
Subject: A new Trident 80B console for \$2,500.00!!!
Posted by [excelav](#) on Fri, 28 Oct 2005 09:52:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

think rendering the tracks and =
>>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 proj

Subject: Re: A new Trident 80B console for \$2,500.00!!!
Posted by [excelav](#) on Fri, 28 Oct 2005 10:11:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

ect 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'mailto:musurgio=
>>@otenet.gr">musurgio@otenet.gr</A/>>=20

>>
>> =3D
>href=3D3D"<A=20
>> =
>>href=3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux...
>
&=
>>g'>news:439000f1\$1 @linux">news:439000f1\$1 @linux...
=

>> Hi,
> Thanks for your replies.
> What I have =
>>managed=20

>>both audio=20
>> files
> just by cutting at =
>>=3D
>cursor=3D20<B

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [Cujjo](#) on Fri, 28 Oct 2005 13:27:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

t.gr" target="_blank">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
>> >

Subject: Re: A new Trident 80B console for \$2,500.00!!!
Posted by [benjamin](#) on Fri, 28 Oct 2005 14:03:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
>> >
>> >
>> > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D
>> >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
>> > > of the "stereo" tracks to make them on time.
>> > > I want a stereo effect because I wanna expand the stereo =
>>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:

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [Cujjo](#) on Fri, 28 Oct 2005 14:19:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

href="mailto:438f4d36@linux..." target="_blank">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

>> > >>> > effect on any audio track on any submix when I try to save I

> =

>>=3D

>> >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 =

>>before

>> =3D

>> >but

>> > >>don't

>> > >>> > know why Paris doesn't let to...

>> > >>> > Regards,

>> > >>> > Dimitrios

>> > >>>

>> > >>>

>> > >>

>> > >>

>> > >=3D20

>> >

>> >

>> >

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

>> ><HTML><HEAD>

>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

```
>> > charset="iso-8859-1">
>> ><META content="MSHTML 6.00.2800.1400" name="GENERATOR">
>> ><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
> =
>> =
>> >render tracks="2"
>> >with plugins. In stereo the right side </FONT></DIV>
>> ><DIV><FONT face="Arial" size="2">won't </FONT><FONT =
>> face="Arial" =
>> >size="2">have any="2"
>> >effect. Double check to see that their timing is correct =
>> >too.</FONT></DIV>
>> ><DIV><FONT face="Arial" size="2">Some people have problems with =
>> =
>> >that.</FONT></DIV>
>> ><DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
>> ><BLOCKQUOTE="2"
>> >style="padding-right: 0px; padding-left: 5px; margin-left: 5px; =
>> =
>> >border-left: #000000 2px solid; margin-right: 0px">
>> > <DIV>"erlilo" <<A =
>> > href="mailto:erlilo@online.no">
```

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 18:22:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

ust

```
>> =
>> >be
>> > > at
>> > >>the identical spot - down to the sample (the furthest down =
you =
>> >can =
>> >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
```

```

>> =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="MSHTML 6.00.2800.1400" name="GENERATOR">
>> <<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="20
  >> >with plugins. In stereo the right side </FONT></DIV>
  >> <<DIV><FONT face="Arial" size="2">won't </FONT><FONT face="Arial"
  >>face="Arial" size="2">have any="20
  >> >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="20
  >> >style="padding-right: 0px; padding-left: 5px; margin-left: =
5px;
  =3D
  >>=3D3D
  >> >BORDER-LEFT: #000000 2px solid; margin-right: 0px">
  >> > <DIV>"erlilo" <<A href="mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20
  >> > wrote in message <A="20
  >> > =3D
  =
  >>href="news:43900b57$1@linux">news:43900b57$1@linux</A>...</DIV>Th=
ere
  >> =3D3D
  >> >you have="20
  >> > 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="20
  >> > 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, hard way, as in =
version
>=3D
>>2,
>> =3D3D
>> >when=3D3D20
>> >
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 =

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 18:36:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

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...
>>> =
=3D3D
>> >Is it=3D3D20
>> > exactly the same length on each stereo files or no =
different=3D3D20
>> > holes
>>in
>>> any of the stereo=3D3D20
>> > objects?
>>>
>>>=3D3D20
>> > Erling
>>>
>>> "Dimitrios" <<A=3D3D20
>> > href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> =
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</A>...</DIV><BR>=
Than=3D
>>ks=3D20
>> for your suggestions.<BR>I have rendered using the hardware method =
via
>=3D
>>adat=3D20
>> and achieved one nice<BR>compact stereo track with my acoustic =3D
>>guitars, I even=3D20
>> saved all audio files<BR>on new folder and saved under new name I =
used
>=3D
>>the=3D20
>> clear missing files just<BR>before that but again no luck when I =
=3D
>>put a=3D20
>> stereo native effect on this stereotrack<BR>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">

Subject: Re: A new Trident 80B console for \$2,500.00!!!
Posted by [Tom Bruhl](#) on Fri, 28 Oct 2005 18:38:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

net" target="_blank">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"mailto:erlilo@online.no">erlilo@online.no> wrote in =
=3D
>>message <A=3D20
>> =3D
>>href=3D3D"news:43900b57\$1 @linux">news:43900b57\$1 @linux...
> =
=3D
>> There=3D20
>> you have the problem. I think rendering the tracks and look =3D
>>=>3D3D
>after=3D20
>> that=3D3D20
> each stereopair is starting and ending at the =3D
>>same=3D20
>> places will do the
=>3D3D
>job=3D3D20
> when saving =3D
>>under a new=3D20
>> name, just to be sure to go back if =3D
>>something
=>3D3D
>are=3D3D20
> =3D20
>> going wrong again. If the time alignments are going wrong in some =
of=3D20
>> =3D3D
>the=3D3D20
> stereofiles, you can rendering the =3D
>>old, hard=3D20
>> way, as in version 2, =3D3D
>when=3D3D20
> mixing down =3D
>>each=3D20
>> stereopair with panning hard left and right and =
=3D3D
>muting=3D20
>> all=3D3D20
> other tracks. Then you can import them into the =
=3D

>>project=3D20
 >> again on their
=3D3D
>old=3D3D20
> places and give =3D
 >>them new=3D20
 >> names.
>
> Erling
>
>
> =3D
 >>"Dimitrios"=3D20
 >> <musurgio@otenet.gr> =
 =3D
 >>skrev i=3D20
 >> melding =3D3D
>news:439000f1\$1@linux...
> =3D
 >>>
> =3D20
 >> > Hi,
> > Thanks for your replies.
> =3D
 >>> What I=3D20
 >> have managed is to have the same start and end for both=3D20
 >> audio
=3D3D
>files
> > just by cutting at cursor =3D
 >>pointy on=3D20
 >> both tracks.
> > Buit insight the stereo tracks each of =3D
 >>themhas=3D20
 >> different cut points
=3D3D
>and=3D3D20
> > =3D
 >>joint
> =3D20
 >> > points , does this matter?
> > If you ask me why =3D
 >>it is=3D20
 >> because these tracks are not actually =3D
 >>stereo
=3D3D
>but
> =3D20
 >> > two takes of acoustic guitar playing so I had tomove =
 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
 >> 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
 >>Dlmitrios
> =3D20
 >> >
> >
> > "Ennio" <<A=3D20
 >> href=3D3D"mailto:ennio@galicorp.net">ennio@galicorp.net>=3D20
 >> wrote:
> >>The in-points (and out-points) on both =3D
 >>sides of=3D20
 >> the stereo file must
=3D3D
>be
> > =3D
 >>at
> =3D20
 >> >>the identical spot - down to the sample (the furthest down you =
 =3D

```

>>can=3D20
>> =3D3D<BR>>go on<BR>> > the<BR>> >>zoom=3D20
>> tool)<BR>> >><BR>> >>"erlilo" <<A=3D20
>> href=3D3D"mailto:erlilo@online.no">erlilo@online.no</A>> wrote in =
=3D
>>message <A=3D20
>> href=3D3D"news:438f4d36@linux">news:438f4d36@linux</A>...<BR>> =
=3D20
>> >>> Is it exactly the same length on each stereo files or no=3D20
>> different<BR>=3D3D<BR>>holes<BR>> >>in<BR>> =3D20
>> >>> any of the stereo objects?<BR>> =3D20
>> >>><BR>> >>> Erling<BR>> =3D20
>> >>><BR>> >>> "Dimitrios" <<A=3D20
>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> skrev =
i=3D20
>> melding=3D3D20<BR>> >>> <A=3D20
>> =3D
>>href=3D3D"news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>> =
=3D
>>=3D20
>> >>> ><BR>> >>> > Hi,<BR>> =3D20
>> >>> > I have almost finished my project mixing and when I =3D
>>try to=3D20
>> put a<BR>=3D3D<BR>><BR>> >>> > =3D
>>stereo<BR>> =3D20
>> >>> > native<BR>> >>> > effect on any =3D
>>audio=3D20
>> track on any submix when I try to save I =3D
>>=3D3D<BR>>always<BR>> >=3D20
>> get<BR>> >>> > assertion<BR>> =3D
>>>>> >=3D20
>> failed and cannot save either on same name or other...<BR>> =3D20
>> >>> > The problem is that I want to use stereo effects as =3D
>>I did=3D20
>> before<BR>=3D3D<BR>>but<BR>> >>don't<BR>> =3D
>>>>>=3D20
>> > know why Paris doesn't let to...<BR>> >>> >=3D20
>> Regards,<BR>> >>> > Dimitrios<BR>> =3D20
>> >>><BR>> >>><BR>> =3D
>>>><BR>> =3D20
>> >><BR>> =3D
>>>=3D3D20<BR>><BR>><BR>><BR>><!DOCTYPE=3D20
>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
>> =3D3D<BR>> charset=3D3D3DDiso-8859-1"><BR>><META =3D
>>content=3D3D3D"MSHTML=3D20
>> 6.00.2800.1400"=3D20

```

```

>> =3D
>>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>>D><BR>><BODY=3D20
>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20
>> =3D
>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=3D
>>ONT=3D20
>> face=3D3D3DArial size=3D3D3D2>Rendering is your answer. Don't =3D
>>=3D3D<BR>>render=3D20
>> tracks=3D3D20<BR>>with plugins. In stereo the right side=3D20
>> </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
>> size=3D3D3D2>won't </FONT><FONT face=3D3D3DArial =3D
>>=3D3D<BR>>size=3D3D3D2>have=3D20
>> any=3D3D20<BR>>effect. Double check to see that their timing is =
=3D
>>correct=3D20
>> =3D3D<BR>>too.</FONT></DIV><BR>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2>Some people have problems with=3D20
>> =3D3D<BR>>that.</FONT></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial=3D20
>> =3D
>>size=3D3D3D2>Tom</FONT></DIV><BR>><BLOCKQUOTE=3D3D20<BR >=3D
>>>style=3D3D3D"PADDING-RIGHT:=3D20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
=3D
>>#000000 2px=3D20
>> solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"erlilo" =3D
>><<A=3D20
>> =3D3D<BR>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20'>mailto=
:erlil=3D
>>o@online.no">erlilo@online.no</A>>=3D3D20</A><BR>> =3D20
>> wrote in message <A=3D3D20<BR>> href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:43900b57$1 @linux">news:43900b57$1 @linux</A>...</DIV>Ther=
e'>n=3D
>>ews:43900b57$1 @linux">news:43900b57$1 @linux</A>...</DIV>Th=3D
>>ere</A><BR>=3D3D<BR>>you=3D20
>> have=3D3D20<BR>> the problem. I think rendering the tracks and =3D
>>look after=3D20
>> that <BR>each<BR>=3D3D<BR>><BR>> stereopair is =3D
>>starting and=3D20
>> ending at the same places will do the job=3D20
>> =3D3D<BR>><BR>when=3D3D20<BR>> 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
>> 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 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
> or =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,
>>

Subject: Re: A new Trident 80B console for \$2,500.00!!!
Posted by [Tony Benson](#) on Fri, 28 Oct 2005 18:55:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

;> =3D3D
>>=3D3D20
> =3D
>>
>> =3D
>>=3D3D
>Dimitrios
>>>
>>>
=3D

```
>>;>><BR>>><BR>>=3D3D<BR>>=3D3D20<BR>> =3D20
>> =3D
>><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=3D
>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>>
>>
>
```

-----=_NextPart_000_006C_01C5F740.73891B20

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!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>I agree with Erlilo.&nbsp; Try =
```

```
different channels=20
```

```
or a different</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>submix if you can.&nbsp; Otherwise =
```

```
rebuilding the=20
```

```
mix from</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>scratch in a new project is the next =
```

```
best=20
```

```
bet.&nbsp; Copy all</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>mixer settings and presets of effects =
```

```
to make it=20
```

```
easier.</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
```

```
<DIV>&nbsp;</DIV>
```

```
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
```

```
<BLOCKQUOTE=20
```

```
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
```

```
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
```

```
<DIV>"Rod Lincoln" &lt;A=20
```

```
=
```

```
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
```

```
t;=20
```

```
wrote in message <A=20
```

```
=
```

```
href=3D"news:43908331$1@linux">news:43908331$1@linux</A>...</DIV><BR>Dimi=
```

trios,=20

You probably know this, but just to make sure...
If you want to use = stereo=20

native plugins, you can NOT have any mono plugins
on those tracks. = That=20

goes for native and EDS.
Do you have any mono eds or native plugs = also on=20

the stereo pair?
Rod
"Dimitrios" <<A=20

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

wrote:
>
>Dear Tom,
>It is not the plugin under = other song l=20

can open a stereo native effect.
>In my project I cannot open = ANY stereo=20

effect.
>Even chainer only...
>I can save my project no = problem if=20

I don't use a stereo native effect.
>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:arpeggio@comcast.net">arpeggio@comcast.net>=20

wrote:
>>
>>
>>Dimitrios,
>>Are = you saying=20

you can save before this stereo plugin
>>is inserted? = I'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 = 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
>> =
allow of any=20
save !
>> Note that assertion failure appears ONLY when =
I hit=20
SAve ...
>> rEGARDS,
>> =20
dIMITRIOS
>>
>> "Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>> >
>> >
>> =

>Dimitrios,
>> >Rendering is your answer. =
Don't=20
render tracks with plugins. In =
=3D
>>stereo
>> =20
=3D3D
>> >the right side=3D3D20
>> =
>won't have=20
any effect. Double check to see that their timing is=20
=3D
>>correct
>> =3D3D
>> =20
>too.
>> >Some people have problems with=20
that.
>> >Tom
>> > "erlilo" =
<<A=20
href=3D"mailto:erlilo@online.no">erlilo@online.no> wrote in =
message=20
=3D
>>news:43900b57\$1@linux...
>> > =
There you=20
have the problem. I think rendering the tracks and=20
look<BR&

Subject: Re: A new Trident 80B console for \$2,500.00!!!

Posted by [excelav](#) on Fri, 28 Oct 2005 20:08:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

 >=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 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 l=20
try to save l
>=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
> >
> =
>
> =20
>
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
4.0=20
Transitional//EN">
> =20
><HTML><HEAD>
> ><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
> charset=3D3D3Diso-8859-1">
> ><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
><STYLE></STYLE>
> =20
></HEAD>
> ><BODY=20
bgColor=3D3D3D#ffffff>
> ><DIV><FONT=20
face=3D3D3DArial=20
size=3D3D3D2>Dimitrios,</ DIV>
> =20
><DIV>Rendering is =
your answer.=20
Don't
>=3D
>>=3D3D
> >render=20
tracks=3D3D20
> >with plugins. In stereo the right =
side=20
</DIV>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>won't <FONT=20
=3D
>>face=3D3D3DArial =3D3D
> =
>size=3D3D3D2>have=20
any=3D3D20
> >effect. Double check to see that =
their timing=20
is correct =3D3D
> =20
>too.</DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>Some people have problems=20
with
=3D
>>=3D3D
> =20
>that.</DIV>
> =
><DIV><FONT=20
face=3D3D3DArial =
size=3D3D3D2>Tom</DIV& >
> =20
><BLOCKQUOTE=3D3D20
> =
>style=3D3D3D"PADDING-RIGHT: 0px;=20
PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;
=3D
>>=3D3D
> =20
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =

<mailto:musurgio@otenet.gr>>musurgio@otenet.grmailto:musurgio@otenet.gr">musurgio@otenet.gr>=
=
>=
> >skrev =
i=
>=
> melding <A=
> >=
=
> =
>>href=<A=
=
href='news:439000f1\$1 @linux">news:439000f1\$1 @linux...
>
=
'>news:439000f1\$1 @linux">news:439000f1\$1 @linux>...
>=
>
>g=
>=
>=
>=
> > Hi,
>> Thanks =
for your=
replies.
>> What I have managed is to=
=
>=
> =
>have=
> >=
the same start and end for both audio files
>> just by =
cutting=
at
>=
>=
> =
>cursor=
>=
> pointy on both tracks.
>> Buit insight the =
stereo tracks=
each of
>=
>=
>=
>themhas=
> > different cut points =
and=

>> joint
>> points , does =
this=
>=
> matter?
>> If you ask me why it is because these =
tracks=
are not
=
>=
>=
>actually=
> > stereo =
but
>> two=
takes of acoustic guitar playing so I had =
>=
>tomove=
> > different parts on =

>>=
each
>> of the "stereo" tracks to =
> =
>make=
them=
> > on time.
>> I want =
a stereo=
effect because I wanna expand the =
>=
>stereo=
> > perspective of =

>>=
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 ,=20
=3D
>=3D3D
>> >¬ =
like=3D3D20
>> =20
> waves
> imager
> at =
all...
>=20
Cheers,
>=3D3D20
>> > =20
Dimitrios
>
> ;
> "Ennio"=20
<<A=3D3D20
>> > href=3D3D3D"<A=20
=
href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D20'>mailto=
:ennio@galicorp.net">ennio@galicorp.net>=3D3D20
&g=
t;> =20
> wrote:
>>The in-points (and out-points) on =
both=20
sides of the =3D3D
>> =
>stereo=3D3D20
>> =20
> file must be
> at
>>the =
identical spot -=20
down to the =3D3D
>> =
>sample=3D3D20
>> > =20
(the furthest down you can go on
>=20
the
>>zoom=3D3D20
>> > =20
tool)
>>
>& am p;>> "erlilo"=20
<<A=3D3D20
>> > href=3D3D3D"<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
>>=3D3D
>> >message=20
<A=3D3D20
>> > =3D3D
>> =
>href=3D3D3D"<A=20
=
href=3D'news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
@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
>& amp;>> any of the=20
stereo=3D3D20
>> > =20
=
objects?
>>>
>>>=3D3D20
>>&n=
bsp;=20
> Erling
>>><BR&a mp;>>>> =
"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/A>>=20

