under a =
>>new name,=20
>> =3D<BR>>>just to be=3D20<BR>>> sure to go back if =
>>something are=20
>> =3D<BR>>>=3D3D<BR>>><BR>going=3D3D20<BR>> =
>>
>> =3D20<BR>>> wrong again. If the time alignments are going =
>>wrong in=20
>> some of=3D20<BR>>> the=3D3D20<BR>> =
>><BR>stereofiles, you=20
>> can rendering the =3D<BR>>>old, hard=3D20<BR>>> way, =
>>as in=20
>> version 2,<BR>=3D3D<BR>>>when=3D3D20<BR>>=20
>> =3D<BR>>><BR>mixing down=3D20<BR>>> each =
>>stereopair with=20
>> panning hard left and right and=3D20<BR>>> =20
>> =3D3D<BR>>>muting=3D3D20<BR>> all <BR>other =
>>tracks. Then=20

```

>> you can import them into the =
>>project=20
>> again on =
>>their=20
>> old=
places and give them=20
>> new= =20
>> =
>>=names.

Erling
=
>>gt;

"Dimitrios"=20
>> = <<A =
>>href="<A= =20
>> =
>>=href='mailto:musurgio@otenet.gr">musurgio@otenet.gr=
>>mailto:musurgio@otenet.gr">musurgio@otenet.g=
>>r</A/>=20
>> =skrev i= melding =
>><A=20
>> =
> =20
>> =href="<A= =20
>> =
>>=href='news:439000f1\$1@linux">news:439000f1\$1@linux&=
>>lt;/A>...

&=g">news:439000=
>>f1\$1@linux">news:439000f1\$1@linux/>...
=>=
>>,>
&g=;=20
>>=20
>> = Hi,
> Thanks for your =
>>replies.
>=20
>> What I have =managed= is to=20
>> =have= the same start and end =
>>for=20
>> =both audio= files= =
>>just by=20
>> cutting at =
>>=cursor=20
>> pointy= on both tracks.
> Built =
>>insight the=20
>> stereo tracks each of= =20
>> =themhas= different cut points =
>>and=20
>> =
> =
>>joint
> points ,=20
>> does this=20
>> =matter?
> = If you ask =
>>me why it=20
>> is because these tracks are not= =20
>> =actually= stereo =
>>but
> two=20
>> =takes of= acoustic guitar playing =

>>so I had=20
>> =3D3D
>tomove=3D3D20
>=20
>> =3D
>>different=3D20
>> parts on =
>>
>=20
>> each
> of the "stereo" tracks to=3D20
>> =20
>> =3D3D
>make them=3D3D20
> on =
>>time.
> I want=20
>> =3D
>>a stereo=3D20
>> effect because I wanna =
>>expand the=20
>> =3D3D
>stereo=3D3D20
>=20
>> =3D
>>perspective=3D20
>> of
>=20
>> them
> pl;aying hard left and=3D20
>> =20
>> hard=3D3D20
> right.
> Have you tried T-racks=20
>> =3D
>>compressor's=3D20
>> stereo widening=20
>> =3D3D
>knob ??=3D3D20
> !!
>=20
>> =3D
>>Amazing=3D20
>> stereo result with =
>>complete mono=20
>> compatibility , =3D3D
>not=3D20
>> =20
>> like=3D3D20
> waves
> imager
>=20
>> at=3D20
>> all...
>=20
>> Cheers,
>=3D3D20
> =3D20
>> =20
>> DImitrios
>
>
>=20
>> "Ennio"=3D20
>> <<A=3D3D20
>=20
>> href=3D3D3D"<A=3D20
>> =20
>> =
>>=3D
>>href=3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net=
>>=3D3D20'>mailto:e=3D
>>nnio@galicorp.net">en=
>>nio@galicorp.net=3D3D20
>>&n=3D
=
>>>>bsp;=3D20
>> =20
>> wrote:
>>The in-points (and out-points) on both sides=20
>> =3D
>>of the=3D20
>> =20
>> =3D3D
>stereo=3D3D20
> file must=20
>> be
>=3D20
>> at
>>the =
>>identical spot -=20
>> down to the=3D20
>> =
>>=3D3D
>sample=3D3D20
>=20
>> (the furthest down you can go=3D20
>> on
>=20
>> the
>>zoom=3D3D20
> =3D20
>> =
>>
>> tool)
>&

Subject: Re: A Paris reality check
Posted by [John \[1\]](#) on Tue, 01 Nov 2005 13:42:12 GMT
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8\$1@linux">news:43906b78\$1@linux...</DIV>
=
>Than=3D

> >>'>news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>=3D
> >>;
Than=3D3D
>>ks=3D3D20
>> =3D20
> >> for your suggestions.
I have rendered using the hardware =3D
> >>method=3D20
> >> via
>=3D3D
>>adat=3D3D20
>> and achieved one =3D
> >>
> >> nice
compact stereo track with my acoustic =3D
> >>=3D3D
>>guitars, I=3D20
> >> even=3D3D20
>> saved all audio files
on new =3D
> >>folder and=3D20
> >> saved under new name I =3D
> >>used
>=3D3D
>>the=3D3D20
>> clear=3D20
> >> missing files just
before that but again no luck when I=3D20
> >> =3D3D
>>put a=3D3D20
>> stereo native effect on =3D
> >>this=3D20
> >> stereotrack
even without hitting =3D3D
>>play=3D20
> >> =3D3D20
>> when I try to save assertion fails and=3D20
> >> doesn't
allow of any save=3D20
> >> =3D3D
>>!
Note=3D3D20
>> that assertion =3D
> >>failure=3D20
> >> appears ONLY when I hit SAve=3D3D20
>> =3D20
> >> ...
REGARDS,
dIMITRIOS

"Tom =3D
> >>Bruhl"=3D20
> >> <<A=3D3D20
>> href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20'>=
>mailto=3D
> >>:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20
&g=3D
> >>t;> =3D20
> >> =3D
> >>wrote:
>
>
>Dimitrios,
>R=3D
> >>ending=3D20
> >> is your=3D3D20
>> answer. Don't render tracks with =3D
> >>plugins.=3D20
> >> In=3D3D20
>> stereo
=3D3D3D
>>the right =3D
> >>
> >> side=3D3D3D20
>>won't have any =3D3D
>>effect.=3D20
> >> =3D3D20
>> Double check to see that their timing is=3D20
> >> =3D
> >>=3D3D
>>correct
=3D3D3D
>>too.
>>Some=3D
> >>=3D3D20
>> =3D20
> >> people have problems with that.
>Tom
> =3D
> >>"erlilo"=3D20
> >> =3D3D
>><<A=3D3D20
>> 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</A>>>=3D20
> >> wrote in =3D3D<BR>>>message <A=3D3D20<BR>>> =3D20
> >> =3D3D<BR>>>href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'news:43900b57$1 @linux">news:43900b57$1 @linux</A>...<BR'>news:=
>4390=3D
> >>0b57$1 @linux">news:43900b57$1 @linux</A>...<BR</A>>>=3D20
> >> =3D3D<BR>>> There=3D3D20<BR>>> you have the problem. I =3D
> >>think=3D20
> >> rendering the tracks and look=3D20
> >> =3D3D<BR>>>=3D3D3D<BR>>>after=3D3D20<BR>>> =3D20
> >> that=3D3D3D20<BR>> each stereopair is starting and ending at =3D
> >>the=3D20
> >> =3D3D<BR>>>same=3D3D20<BR>>> places will do=3D20
> >> the<BR>=3D3D3D<BR>>>job=3D3D3D20<BR>>> when saving=3D20
> >> =3D3D<BR>>>under a new=3D3D20<BR>>> name, just to be =3D
> >>sure to go back=3D20
> >> if =3D
> >>=3D3D<BR>>>something<BR>=3D3D3D<BR>>>are=3D3D3D20<BR >=3D
> >>=3D20
> >> =3D3D20<BR>>> going wrong again. If the time alignments are =3D
> >>going=3D20
> >> wrong in some of=3D3D20<BR>>> =3D
> >>=3D3D3D<BR>>>the=3D3D3D20<BR>>>=3D20
> >> stereofiles, you can rendering the =3D3D<BR>>>old, =3D
> >>hard=3D3D20<BR>>> =3D20
> >> way, as in version 2, =3D3D3D<BR>>>when=3D3D3D20<BR>>> =3D
> >>mixing down=3D20
> >> =3D3D<BR>>>each=3D3D20<BR>>> stereopair with panning =3D
> >>hard left and=3D20
> >> right and =3D3D3D<BR>>>muting=3D3D20<BR>>> =3D
> >>all=3D3D3D20<BR>>>=3D20
> >> other tracks. Then you can import them into the=3D20
> >> =3D3D<BR>>>project=3D3D20<BR>>> again on=3D20
> >> their<BR>=3D3D3D<BR>>>old=3D3D3D20<BR>>> places and =3D
> >>give=3D20
> >> =3D3D<BR>>>them new=3D3D20<BR>>> =3D
> >>names.<BR>>><BR>>>=3D20
> >> Erling<BR>>><BR>>><BR>>>=3D20
> >> =3D3D<BR>>>"Dimitrios"=3D3D20<BR>>> <<A =3D
> >>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
>>skrev i=3D3D20
>> melding=3D20Thanks for you insight...
I have a major problem with this cause some of the tracks of submix 1` cannot
be rendered neither with no native plugins...
Is there any tip using the digital spdif in out to have all in time and aligned
?
I have read that spdif out-in is 1 sample latent.
The problem is that I have to record via spdif via actual levels and then
when I import should leave them at 0 point level, right ?
or do it the other way around ?
REgards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Dimitrios,
>Sorry I had a gig last night. Do as Erling suggested regarding =
>rendering
>all tracks and copying to a new folder. Start a new Paris project and =
>call
>it something different. Go to audio window and import all newly =
>rendered
>files you need. Set a new record path too. Make sure saves work after
=
>each step. =20
>In original project make sure all effects being used have been saved =
>individually. In old project
>copy all mixer settings in Mixer A (You discovered this last week!), =
>open new project and paste=20
>all mixer settings in its Mixer A. Try to save right after this and =
>every step. Close Mixer A in new project
>then reopen it. This should make all the plugins 'appear'. Just a =
>quirky Paris thing.
>Now get those presets working in each plugin. Try a save. If all is =
>well do these same steps
>across all Submixes until all Mixers/plugins are the same as original =
>project. Try a save.
>Now might be a good time to try your stereo plugin that causes your =
>problem in the old
>project. If after it's installed in the new one, you can save then =
>you're almost out of the woods.
>
>If you were using automation you will need to copy that too. Go to =
>Automation Editor A in old project.
>Select Volume, Set Now Line to beginning of project. Use 'Select All' =
>command or drag

>across all 16 tracks with mouse to highlight everything. Control C =
>(copy). Go to new project,
>put Now Line at beginning of project in Automation Editor and make sure
=
>active track is the first one that was active
>on the old project when copying. Otherwise your data may paste a track =
>or two off. The effects
>return automation has to be done separately from tracks. After this, go
=
>to original project and select Mute.
>Copy paste etc.. Repeat these steps on all auto editors that were being
=
>used.
>
>It sounds harder than it really is. Remember to try saving between each
=
>step in new project.
>If at any time it doesn't want to save, you have found out why there is
=
>a problem. Possibly
>an unknown bug. =20
>
>Good luck. You'll be a better man for it!
>Tom
>
>
> "erlilo" <erlilo@online.no> wrote in message news:43918529@linux...
> Dimitros
>
> My way of doing this is:
> Have Paris closed,
> make a new folder on the audio harddisk with Explorer or something=20
> similar(I'm using TotalCommander).
> Copy ONLY waves or/and PAF files from the old project into the new =
>folder.
> Start a new project in Paris.
> Import from the new folder all the Waves and PAF files you need into =
>the new=20
> project and set the path to the new project.
> In Ediit menu, set the files into the subgroups and channels you wish.
> Now you have a new project without any old, saved information at all =
>to=20
> start from scratch.
> It's important that all files are rendered to start from zero in the =
>old=20
> project.
>
> If this doesn't help and the earlier rendered stereofiles have =

>absolutelly=20
> correct lenghts, I can't think of other things than plugin problems.
>
> Hope this can help to explain my way of doing something with this kind
=
>of=20
> problems.
>
> Erling
>
> "Dimitrios" <musurgio@otenet.gr> skrev i melding =
>news:43917c01\$1@linux...
> >
> >
> > Sorry if I ask much but the way I do the project rebuild does not =
>help.
> > How do you do a rebuild ?
> > I just go to audio folder export audio objects or wave files under a
=
>new
> > folder then save the new song and then reopen from new folder.
> > I guess you might refer to something different here right ?
> > Can you explain your way ?
> > Thanks
> > Regards,
> > Dimitrios
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>
> >>
> >>Dimitrios,
> >>I agree with Erlilo. Try different channels or a different
> >>submix if you can. Otherwise rebuilding the mix from
> >>scratch in a new project is the next best bet. Copy all
> >>mixer settings and presets of effects to make it easier.
> >>Tom
> >>
> >>
> >>
> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
> >>news:43908331\$1@linux...
> >>
> >> Dimitrios, You probably know this, but just to make sure...
> >> If you want to use stereo native plugins, you can NOT have any =
>mono =3D
> >>plugins
> >> on those tracks. That goes for native and EDS.
> >> Do you have any mono eds or native plugs also on the stereo pair?
> >> Rod

> >> "Dimitrios" <musurgio@otenet.gr> wrote:
> >> >
> >> >Dear Tom,
> >> >It is not the plugin under other song I can open a stereo native
=
>=3D
> >>effect.
> >> >In my project I cannot open ANY stereo effect.
> >> >Even chainer only...
> >> >I can save my project no problem if I don't use a stereo native =
>=3D
> >>effect.
> >> >ALSO on submix 3 I managed to open a stereo native effect but not
=
>on =3D
> >>submix
> >> >1 or 4 , any suggestion ?
> >> >Regards,
> >> >Dimitrios
> >> >
> >> >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >> >>
> >> >>
> >> >>Dimitrios,
> >> >>Are you saying you can save before this stereo plugin
> >> >>is inserted? I'd say you may have a rouge plugin that
> >> >>your wrapper or Paris just doesn't like. Try the same thing
> >> >>in a different project. ie: Same stereo plugin inserted
> >> >>on another stereo pair of tracks. Now can you save?
> >> >>If so it may be your project. If not it's probably your plugin.
> >> >>
> >> >>Good luck,
> >> >>Tom
> >> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D
> >> >>news:43906b78\$1@linux...
> >> >>
> >> >> Thanks for your suggestions.
> >> >> I have rendered using the hardware method via adat and =
>achieved =3D
> >>one =3D3D
> >> >>nice
> >> >> compact stereo track with my acoustic guitars, I even saved =
>all =3D
> >>audio
> >> >=3D3D
> >> >>files
> >> >> on new folder and saved under new name I used the clear =
>missing =3D

> >>files
> >> >=3D3D
> >> >>just
> >> >> before that but again no luck when I put a stereo native =
>effect on
> > =3D
> >>=3D3D
> >> >>this stereotrack
> >> >> even without hitting play when I try to save assertion fails
=
>and
> > =3D
> >>=3D3D
> >> >>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
> > =3D
> >>=3D3D
> >> >>stereo
> >> >> =3D3D3D
> >> >> >the right side=3D3D3D20
> >> >> >won't have any effect. Double check to see that their timing
=
>is
> > =3D
> >>=3D3D
> >> >>correct
> >> >> =3D3D3D
> >> >> >too.
> >> >> >Some people have problems with that.
> >> >> >Tom
> >> >> > "erlilo" <erlilo@online.no> wrote in message =3D3D
> >> >>news:43900b57\$1@linux...
> >> >> > There you have the problem. I think rendering the tracks =
>and =3D
> >>look
> >> =3D3D
> >> >>=3D3D3D

> >> >> >after that=3D3D3D20
> >> >> > each stereopair is starting and ending at the same places =
>will
> > =3D
> >>do
> >> =3D3D
> >> >>the
> >> >> =3D3D3D
> >> >> >job=3D3D3D20
> >> >> > when saving under a new name, just to be sure to go back if
=
>=3D3D
> >> >>something
> >> >> =3D3D3D
> >> >> >are=3D3D3D20
> >> >> > going wrong again. If the time alignments are going wrong =
>in =3D
> >>some
> >> =3D3D
> >> >>of =3D3D3D
> >> >> >the=3D3D3D20
> >> >> > stereofiles, you can rendering the old, hard way, as in =
>version
> > =3D
> >>2,
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >when=3D3D3D20
> >> >> > mixing down e

Subject: Re: A Paris reality check

Posted by [uptown jimmy](#) on Tue, 01 Nov 2005 15:42:14 GMT

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; >> =3D3D
> >> =
>>>href=3D3D3D"news:43900b57\$1@linux">news:43900b57\$1@linux...
> =
>=3D
> >>=3D3D
> >> >> There=3D3D20
> >> >> you have the problem. I think rendering the tracks and look =
>=3D3D
> >> >>=3D3D3D
>after=3D3D20
> >> >> that=3D3D3D20
> each stereopair is starting and ending at =
>the =3D3D
> >> >>same=3D3D20
> >> >> places will do the
=3D3D3D
>job=3D3D3D20
> when =

>saving =3D3D
 > >> >>under a new=3D3D20
 > >> >> name, just to be sure to go back if =3D3D
 > >> >>something
=3D3D3D
>are=3D3D3D20
> =3D3D20
 > >> >> going wrong again. If the time alignments are going wrong in =
 >some
 > > =3D
 > >>of=3D3D20
 > >> >> =3D3D3D
>the=3D3D3D20
> stereofiles, you can rendering =
 >the =3D3D
 > >> >>old, hard=3D3D20
 > >> >> way, as in version 2, =3D3D3D
>when=3D3D3D20
> mixing =
 >down =3D3D
 > >> >>each=3D3D20
 > >> >> stereopair with panning hard left and right and =3D
 > >>=3D3D3D
>muting=3D3D20
 > >> >> all=3D3D3D20
> other tracks. Then you can import them into
 =
 >the =3D
 > >>=3D3D
 > >> >>project=3D3D20
 > >> >> again on their
=3D3D3D
>old=3D3D3D20
> places and =
 >give =3D3D
 > >> >>them new=3D3D20
 > >> >> names.
>
> Erling
>
>
> =3D3D
 > >> >>"Dimitrios"=3D3D20
 > >> >> <<A =
 >href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =3D
 > >>=3D3D
 > >> >>skrev i=3D3D20
 > >> >> melding =3D3D3D
>news:439000f1\$1@linux...
> =3D3D
 > >> >>>
> =3D3D20
 > >> >> > Hi,
>> > Thanks for your replies.
> =3D3D
 > >> >>> What I=3D3D20
 > >> >> have managed is to have the same start and end for both=3D3D20
 > >> >> audio
=3D3D3D
>files
>> > just by cutting at cursor =
 >=3D3D
 > >> >>pointy on=3D3D20
 > >> >> both tracks.
>> > Buit insight the stereo tracks each of =
 >=3D3D
 > >> >>themhas=3D3D20
 > >> >> different cut points
=3D3D3D
>and=3D3D3D20
>> > =3D3D
 > >> >>>joint
> =3D3D20
 > >> >> > points , does this matter?
>> > If you ask me why =3D3D
 > >> >>>it is=3D3D20
 > >> >> because these tracks are not actually =3D3D
 > >> >>>stereo
=3D3D3D
>>but
> =3D3D20
 > >> >> > two takes of acoustic guitar playing so I had tomove =3D

> >>different=3D3D20
 > >> >> parts
=3D3D3D
>on=3D3D3D20
> > each
> > =3D3D
 > >> >>of the=3D3D20
 > >> >> "stereo" tracks to make them on time.
> > I want a =3D3D
 > >> >>stereo=3D3D20
 > >> >> effect because I wanna expand the stereo=3D3D20
 > >> >> perspective
=3D3D3D
>of=3D3D3D20
> > =3D3D
 > >> >>them
> >=3D3D20
 > >> >> pl;aying hard left and hard right.
> > Have you tried =3D3D
 > >> >>T-racks=3D3D20
 > >> >> compressor's stereo widening knob ?? !!
> > Amazing =3D3D
 > >> >>stereo=3D3D20
 > >> >> result with complete mono compatibility , not like=3D3D20
 > >> >> =3D3D3D
>waves=3D3D3D20
> > imager
> > at=3D3D20
 > >> >> all...
> > Cheers,
> > =3D3D
 > >> >>Dimitrios
> =3D3D20
 > >> >>
>
> > "Ennio" <<A=3D3D20
 > >> >> =
 > >> >><A=3D3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D20
 > >> >> wrote:
> >>The in-points (and out-points) on both =3D3D
 > >> >>sides of=3D3D20
 > >> >> the stereo file must
=3D3D3D
>be
> > =3D3D
 > >> >>at
> =3D3D20
 > >> >> >>the identical spot - down to the sample (the furthest down =
 > >> >>you =3D
 > >> >>=3D3D
 > >> >>can=3D3D20
 > >> >> =3D3D3D
>go on
> > the
> >>zoom=3D3D20
 > >> >> tool)
> >>
> >>"erlilo" <<A=3D3D20
 > >> >> href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no=3D3D20
 > >> >>wrote in
 > >> >>=3D
 > >> >>=3D3D
 > >> >>message <A=3D3D20
 > >> >> =
 > >> >><A=3D3D3D"news:438f4d36@linux">news:438f4d36@linux...
> =3D
 > >> >>=3D3D20
 > >> >> >>> Is it exactly the same length on each stereo files or =
 > >> >>no=3D3D20
 > >> >> different
=3D3D3D
>holes
> >>in
> =3D3D20
 > >> >> >>> any of the stereo objects?
> =3D3D20
 > >> >> >>>
> >>> Erling
> =3D3D20
 > >> >> >>>
> >>> "Dimitrios" <<A=3D3D20
 > >> >> href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr=3D3D20
 > >> >> =
 > >> >>skrev
 > >> >>=3D
 > >> >>=3D3D20

> > > melding=3D3D3D20
> >>> <A=3D3D20
> > > =3D3D
> > > =
>>>href=3D3D3D"news:438f3760\$1 @linux">news:438f3760\$1 @linux...
> =
>=3D
> >>=3D3D
> > >>=3D3D20
> > > >>> >
> >>> > Hi,
> =3D3D20
> > > >>> > I have almost finished my project mixing and when I =
>=3D3D
> > >>try to=3D3D20
> > > > put a
=3D3D3D3D
>
> >>> > =3D3D
> > >>stereo
> =3D3D20
> > > >>> > native
> >>> > effect on any =3D3D
> > >>audio=3D3D20
> > > > track on any submix when I try to save I =3D3D
> > >>=3D3D3D3D
>always
> >=3D3D20
> > > > get
> >>> > assertion
> =3D3D
> > >>>> >=3D3D20
> > > > failed and cannot save either on same name or other...
> =
>=3D3D20
> > > >>> > The problem is that I want to use stereo effects as =
>=3D3D
> > >>I did=3D3D20
> > > > before
=3D3D3D3D
>but
> >>don't
> =3D3D
> > >>>>=3D3D20
> > > > know why Paris doesn't let to...
> >>> >=3D3D20
> > > > Regards,
> >>> > Dimitrios
> =3D3D20
> > > >>>
> >>>
> =3D3D
> > >>>>
> =3D3D20
> > > >>
> =3D3D
> > >>>=3D3D3D20
>
>
>
>
><!DOCTYPE=3D3D20
> > > > HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20
> > > > Transitional//EN">
><HTML><HEAD>
><META=3D3D20
> > > > http-equiv=3D3D3D3DContent-Type =
>content=3D3D3D3D"text/html;=3D3D20
> > > > =3D3D3D3D
>charset=3D3D3D3Diso-8859-1">
><META =3D3D
> > > >content=3D3D3D3D"MSHTML=3D3D20
> > > > 6.00.2800.1400"=3D3D20
> > > > =3D3D
> > >>name=3D3D3D3DGENERATOR>
><STYLE></STYLE>
></HEA=3D3D
> > >>D>
><BODY=3D3D20
> > > > bgColor=3D3D3D3D#ffffff>
><DIV><FONT =
>face=3D3D3D3DArial=3D3D20
> > > > =3D3D
> > >>size=3D3D3D3D2>Dimitrios,</DIV>
><DIV><F=3D3D
> > >>ONT=3D3D20
> > > > face=3D3D3D3DArial size=3D3D3D3D2>Rendering is your answer. =

```

>Don't =3D3D
> >> >>=3D3D3D<BR>>render=3D3D20
> >> >> tracks=3D3D3D20<BR>>with plugins. In stereo the right =
>side=3D3D20
> >> >> </FONT></DIV><BR>><DIV><FONT face=3D3D3D3DArial=3D3D20
> >> >> size=3D3D3D3D2>won't </FONT><FONT face=3D3D3D3DArial =3D3D
> >> >>=3D3D3D<BR>>size=3D3D3D3D2>have=3D3D20
> >> >> any=3D3D3D20<BR>>effect. Double check to see that their timing
=
>is =3D
> >>=3D3D
> >> >>correct=3D3D20
> >> >> =3D3D3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =3D3D
> >> >>face=3D3D3D3DArial=3D3D20
> >> >> size=3D3D3D3D2>Some people have problems with=3D3D20
> >> >> =3D3D3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=3D3D20
> >> >> face=3D3D3D3DArial=3D3D20
> >> >> =3D3D
> >> =
>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>><BLOCKQUOTE=3D3D3D20 <BR>=3D3D
> >> >>>style=3D3D3D3D"PADDING-RIGHT:=3D3D20
> >> >> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D3D3D<BR>>BORDER-LEFT: =3D
> >>=3D3D
> >> >>#000000 2px=3D3D20
> >> >> solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"erlilo" =3D3D
> >> >><<A=3D3D20
> >> >> =3D3D3D<BR>>href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D3D20'>=
>mailto=3D
> >>:erlil=3D3D
> >> >>o@online.no">erlilo@online.no</A>>=3D3D3D20</A><BR>> =3D3D20
> >> >> wrote in message <A=3D3D3D20<BR>> href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>=
>Ther=3D
> >>e'n=3D3D
> >> >>ews:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=3D3D
> >> >>ere</A><BR>=3D3D3D<BR>>you=3D3D20
> >> >> have=3D3D3D20<BR>> the problem. I think rendering the tracks =
>and =3D3D
> >> >>look after=3D3D20
> >> >> that <BR>each<BR>=3D3D3D<BR>><BR>> stereopair is =3D3D

```


> >> >>both audio=3D3D20
 > >> >> files
> just by cutting at =3D3D
 > >> >>=3D3D3D
>cursor=3D3D3D20
> pointy=3D3D20
 > >> >> on both tracks.
> Built insight the stereo tracks each =
 >of=3D3D20
 > >> >> =3D3D3D
>themhas=3D3D3D20
> different cut points and =
 >=3D3D
 > >> >>
>=3D3D20
 > >> >> joint
> points , does this=3D3D3D20
> =3D3D
 > >> >>matter?
>=3D3D20
 > >> >> If you ask me why it is because these tracks are not=3D3D20
 > >> >> =3D3D3D
>actually=3D3D3D20
> stereo but
> two =3D3D
 > >> >>takes of=3D3D20
 > >> >> acoustic guitar playing so I had =
 >=3D3D3D
>tomove=3D3D3D20
> =3D3D
 > >> >>different=3D3D20
 > >> >> parts on
> each
> of the "stereo" tracks to=3D3D20
 > >> >> =3D3D3D
>make them=3D3D3D20
> on time.
> I want =3D3D
 > >> >>a stereo=3D3D20
 > >> >> effect because I wanna expand the =
 >=3D3D3D
>stereo=3D3D3D20
> =3D3D
 > >> >>perspective=3D3D20
 > >> >> of
> them
> pl;aying hard left and=3D3D20
 > >> >> hard=3D3D3D20
> right.
> Have you tried T-racks =3D3D
 > >> >>compressor's=3D3D20
 > >> >> stereo widening =3D3D3D
>knob ??=3D3D3D20
> !!
> =
 >=3D3D
 > >> >>Amazing=3D3D20
 > >> >> stereo result with complete mono compatibility , =3D
 > >>=3D3D3D
>not=3D3D20
 > >> >> like=3D3D3D20
> waves
> imager
> at=3D3D20
 > >> >> all...
> Cheers,
>=3D3D3D20
> =3D3D20
 > >> >> DImitrios
>
>
> "Ennio"=3D3D20
 > >> >> <<A=3D3D3D20
> href=3D3D3D3D"<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D=
 >20'>ma=3D
 > >>ilto:e=3D3D
 > >> =
 >>>nnio@galicorp.net">ennio@galicorp.net>=3D3D3D20
>&n=3D3D
 > >> >>bsp;=3D3D20
 > >> >> wrote:
>>The in-points (and out-points) on both sides =3D3D
 > >> >>of the=3D3D20
 > >> >> =3D3D3D
>stereo=3D3D3D20
> file must be
>=3D3D20
 > >> >> at
>>the identical spot - down to the=3D3D20
 > >> >> =3D3D3D
>sample=3D3D3D20
> (the furthest down you can =

>go=3D3D20
> >> >> on
> the
>>zoom=3D3D3D20
> =3D3D20
> >> >> tool)
>>
>>"erlilo" =3D3D
> >> >><<A=3D3D3D20
> =3D3D20
> >> >> href=3D3D3D3D"<A=3D3D20
> >> >> =3D3D
> >> =3D
> =
>>>>href=3D3D3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erli=
>lo@o=3D
> >>nlin=3D3D
> >> >>e.no">erlilo@online.no</A/A>>=3D3D20
> >> >> wrote in =3D3D3D
>message <A=3D3D3D20
> =3D3D
> >> >>=3D3D3D
>href=3D3D3D3D"<A=3D3D20
> >> >

Subject: Re: A Paris reality check
Posted by [Cujjo](#) on Tue, 01 Nov 2005 16:22:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

; >> >> > >>> > I have almost finished my project mixing and when I =
>try =3D
> >>to =3D3D
> >> >>put a
> >> >> =3D3D3D
> >> >> >
> >> >> > >>> > stereo
> >> >> > >>> > native
> >> >> > >>> > effect on any audio track on any submix when I try to
=
>=3D
> >>save I
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >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
> >>=3D3D
> >> >>before
> >> >> =3D3D3D
> >> >> >but

```

> >> >> > >>don't
> >> >> > >>> > know why Paris doesn't let to...
> >> >> > >>> > Regards,
> >> >> > >>> > Dimitrios
> >> >> > >>>
> >> >> > >>>
> >> >> > >>
> >> >> > >>
> >> >> > >=3D3D3D20
> >> >> >
> >> >> >
> >> >> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
>>Transitional//EN">
> >> >> ><HTML><HEAD>
> >> >> ><META http-equiv=3D3D3D3DContent-Type =
>>content=3D3D3D3D"text/html; =3D
> >>=3D3D3D3D
> >> >> >charset=3D3D3D3Diso-8859-1">
> >> >> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =
>>name=3D3D3D3DGENERATOR>
> >> >> ><STYLE></STYLE>
> >> >> ></HEAD>
> >> >> ><BODY bgColor=3D3D3D3D#ffffff>
> >> >> ><DIV><FONT face=3D3D3D3DArial =
>>size=3D3D3D3D2>Dimitrios,</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Rendering is =
>>your =3D
> >>>answer. Don't
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >render tracks=3D3D3D20
> >> >> >with plugins. In stereo the right side </FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>won't =
>></FONT><FONT =3D3D
> >> >>>face=3D3D3D3DArial =3D3D3D
> >> >> >size=3D3D3D3D2>have any=3D3D3D20
> >> >> >effect. Double check to see that their timing is correct =
>>=3D3D3D
> >> >> >too.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Some people have
=
>=3D
> >>>problems with
> >> =3D3D
> >> >>=3D3D3D
> >> >> >that.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Tom</FONT></DIV>

```

```

> >> >> ><BLOCKQUOTE=3D3D3D20
> >> >> >style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>MARGIN-LEFT:
> >=3D
> >>5px;
> >>=3D3D
> >> >>=3D3D3D
> >> >> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >> >> > <DIV>"erlilo" <<A =3D3D3D
> >> >> =
>>>href=3D3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D3D20
> >> >> > wrote in message <A=3D3D3D20
> >> >> > =3D3D
> >> =3D
> =
>>>>href=3D3D3D3D"news:43900b57$1@linux">news:43900b57$1@linux</A>...</DI=
>V>Th=3D
> >>ere
> >> >> =3D3D3D
> >> >> >you have=3D3D3D20
> >> >> > the problem. I think rendering the tracks and look after =
>that =3D
> >>=3D3D
> >> >><BR>each
> >> >> =3D3D3D
> >> >> >
> >> >> > stereopair is starting and ending at the same places will =
>do =3D
> >>the =3D3D
> >> >>job =3D3D3D
> >> >> ><BR>when=3D3D3D20
> >> >> > saving under a new name, just to be sure to go back if =3D
> >>something =3D3D
> >> >>are =3D3D3D
> >> >> ><BR>going=3D3D3D20
> >> >> > wrong again. If the time alignments are going wrong in some
=
>of
> >=3D
> >>=3D3D
> >> >>the=3D3D3D20
> >> >> > <BR>stereofiles, you can rendering the old, hard way, as in
=
>=3D
> >>version
> >> >=3D3D
> >> >>2,
> >> >> =3D3D3D

```

> >> >> >when=3D3D3D20
 > >> >> >
mixing down each stereopair with panning hard left and
 =
 >=3D
 > >>right =3D3D
 > >> >>and =3D3D3D
 > >> >> >muting=3D3D3D20
 > >> >> > all
other tracks. Then you can import them into the =
 >project
 > > =3D
 > >>=3D3D
 > >> >>again
 > >> >> =3D3D3D
 > >> >> >on their=3D3D3D20
 > >> >> > old
places and give them new =3D3D3D
 > >> >> >names.

Erling

"Dimitrios"=3D3D3D20
 > >> >> > <<A =3D
 > >>href=3D3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =
 >=3D3D
 > >> >>=3D3D3D
 > >> >> >skrev i=3D3D3D20
 > >> >> > melding <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D3D"news:439000f1\$1 @linux">news:439000f1\$1 @linux...<BR=
 >>><B=3D
 > >>R>&g=3D3D
 > >> >>=3D3D3D
 > >> >> >t;=3D3D3D20
 > >> >> > Hi,
> Thanks for your replies.
> What I have managed
 =
 >is =3D
 > >>to =3D3D
 > >> >>=3D3D3D
 > >> >> >have=3D3D3D20
 > >> >> > the same start and end for both audio files
> just by =
 >=3D
 > >>cutting at
 > >> >=3D3D
 > >> >>=3D3D3D
 > >> >> >cursor=3D3D3D20
 > >> >> > pointy on both tracks.
> Buit insight the stereo tracks
 =
 >each
 > > =3D
 > >>of

> >> >=3D3D
 > >> >>=3D3D3D
 > >> >> >themhas=3D3D3D20
 > >> >> > different cut points and
> joint
> points , does =3D
 > >>this=3D3D3D20
 > >> >> > matter?
> If you ask me why it is because these tracks =
 >are =3D
 > >>not
 > >> =3D3D
 > >> >>=3D3D3D
 > >> >> >actually=3D3D3D20
 > >> >> > stereo but
> two takes of acoustic guitar playing so I =
 >had =3D
 > >>=3D3D3D
 > >> >> >tomove=3D3D3D20
 > >> >> > different parts on
> each
> of the "stereo" tracks =
 >to =3D
 > >>=3D3D3D
 > >> >> >make them=3D3D3D20
 > >> >> > on time.
> I want a stereo effect because I wanna expand
 =
 >the
 > >=3D
 > >>=3D3D3D
 > >> >> >stereo=3D3D3D20
 > >> >> > perspective of
> them
> pl;aying hard left and =3D
 > >>hard=3D3D3D20
 > >> >> > right.
> Have you tried T-racks compressor's stereo =
 >widening
 > >=3D
 > >>=3D3D3D
 > >> >> >knob ??=3D3D3D20
 > >> >> > !!
> Amazing stereo result with complete mono =
 >compatibility
 > >=3D
 > >>, =3D3D
 > >> >>=3D3D3D
 > >> >> >not like=3D3D3D20
 > >> >> > waves
> imager
> at all...
> =
 >Cheers,
>=3D3D3D20
 > >> >> > DImitrios
>
>
> "Ennio" <<A=3D3D3D20
 > >> >> > =3D
 > =
 >>>href=3D3D3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D3D=
 >20
 > >> >> > wrote:
>>The in-points (and out-points) on both sides of
 =
 >the

> > =3D
 > >>=3D3D3D
 > >> >> >stereo=3D3D3D20
 > >> >> > file must be
> at
>>the identical spot - down to the
 =
 >=3D
 > >>=3D3D3D
 > >> >> >sample=3D3D3D20
 > >> >> > (the furthest down you can go on
> =
 >the
>>zoom=3D3D3D20
 > >> >> > tool)
>>
>>"erlilo" <<A=3D3D3D20
 > >> >> > =
 >href=3D3D3D3D"mailto:erlilo@online.no">erlilo@online.no> =3D
 > >>wrote in
 > >> =3D3D
 > >> >>=3D3D3D
 > >> >> >message <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D
 > =
 >>>>href=3D3D3D3D"news:438f4d36@linux">news:438f4d36@linux...
>>>
 =
 >=3D
 > >>=3D3D3D
 > >> >> >Is it=3D3D3D20
 > >> >> > exactly the same length on each stereo files or no =3D
 > >>different=3D3D3D20
 > >> >> > holes
>>in
>>> any of the stereo=3D3D3D20
 > >> >> > objects?
>>>
>>>=3D3D3D20
 > >> >> > Erling
>>>
>>> "Dimitrios" <<A=3D3D3D20
 > >> >> > =
 >href=3D3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>
 > > =3D
 > >>skrev
 > >> =3D3D
 > >> >>i =3D3D3D
 > >> >> >melding=3D3D3D20
 > >> >> >
>>> <A=3D3D3D20
 > >> >> > =3D3D3D
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D3D"news:438f3760\$1 @linux">news:438f3760\$1 @linux...<BR=
 >>>>&=3D
 > >>g=3D3D3D=3D3D
 > >> >>
 > >> >> >t;=3D3D3D20
 > >> >> > >
>>>> > Hi,
>>>> > I have almost =3D3D3D

```

> >> >> >finished my=3D3D3D20
> >> >> > project mixing and when I try to put a <BR>>>> >=3D3D3D20
> >> >> > stereo<BR>>>> > native<BR>>>> > effect on any =3D3D3D
> >> >> >audio=3D3D3D20
> >> >> > track on any submix when I try to save I always<BR>> =
>=3D3D3D
> >> >> >get<BR>>>>=3D3D3D20
> >> >> > > assertion<BR>>>> > failed and cannot save either on =
>=3D3D3D
> >> >> >same name=3D3D3D20
> >> >> > or other...<BR>>>> > The problem is that I want to use =
>=3D3D3D
> >> >> >stereo=3D3D3D20
> >> >> > effects as I did before but<BR>>>>don't<BR>>>> > know =
>=3D3D3D
> >> >> >why=3D3D3D20
> >> >> > Paris doesn't let to...<BR>>>> > Regards,<BR>>>> =3D3D3D
> >> >> >>=3D3D3D20
> >> >> > =3D3D3D
> >> >> >Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>><BR>>>>=3D3D3D
> >> >> >=3D3D3D20
> >> >> > <BR><BR></BLOCKQUOTE></BODY></HTML>
> >> >> >
> >> >> >
> >> >>
> >> >>
> >> >><!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=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> >> >><STYLE></STYLE>
> >> >></HEAD>
> >> >><BODY bgColor=3D3D3D#ffffff>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios,</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Are you saying you can
=
>save =3D
> >>before this
> >> >=3D3D
> >> >>stereo=3D3D20
> >> >>plugin</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>is inserted? I'd say =
>you may =3D
> >>have =3D3D
> >> >>a rouge=3D3D20

```

```

> >> >>plugin that</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>your wrapper or Paris =
>just =3D
> >>doesn't =3D3D
> >> >>like. Try=3D3D20
> >> >>the same thing</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>in a different project.
=
>ie: =3D
> >>Same =3D3D
> >> >>stereo=3D3D20
> >> >>plugin inserted</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>on another stereo pair
=
>of =3D
> >>tracks. =3D3D
> >> >>Now can you=3D3D20
> >> >>save?</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>If so it may be your =
>project. =3D
> >>If =3D3D
> >> >>not it's=3D3D20
> >> >>probably your plugin.</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Good luck,</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >> >><BLOCKQUOTE=3D3D20
> >> >>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
=
>5px;
> > =3D
> >>=3D3D
> >> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >> >> <DIV>"Dimitrios" <<A=3D3D20
> >> >> href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>
=
>wrote
> > =3D
> >>in =3D3D
> >> >>message=3D3D20
> >> >> <A =3D3D
> >> =3D
> =
>>>>>href=3D3D3D"news:43906b78$1 @linux">news:43906b78$1 @linux</A>...</DIV>=
><BR>=3D
> >>Than=3D3D
> >> >>ks=3D3D20
> >> >> for your suggestions.<BR>I have rendered using the hardware =

```

```

>method
> >=3D
> >>via
> >> >=3D3D
> >> >>adat=3D3D20
> >> >> and achieved one nice<BR>compact stereo track with my acoustic
=
>=3D3D
> >> >>guitars, I even=3D3D20
> >> >> saved all audio files<BR>on new folder and saved under new =
>name I
> >=3D
> >>used
> >> >=3D3D
> >> >>the=3D3D20
> >> >> clear missing files just<BR>before that but again no luck when
=
>I =3D
> >>=3D3D
> >> >>put a=3D3D20
> >> >> stereo native effect on this stereotrack<BR>even without =
>hitting =3D
> >>=3D3D
> >> >>play =3D3D20
> >> >> when I try to save assertion fails and doesn't<BR>allow of any
=
>=3D
> >>save =3D3D
> >> >>!<BR>Note=3D3D20
> >> >> that assertion failure appears ONLY when I hit SAve=3D3D20
> >> >> ...<BR>rEGARDS,<BR>dIMITRIOS<BR><BR>"Tom Bruhl" <<A=3D3D20
> >> >> =3D
> =
>>>href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D3D20=
>
> >> >> wrote:<BR>><BR>><BR>>Dimitrios,<BR>>Rendering is your=3D3D20
> >> >> answer. Don't render tracks with plugins. In=3D3D20
> >> >> stereo<BR>=3D3D3D<BR>>the right side=3D3D3D20<BR>>won't have =
>any =3D3D
> >> >>effect. =3D3D20
> >> >> Double check to see that their timing is =3D3D
> >> >>correct<BR>=3D3D3D<BR>>too.<BR>>Some=3D3D20
> >> >> people have problems with that.<BR>>Tom<BR>> "erlilo" =3D3D
> >> >><<A=3D3D20
> >> >> href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> =
>wrote in
> >=3D
> >>=3D3D

```

> >> >>message <A=3D3D20
> >>
