
Subject: OT:Star Trek news

Posted by [aaron allen\[1\]](#) on Fri, 28 Oct 2005 02:17:54 GMT

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reo =
>perspective
> =3D
> >of=3D20
> > > them
> > > pl;aying hard left and hard right.
> > > Have you tried T-racks compressor's stereo widening knob ?? !!
> > > Amazing stereo result with complete mono compatibility , not like
=
>=3D
> >waves=3D20
> > > imager
> > > at all...
> > > Cheers,
> > > DImitrios
> > >
> > >
> > > "Ennio" <ennio@galicorp.net> wrote:
> > >>The in-points (and out-points) on both sides of the stereo file =
>must
> =3D
> >be
> > > at
> > >>the identical spot - down to the sample (the furthest down you =
>can =3D
> >go on
> > > the
> > >>zoom tool)
> > >>
> > >>"erlilo" <erlilo@online.no> wrote in message =
>news:438f4d36@linux...
> > >>> Is it exactly the same length on each stereo files or no =
>different
> =3D
> >holes
> > >>in
> > >>> any of the stereo objects?
> > >>>
> > >>> Erling
> > >>>
> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i melding=3D20
> > >>> news:438f3760\$1@linux...
> > >>> >
> > >>> > Hi,

> > >>> > I have almost finished my project mixing and when I try to =
>put a
> =3D
> >
> > >>> > stereo
> > >>> > native
> > >>> >

Subject: Re: OT:Star Trek news
Posted by [Tom Bruhl](#) on Fri, 28 Oct 2005 03:41:57 GMT
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o:musurgio@otenet.gr" target="_blank">musurgio@otenet.gr> =
>=3D
> >skrev i=3D20
> > melding <A=3D20
> > =3D
> =
>>href=3D3D"news:439000f1\$1@linux">news:439000f1\$1@linux...
>
>&g=
>=3D
> >t;=3D20
> > Hi,
> Thanks for your replies.
> What I have managed is to =
>=3D
> >have=3D20
> > the same start and end for both audio files
> just by cutting at
=
>=3D
> >cursor=3D20
> > pointy on both tracks.
> Buit insight the stereo tracks each of
=
>=3D
> >themhas=3D20
> > different cut points and
> joint
> points , does this=3D20
> > matter?
> If you ask me why it is because these tracks are not =
>=3D
> >actually=3D20
> > stereo but
> two takes of acoustic guitar playing so I had =3D
> >tomove=3D20
> > different parts on
> each
> of the "stereo" tracks to =3D
> >make them=3D20
> > on time.
> I want a stereo effect because I wanna expand the =3D
> >stereo=3D20
> > perspective of
> them
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> > right.
> Have you tried T-racks compressor's stereo widening =3D
> >knob ??=3D20
> > !!
> Amazing stereo result with complete mono compatibility , =
>=3D

> >not like=3D20
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> Cheers,
>=3D20
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>
>
> "Ennio" <<A=3D20
 > > href=3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=3D20
 > > wrote:
>>The in-points (and out-points) on both sides of the =3D
 > >stereo=3D20
 > > file must be
> at
>>the identical spot - down to the =3D
 > >sample=3D20
 > > (the furthest down you can go on
> the
>>zoom=3D20
 > > tool)
>>
>>"erlilo" <<A=3D20
 > > href=3D3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
 >=3D
 > >message <A=3D20
 > > =3D
 > >href=3D3D"news:438f4d36@linux">news:438f4d36@linux...
>>> =3D
 > >Is it=3D20
 > > exactly the same length on each stereo files or no different=3D20
 > > holes
>>>in
>>> any of the stereo=3D20
 > > objects?
>>>
>>>=3D20
 > > Erling
>>>
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 =
 >i =3D
 > >melding=3D20
 > >
>>> <A=3D20
 > > =3D
 > =
 >>href=3D3D"news:438f3760\$1@linux">news:438f3760\$1@linux...
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 >
 > >t;=3D20
 > > >
>>> > Hi,
>>> > I have almost =3D
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>>> >=3D20
 > > stereo
>>> > native
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 > >get
>>>=3D20
 > > > assertion
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 > > or other...
>>> > The problem is that I want to use =3D
 > >stereo=3D20
 > > effects as I did before but
>>>don't
>>> > know =3D
 > >why=3D20
 > > Paris doesn't let to...
>>> > Regards,
>>> =3D
 > >>=3D20
 > > =3D
 > >Dimitrios
>>>
>>>
>>>
>>>
>>>=3D
 > >=3D20

```
> > <BR><BR></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=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Are you saying you can save before this
=
> stereo=20
> plugin</FONT></DIV>

>a rouge=20
> plugin that</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>your wrapper or Paris just doesn't =

> the same thing</FONT></DIV>

> stereo=20
> plugin inserted</FONT></DIV>

> Now can you=20
> save?</FONT></DIV>

> not it's=20

><DIV><FONT face=3DArial size=3D2>Good luck,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><BLOCKQUOTE=20
> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=20
> href=3D"mailto:
```

Subject: Re: OT:Star Trek news
Posted by [Aaron Allen](#) on Fri, 28 Oct 2005 04:56:40 GMT
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wanna expand the stereo=20

>T-racks=20

>stereo=20

> result with complete mono compatibility , not like=20

> href=3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=20

>sides of=20

> >>the identical spot - down to the sample (the furthest down you =
>can=20

> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>message <A=20

> >>> Is it exactly the same length on each stereo files or no=20

> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev i=20

> =

>=20

> >>> > I have almost finished my project mixing and when I =
>try to=20

>audio=20

> track on any submix when I try to save I =

>>>> >=20

> >>> > The problem is that I want to use stereo effects as =
>I did=20

>>>>=20

```
>>=3D20<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>></HEA=
>D><BR>><BODY=20
> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20
> =
>size=3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=
>ONT=20
> face=3D3DArial size=3D3D2>Rendering is your answer. Don't =
>=3D<BR>>render=20
> tracks=3D20<BR>>with plugins. In stereo the right side=20
> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
> size=3D3D2>won't </FONT><FONT face=3D3DArial =
>=3D<BR>>size=3D3D2>have=20
> any=3D20<BR>>effect. Double check to see that their timing is =
>correct=20
> =3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Some people have problems with=20
> =3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=20
> 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 2px=20

><<A=20
> =3D<BR>>href=3D3D"<A=20
> =
>href=3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D20'>mailto:erlil=

> =
>href=3D'news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>There'>n=
>ews:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=
```

>ere
=3D
>you=20

>look after=20

>starting and=20

> ending at the same places will do the job=20

>just to be=20

> sure to go back if something are =

> wrong again. If the time alignments are going wrong in some of=20

>old, hard=20

>
mixing down=20

> each stereopair with panning hard left and right and=20

>you can=20

> import them into the project again
=3D
>on =

>
places and give them new=20

> =

>=3D
>names.

Erling

=

> <<A href=3D3D"<A=20

> =

>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A>>=20

>

> =3D
>href=3D3D"<A=20

> =

>href=3D'news:439000f1\$

Subject: Re: OT:Star Trek news

Posted by [Aaron Allen](#) on Fri, 28 Oct 2005 05:01:08 GMT

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> =

> Erling
>>>
>>> "Dimitrios"=20

> =

>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A>>=20

> =
>href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux...
>>&g'>=
>news:438f3760\$1@linux">news:438f3760\$1@linux...
>=

> >
>>> > Hi,
>>> > I have =
>almost=20

>try to put a=20

>stereo
>>> >=20
> native
>>> > effect on any=20

>save l=20
> always
> =

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

>other...
>>> > The=20

>effects as l=20
> did before but
>>>don't
>>> > know=20

>to...
>>>=20

>
> =
>=3D
>Dimitrios
>>>
>>>
>=

> =
>

</BLOCKQUOTE></BODY></HTML>
>=
>
>
</BLOCKQUOTE></BODY></HTML>
>
>Dimitrios, You probably know this, but just to make sure...
If you want to use stereo native plugins, you can NOT have any mono 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 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 effect.
>ALSO on submix 3 I managed toopen a stereo native effect but not on 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 =
>>news:43906b78\$1@linux...
>>
>> Thanks for your suggestions.
>> I have rendered using the hardware method via adat and achieved one =
>>nice
>> compact stereo track with my acoustic guitars, I even saved all audio
>=
>>files
>> on new folder and saved under new name I used the clear missing files
>=
>>just
>> before that but again no luck when I put a stereo native effect on =
>>this stereotrack
>> even without hitting play when I try to save assertion fails and =
>>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 =
>>stereo
>> =3D
>> >the right side=3D20
>> >won't have any effect. Double check to see that their timing is =
>>correct
>> =3D
>> >too.

>> >Some people have problems with that.

>> >Tom

>> > "erlilo" <erlilo@online.no> wrote in message =

>>news:43900b57\$1@linux...

>> > There you have the problem. I think rendering the tracks and look

=

>>=3D

>> >after that=3D20

>> > each stereopair is starting and ending at the same places will do

=

>>the

>> =3D

>> >job=3D20

>> > when saving under a new name, just to be sure to go back if =

>>something

>> =3D

>> >are=3D20

>> > going wrong again. If the time alignments are going wrong in some

=

>>of =3D

>> >the=3D20

>> > stereofiles, you can rendering the old, hard way, as in version 2,

>=

>>=3D

>> >when=3D20

>> > mixing down each stereopair with panning hard left and right and =

>>=3D

>> >muting all=3D20

>> > other tracks. Then you can import them into the project again on =

>>their

>> =3D

>> >old=3D20

>> > places and give them new names.

>> >

>> > Erling

>> >

>> >

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>> >news:439000f1\$1@linux...

>> > >

>> > > Hi,

>> > > Thanks for your replies.

>> > > What I have managed is to have the same start and end for both =

>>audio

>> =3D

>> >files

>> > > just by cutting at cursor pointy on both tracks.

>> > > Buit insight the stereo tracks each of themhas different cut =

```

>>points
>> =3D
>> >and=3D20
>> > > joint
>> > > points , does this matter?
>> > > If you ask me why it is because these tracks are not actually =
>>stereo
>> =3D
>> >but
>> > > two takes of acoustic guitar playing so I had to move different =
>>parts
>> =3D
>> >on=3D20
>> > > each
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>> > > I want a stereo effect because I wanna expand the stereo =
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>> > > Amazing stereo result with complete mono compatibility , not like
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```

>>different
>> =3D
>> >holes
>> > &g

Subject: Re: OT:Star Trek news
Posted by [Tom Bruhl](#) on Fri, 28 Oct 2005 05:59:11 GMT
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>> > >>> any of the stereo objects?
>> > >>>
>> > >>> Erling
>> > >>>
>> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i melding=3D20
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>> >but
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>> > >>> > Regards,
>> > >>> > Dimitrios
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>> > >>>
>> > >>
>> > >>
>> > >=3D20
>> >
>> >
>> >

```

>> <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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>> <META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> > charset=3D3Diso-8859-1">
>> <META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> <STYLE></STYLE>
>> </HEAD>
>> <BODY bgColor=3D3D#ffffff>
>> <DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>Rendering is your answer. Don't
>=
>>=3D
>> > render tracks=3D20
>> > with plugins. In stereo the right side </FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>won't </FONT><FONT =
>> face=3D3DArial =3D
>> > size=3D3D2>have any=3D20
>> > effect. Double check to see that their timing is correct =3D
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>> > that.</FONT></DIV>
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>> <BLOCKQUOTE=3D20
>> > style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>>=3D
>> > BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"erlilo" <<A =3D
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>> > stereopair is starting and ending at the same places will do the =
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```

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>=
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Erling

"Dimitrios"=3D20
>> > <musurgio@otenet.gr> =
>>=3D
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>> >message <A=3D20
>> > =3D
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>>> any of the stereo=3D20
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>>>
>>>=3D20
>> > Erling
>>>
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>> > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev
>=
>>i =3D
>> >melding=3D20
>> >
>>> <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:438f3760\$1@linux">news:438f3760\$1@linux...
>>>&g=3D=
>>
>> >t;=3D20
>> > >
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>>> > I have almost =3D
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>>> >=3D20
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>>> > native
>>> > effect on any =3D
>> >audio=3D20
>> > track on any submix when I try to save I always
> =3D
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>> > > assertion
>>> > failed and cannot save either on =3D
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>> > effects as I did before but
>>>don't
>>> > know =3D
>> >why=3D20
>> > Paris doesn't let to...
>>> > Regards,
>>> =3D
>> >>=3D20

```

>> > =3D
>> >Dimitrios<BR>>><BR>>><BR>>><BR>>><BR>>>=3D
>> >=3D20
>> > <BR><BR></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=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Are you saying you can save before this
>=
>>stereo=20
>>plugin</FONT></DIV>

>>a rouge=20
>>plugin that</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>your wrapper or Paris just doesn't =

```

Subject: Re: OT:Star Trek news
 Posted by [rick](#) on Fri, 28 Oct 2005 09:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

```

br />
>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20
>> =
>>size=3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=
>>ONT=20
>> face=3D3DArial size=3D3D2>Rendering is your answer. Don't =
>>=3D<BR>>render=20
>> tracks=3D20<BR>>with plugins. In stereo the right side=20
>> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>> size=3D3D2>won't </FONT><FONT face=3D3DArial =
>>=3D<BR>>size=3D3D2>have=20
>> any=3D20<BR>>effect. Double check to see that their timing is =
>>correct=20
>> =3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>Some people have problems with=20

```

```

>> =3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=20
>> 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 2px=20

>><<A=20
>> =3D<BR>>href=3D3D"<A=20
>> =
>>href=3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D20'>mailto:erlil=

>> =
>>href=3D'news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>There'>n=
>>ews:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=
>>ere</A><BR>=3D<BR>>you=20

```

Subject: Re: OT:Star Trek news
 Posted by [Deej \[1\]](#) on Fri, 28 Oct 2005 14:38:49 GMT
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```

t;<A=20
>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote in =
>>message=20
>> <A =
>>href=3D"news:43906b78$1@linux">news:43906b78$1@linux</A>...</DIV><BR>Than=
>>ks=20
>> for your suggestions.<BR>I have rendered using the hardware method via
> =
>>adat=20
>> and achieved one nice<BR>compact stereo track with my acoustic =
>>guitars, I even=20
>> saved all audio files<BR>on new folder and saved under new name I used
> =
>>the=20
>> clear missing files just<BR>before that but again no luck when I =
>>put a=20
>> stereo native effect on this stereotrack<BR>even without hitting =
>>play =20
>> when I try to save assertion fails and doesn't<BR>allow of any save =
>>!<BR>Note=20
>> that assertion failure appears ONLY when I hit SAve=20
>> ...<BR>REGARDS,<BR>dIMITRIOS<BR><BR>"Tom Bruhl" <<A=20
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

```

>> wrote:
>
>
>Dimitrios,
>Rendering is your=20
>> answer. Don't render tracks with plugins. In=20
>> stereo
=3D
>the right side=3D20
>won't have any =
>>effect. =20
>> Double check to see that their timing is =
>>correct
=3D
>too.
>Some=20
>> people have problems with that.
>Tom
> "erlilo" =
>><<A=20
>> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>>message <A=20
>> =
>>href=3D"news:43900b57\$1@linux">news:43900b57\$1@linux...
> =
>> There=20
>> you have the problem. I think rendering the tracks and look =
>>=3D
>after=20
>> that=3D20
> each stereopair is starting and ending at the =
>>same=20
>> places will do the
=3D
>job=3D20
> when saving =
>>under a new=20
>> name, just to be sure to go back if =
>>something
=3D
>are=3D20
> =20
>> going wrong again. If the time alignments are going wrong in some of=20
>> =3D
>t

Subject: Re: OT:Star Trek news
Posted by [gmmccurdy](#) on Fri, 28 Oct 2005 14:54:43 GMT
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he=3D20
> stereofiles, you can rendering the =
>>old, hard=20
>> way, as in version 2, =3D
>when=3D20
> mixing down =
>>each=20
>> stereopair with panning hard left and right and =3D
>muting=20
>> all=3D20
> other tracks. Then you can import them into the =
>>project=20
>> again on their
=3D
>old=3D20
> places and give =
>>them new=20
>> names.
>
> Erling
>
>
> =
>>"Dimitrios"=20
>> <musurgio@otenet.gr> =
>>skrev i=20
>> melding =3D
>news:439000f1\$1@linux...
> =
>>>
> =20
>> > Hi,
> > Thanks for your replies.
> =
>>> What I=20
>> have managed is to have the same start and end for both=20
>> audio
=3D
>files
> > just by cutting at cursor =

>>pointy on=20
>> both tracks.
> > Built insight the stereo tracks each of =
>>themhas=20
>> different cut points
=3D
>and=3D20
> > =
>>joint
> =20
>> > points , does this matter?
> > If you ask me why =
>>it is=20
>> because these tracks are not actually =
>>stereo
=3D
>but
> =20
>> > two takes of acoustic guitar playing so I had to move different=20
>> parts
=3D
>on=3D20
> > each
> > =
>>of the=20
>> "stereo" tracks to make them on time.
> > I want a =
>>stereo=20
>> effect because I wanna expand the stereo=20
>> perspective
=3D
>of=3D20
> > =
>>them
> >=20
>> pl;aying hard left and hard right.
> > Have you tried =
>>T-racks=20
>> compressor's stereo widening knob ?? !!
> > Amazing =
>>stereo=20
>> result with complete mono compatibility , not like=20
>> =3D
>waves=3D20
> > imager
> > at=20
>> all...
> > Cheers,
> > =
>>Dimitrios
> =20
>> >
> >
> > "Ennio" <<A=20
>> href=3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=20
>> wrote:
> >>The in-points (and out-points) on both =
>>sides of=20
>> the stereo file must
=3D
>be
> > =
>>at
> =20
>> >>the identical spot - down to the sample (the furthest down you =
>>can=20
>> =3D
>go on
> > the
> >>zoom=20
>> tool)
> >>
> >>"erlilo" <<A=20
>> href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
>>message <A=20
>> href=3D"news:438f4d36@linux">news:438f4d36@linux...
> =20
>> >>> Is it exactly the same length on each stereo files or no=20
>> different
=3D
>holes
> >>in
> =20
>> >>> any of the stereo objects?
> =20
>> >>>
> >>> Erling
> =20
>> >>>
> >>> "Dimitrios" <<A=20
>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev i=20
>> melding=3D20
> >>> <A=20
>> =
>>href=3D"news:438f3760\$1@linux">news:438f3760\$1@linux...
> =
>>=20

```

>> >>> ><BR>> >>> > Hi,<BR>> =20
>> >>> > I have almost finished my project mixing and when I =
>>try to=20
>> put a<BR>=3D<BR>><BR>> >>> > =
>>stereo<BR>> =20
>> >>> > native<BR>> >>> > effect on any =
>>audio=20
>> track on any submix when I try to save I =
>>=3D<BR>>always<BR>> >=20
>> get<BR>> >>> > assertion<BR>> =
>>>>> >=20
>> failed and cannot save either on same name or other...<BR>> =20
>> >>> > The problem is that I want to use stereo effects as =
>>I did=20
>> before<BR>=3D<BR>>but<BR>> >>don't<BR>> =
>>>>>=20
>> > know why Paris doesn't let to...<BR>> >>> >=20
>> Regards,<BR>> >>> > Dimitrios<BR>> =20
>> >>><BR>> >>><BR>> =
>>>><BR>> =20
>> >><BR>> =
>>>=3D20<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>></HEA=
>>D><BR>><BODY=20
>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20
>> =
>>size=3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=
>>ONT=20
>> face=3D3DArial size=3D3D2>Rendering is your answer. Don't =
>>=3D<BR>>render=20
>> tracks=3D20<BR>>with plugins. In stereo the right side=20
>> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>> size=3D3D2>won't </FONT><FONT face=3D3DArial =
>>=3D<BR>>size=3D3D2>have=20
>> any=3D20<BR>>effect. Double check to see that their timing is =
>>correct=20
>> =3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>Some people have problems with=20
>> =3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial=20

```

>> =
>>size=3D3D2>Tom</DIV>
><BLOCKQUOTE=3D20
=
>>>style=3D3D"PADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
>>#000000 2px=20
>> solid; MARGIN-RIGHT: 0px">
> <DIV>"erlilo" =
>><<A=20
>> =3D
>href=3D3D"<A=20
>> =
>>href=3D'mailto:erlilo@online.no">erlilo@online.no>=3D20'>mailto:erlil=
>>o@online.no">erlilo@online.no>=3D20
> =20
>> wrote in message <A=3D20
> href=3D3D"<A=20
>> =
>>href=3D'news:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>There'>n=
>>ews:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>Th=
>>ere
=3D
>you=20
>> have=3D20
> the problem. I think rendering the tracks and =
>>look after=20
>> that
each
=3D
>
> stereopair is =
>>starting and=20
>> ending at the same places will do the job=20
>> =3D
>
when=3D20
> saving under a new name, =
>>just to be=20
>> sure to go back if something are =
>>=3D
>
going=3D20
> =20
>> wrong again. If the time alignments are going wrong in some of=20
>> the=3D20
>
stereofiles, you can rendering the =
>>old, hard=20
>> way, as in version 2,
=3D
>when=3D20
> =
>>

Subject: Re: OT:Star Trek news
Posted by [benjamin](#) on Fri, 28 Oct 2005 16:12:55 GMT
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BR>>t;=3D20
> =20
>> Hi,
> Thanks for your replies.
> What I have =
>>managed=20
>> is to =3D
>have=3D20
> the same start and end for =
>>both audio=20
>> files
> just by cutting at =
>>=3D
>cursor=3D20
> pointy=20
>> on both tracks.
> Buit insight the stereo tracks each of=20
>> =3D
>themhas=3D20
> different cut points and =
>>
>=20
>> joint
> points , does this=3D20
> =
>>matter?
>=20

>> If you ask me why it is because these tracks are not=20
>> =3D
>actually=3D20
> stereo but
> two =
>>takes of=20
>> acoustic guitar playing so I had =3D
>tomove=3D20
> =
>>different=20
>> parts on
> each
> of the "stereo" tracks to=20
>> =3D
>make them=3D20
> on time.
> I want =
>>a stereo=20
>> effect because I wanna expand the =3D
>stereo=3D20
> =
>>perspective=20
>> of
> them
> pl;aying hard left and=20
>> hard=3D20
> right.
> Have you tried T-racks =
>>compressor's=20
>> stereo widening =3D
>knob ??=3D20
> !!
> =
>>Amazing=20
>> stereo result with complete mono compatibility , =3D
>not=20
>> like=3D20
> waves
> imager
> at=20
>> all...
> Cheers,
>=3D20
> =20
>> DImitrios
>
>
> "Ennio"=20
>> <<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
>&n=
>>bsp;=20
>> wrote:
>>The in-points (and out-points) on both sides =
>>of the=20
>> =3D
>stereo=3D20
> file must be
>=20
>> at
>>the identical spot - down to the=20
>> =3D
>sample=3D20
> (the furthest down you can go=20
>> on
> the
>>zoom=3D20
> =20
>> tool)
>>
>>"erlilo" =
>><<A=3D20
> =20
>> href=3D3D"<A=20
>> =
>>href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
>>e.no">erlilo@online.no</A/A>>>=20
>> wrote in =3D
>message <A=3D20
> =
>>=3D
>href=3D3D"<A=20
>> =
>>href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
>>

Subject: Re: OT:Star Trek news
Posted by [rick](#) on Fri, 28 Oct 2005 18:06:47 GMT
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> did before but
>>don't
>>> > know=20

>> =3D
>why=3D20
> Paris doesn't let =
>>to...
>>=20
>> > Regards,
>> =3D
>=3D20
> =
>>
>> =
>>=3D
>Dimitrios
>>
>>
=
>>;>>
>>
>=3D
>=3D20
> =20
>> =
>>

</BLOCKQUOTE></BODY></HTML>
>=
>>
>
</BLOCKQUOTE></BODY></HTML>
>>
>>
>This is a multi-part message in MIME format.

-----=_NextPart_000_006C_01C5F740.73891B20
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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 =
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 =
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 =
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 =
effect.
>ALSO on submix 3 I managed to open a stereo native effect but not on =
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 =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 a

Subject: Re: OT:Star Trek news
Posted by [Aaron Allen](#) on Sat, 29 Oct 2005 20:06:43 GMT
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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" <arpegio@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
> >> >too.
> >> >Some people have problems with that.
> >> >Tom
> >> > "erlilo" <erlilo@online.no> wrote in message =3D
> >>news:43900b57$1@linux...
> >> > There you have the problem. I think rendering the tracks and =
>look
> =3D
> >>=3D3D
> >> >after that=3D3D20
> >> > each stereopair is starting and ending at the same places will
=
>do
> =3D
> >>the
> >> =3D3D
> >> >job=3D3D20
> >> > when saving under a new name, just to be sure to go back if =3D
> >>something
> >> =3D3D
> >> >are=3D3D20
> >> > going wrong again. If the time alignments are going wrong in =
>some
> =3D
> >>of =3D3D

```

```

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

```

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

```

> >> > >>> any of the stereo objects?
> >> > >>>
> >> > >>> Erling
> >> > >>>
> >> > >>> "Dimitrios" <musurgio@otenet.gr> skrev i melding=3D3D20
> >> > >>> news:438f3760$1@linux...
> >> > >>> >
> >> > >>> > Hi,
> >> > >>> > I have almost finished my project mixing and when I try =
>to =3D
> >>put a
> >> =3D3D
> >> >
> >> > >>> > stereo
> >> > >>> > native
> >> > >>> > effect on any audio track on any submix when I try to =
>save I
> >=3D
> >>=3D3D
> >> >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
> >>before
> >> =3D3D
> >> >but
> >> > >>don't
> >> > >>> > know why Paris doesn't let to...
> >> > >>> > Regards,
> >> > >>> > Dimitrios
> >> > >>>
> >> > >>>
> >> > >>
> >> > >>
> >> > >=3D3D20
> >> >
> >> >
> >> >
> >> ><!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=#ffffff>
> >> <DIV><FONT face=Arial size=2>Dimitrios,</FONT></DIV>
> >> <DIV><FONT face=Arial size=2>Rendering is your =
>answer. Don't
> >=3D
> >>=3D3D
> >> >render tracks=3D3D20
> >> >with plugins. In stereo the right side </FONT></DIV>
> >> <DIV><FONT face=Arial size=2>won't </FONT><FONT =3D
> >>face=Arial =3D3D
> >> >size=2>have any=3D3D20
> >> >effect. Double check to see that their timing is correct =3D3D
> >> >too.</FONT></DIV>
> >> <DIV><FONT face=Arial size=2>Some people have =
>problems with
> =3D
> >>=3D3D
> >> >that.</FONT></DIV>
> >> <DIV><FONT face=Arial size=2>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>"erlilo" <<A =3D3D
> >> >href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20
> >> > wrote in message <A=3D3D20
> >> > =3D
> =
>>>href=3D3D3D"news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=
>ere
> >> =3D3D
> >> >you have=3D3D20
> >> > the problem. I think rendering the tracks and look after that =
>=3D
> >><BR>each
> >> =3D3D
> >> >
> >> > stereopair is starting and ending at the same places will do =
>the =3D
> >>job =3D3D
> >> ><BR>when=3D3D20
> >> > saving under a new name, just to be sure to go back if =
>something =3D
> >>are =3D3D

```

> >> >
going=3D3D20
> >> > wrong again. If the time alignments are going wrong in some of
=
>=3D
> >>the=3D3D20
> >> >
stereofiles, you can rendering the old, ha

Subject: Re: OT:Star Trek news
Posted by [John \[1\]](#) on Sat, 29 Oct 2005 22:17:36 GMT
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;BR>mixing down each stereopair with panning hard left and =
>right =3D
> >>and =3D3D
> >> >muting=3D3D20
> >> > all
other tracks. Then you can import them into the project
=
>=3D
> >>again
> >> =3D3D
> >> >on their=3D3D20
> >> > old
places and give them new =3D3D
> >> >names.

Erling

"Dimitrios"=3D3D20
> >> > <<A =
>href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =3D
> >>=3D3D
> >> >skrev i=3D3D20
> >> > melding <A=3D3D20
> >> > =3D3D
> >> =3D
> =
>>>>href=3D3D3D"news:439000f1\$1@linux">news:439000f1\$1@linux...
><B=
>R>&g=3D
> >>=3D3D
> >> >t;=3D3D20
> >> > Hi,
> Thanks for your replies.
> What I have managed is =
>to =3D
> >>=3D3D
> >> >have=3D3D20
> >> > the same start and end for both audio files
> just by =
>cutting at
> >=3D
> >>=3D3D
> >> >cursor=3D3D20
> >> > pointy on both tracks.
> Built insight the stereo tracks each
=
>of

> >=3D
 > >>=3D3D
 > >> >themhas=3D3D20
 > >> > different cut points and
> joint
> points , does =
 >this=3D3D20
 > >> > matter?
> If you ask me why it is because these tracks are =
 >not
 > =3D
 > >>=3D3D
 > >> >actually=3D3D20
 > >> > stereo but
> two takes of acoustic guitar playing so I had =
 >=3D3D
 > >> >tomove=3D3D20
 > >> > different parts on
> each
> of the "stereo" tracks to =
 >=3D3D
 > >> >make them=3D3D20
 > >> > on time.
> I want a stereo effect because I wanna expand the
 =
 >=3D3D
 > >> >stereo=3D3D20
 > >> > perspective of
> them
> pl;aying hard left and =
 >hard=3D3D20
 > >> > right.
> Have you tried T-racks compressor's stereo widening
 =
 >=3D3D
 > >> >knob ??=3D3D20
 > >> > !!
> Amazing stereo result with complete mono compatibility
 =
 >, =3D
 > >>=3D3D
 > >> >not like=3D3D20
 > >> > waves
> imager
> at all...
> Cheers,
>=3D3D20
 > >> > DImitrios
>
>
> "Ennio" <<A=3D3D20
 > >> > =
 >href=3D3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D20
 > >> > wrote:
>>The in-points (and out-points) on both sides of the
 =
 >=3D3D
 > >> >stereo=3D3D20
 > >> > file must be
> at
>>the identical spot - down to the =
 >=3D3D
 > >> >sample=3D3D20
 > >> > (the furthest down you can go on
> the
>>zoom=3D3D20
 > >> > tool)
>>
>>"erlilo" <<A=3D3D20
 > >> > href=3D3D3D"mailto:erlilo@online.no">erlilo@online.no> =
 >wrote in
 > =3D
 > >>=3D3D

```

> >> >message <A=3D3D20
> >> > =3D3D
> >> =
>>href=3D3D3D"news:438f4d36@linux">news:438f4d36@linux</A>...<BR>>>> =
>=3D3D
> >> >Is it=3D3D20
> >> > exactly the same length on each stereo files or no =
>different=3D3D20
> >> > holes<BR>>>>in<BR>>>> any of the stereo=3D3D20
> >> > objects?<BR>>>><BR>>>>=3D3D20
> >> > Erling<BR>>>><BR>>>> "Dimitrios" <<A=3D3D20
> >> > href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>
=
>skrev
> >=3D
> >>i =3D3D
> >> >melding=3D3D20
> >> > <BR>>>> <A=3D3D20
> >> > =3D3D
> >> =3D
> =
>>>>href=3D3D3D"news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>>>&=
>g=3D3D=3D
> >>
> >> >t;=3D3D20
> >> > ><BR>>>> > Hi,<BR>>>> > I have almost =3D3D
> >> >finished my=3D3D20
> >> > project mixing and when I try to put a <BR>>>> >=3D3D20
> >> > stereo<BR>>>> > native<BR>>>> > effect on any =3D3D
> >> >audio=3D3D20
> >> > track on any submix when I try to save I always<BR>> =3D3D
> >> >get<BR>>>>=3D3D20
> >> > > assertion<BR>>>> > failed and cannot save either on =3D3D
> >> >same name=3D3D20
> >> > or other...<BR>>>> > The problem is that I want to use =3D3D
> >> >stereo=3D3D20
> >> > effects as I did before but<BR>>>>don't<BR>>>> > know =3D3D
> >> >why=3D3D20
> >> > Paris doesn't let to...<BR>>>> > Regards,<BR>>>> =3D3D
> >> >>=3D3D20
> >> > =3D3D
> >> >Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>><BR>>=3D3D
> >> >=3D3D20
> >> > <BR><BR></BLOCKQUOTE></BODY></HTML>
> >> >
> >> >
> >>
> >>

```

```

> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >><HTML><HEAD>
> >><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >> charset=3D3Diso-8859-1">
> >><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> >><STYLE></STYLE>
> >></HEAD>
> >><BODY bgColor=3D3D#ffffff>
> >><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Are you saying you can save =
> before this
> >=3D
> >>stereo=3D20
> >>plugin</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>is inserted? I'd say you may =
> have =3D
> >>a rouge=3D20
> >>plugin that</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>your wrapper or Paris just =
> doesn't =3D
> >>like. Try=3D20
> >>the same thing</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>in a different project. ie: =
> Same =3D
> >>stereo=3D20
> >>plugin inserted</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>on another stereo pair of =
> tracks. =3D
> >>Now can you=3D20
> >>save?</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>If so it may be your project. =
> If =3D
> >>not it's=3D20
> >>probably your plugin.</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Good luck,</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></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</A>> 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 side=3D3D20
>won't have any =3D
> >>effect. =3D20
> >> Double check to see that their timing is =3D
> >>correct
=3D3D
>too.
>Some=3D20
> >> people have problems with that.
>Tom
> "erlilo" =3D
> >><<A=3D20
> >> href=3D3D&qu

Subject: Re: OT:Star Trek news
Posted by [uptown jimmy](#) on Sun, 30 Oct 2005 16:21:36 GMT
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>

> =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...
=

>>=20

>when I=20

> 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"&
