
Subject: OT: If you go in for this sort of thing
Posted by [TCB](#) on Tue, 22 Jan 2008 16:44:12 GMT
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quot;Don Nafe" <dnafe@rogers.com> wrote:
>>try this too
>>
>>

Subject: Re: OT: If you go in for this sort of thing
Posted by [Don Nafe](#) on Tue, 22 Jan 2008 18:02:53 GMT
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Iso to assign these small empty pieces of
> audio
> with the same instrument as your actual audio is.
> Even if you have a long audio file these opos occur at the very start and
> end of the audio file.
> Thus you can put this empty portion before and after to avoid clicks and
> pops.
> Hope this helps.
> Regards,
> DimitriosHere we go again. A few years ago scientists put 3,000 "buoy robots" into
the oceans of the world, which are all part of the Argos System to monitor
world climate patterns. Oh no it looks like the ocean is cooling, not
warming.

<http://freestudents.blogspot.com/2008/03/warming-models-baff-led-by-cooling-ocean.html>

Oh and looky here, what's this, evidence that Antarctic ice sheet is
increasing in mass?

http://www.space.com/scienceastronomy/antarctic_020822.html

Interesting stuff. Just thought you migh

Subject: Re: OT: If you go in for this sort of thing
Posted by [Rod Lincoln](#) on Tue, 22 Jan 2008 19:07:02 GMT
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to:musurgio@otenet.gr" target="_blank">musurgio@otenet.gr> wrote in message
news:47ee28ef\$1@linux...
>

> I am sure you all have this problem when you cut an audio track in pieces
> then by using DX effects there is pop occuring on start and end of cut

> pieces
> of audio.
> For workaround you should have an empty 24bit or 16bit audio file (created
> by wavelab for instance) and then cut a small piece of this empty file as
> big as your gap(s) are.
> Then you crossfade it with actual audio file and then the pop goes away.
> If you use freeform you have a

Subject: Re: If you go in for this sort of thing
Posted by [Rich Lamanna](#) on Wed, 23 Jan 2008 12:57:44 GMT
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>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>>>>

>>>>

>>This is a multi-part message in MIME format.

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