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

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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

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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.
>> > > Built 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!!!

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="20
>> > 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="20
>> > 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="20
>> > 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

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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 =3D
>>face="Arial" =3D3D
>> >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 =3D3D
>> >href="mailto:erlilo@online.no">erlilo@online.no</A>>=3D3D20
>> > wrote in message <A=3D3D20
>> > =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

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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</DIV>
>><DIV>your wrapper or Paris just =
doesn't =3D
>>like. Try=3D20
>>the same thing</DIV>
>><DIV>in a different project. ie: =
Same =3D
>>stereo=3D20
>>plugin inserted</DIV>
>><DIV>on another stereo pair of =
tracks. =3D
>>Now can you=3D20
>>save?</DIV>
>><DIV>If so it may be your project. =
If =3D
>>not it's=3D20
>>probably your plugin.</DIV>
>><DIV> </DIV>
>><DIV>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">

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

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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.
> > Built 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
 >>Dimitrios
> =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=3D3D3DISO-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'mailto:erlilo@o=
 nlin=3D
 >>e.no">erlilo@online.no>=3D20
 >> wrote in =3D3D
>message <A=3D3D20
> =3D
 >>=3D3D
>href=3D3D3D"<A=3D20
 >> =3D
 =
 >>href=3D3D'news:438f4d36@linux">news:438f4d36@linux...
'news:438f=
 4d36=3D
 >>@linux">news:438f4d36@linux...
>>>=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<BR>> =3D20
>> =3D
>>objects?<BR>>>><BR>>>>=3D3D20<BR>> =3D20
>> Erling<BR>>>><BR>>>> "Dimitrios"=3D20
>> <<A=3D3D20<BR>> 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
>> skrev i =3D3D<BR>>melding=3D3D20<BR>> <BR>>>>=3D20
>> <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>>>&g'>=
=3D
>>news:438f3760$1@linux">news:438f3760$1@linux</A>...<BR>>=3D
>>;>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
>> ><BR>>>> > Hi,<BR>>>> > I have =3D
>>almost=3D20
>> =3D3D<BR>>finished my=3D3D20<BR>> project mixing and when I =3D
>>try to put a=3D20
>> <BR>>>> >=3D3D20<BR>> =3D
>>stereo<BR>>>> >=3D20
>> native<BR>>>> > effect on any=3D20
>> =3D3D<BR>>audio=3D3D20<BR>> track on any submix when I try to =3D
>>save I=3D20
>> always<BR>> =3D
>>=3D3D<BR>>get<BR>>>>=3D3D20<BR>> >=3D20
>> assertion<BR>>>> > failed and cannot save either on=3D20
>> =3D3D<BR>>same name=3D3D20<BR>> or =3D
>>other...<BR>>>> > The=3D20
>> problem is that I want to use =3D3D<BR>>stereo=3D3D20<BR>> =3D
>>effects as I=3D20
>> did before but<BR>>>>don't<BR>>>> > know=3D20
>> =3D3D<BR>>why=3D3D20<BR>> Paris doesn't let =3D
>>to...<BR>>>>=3D20
>> > Regards,<BR>>>>

```

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

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

```

>>;>>
>>
>=3D3D
>=3D3D20
> =3D20
>> =3D
>>

</BLOCKQUOTE></BODY></HTML>
>=3D
>>
>
</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>Dimitrios,</DIV>

<DIV>I agree with Erlilo. Try =

different channels=20

or a different</DIV>

<DIV>submix if you can. Otherwise =

rebuilding the=20

mix from</DIV>

<DIV>scratch in a new project is the next =

best=20

bet. Copy all</DIV>

<DIV>mixer settings and presets of effects =

to make it=20

easier.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<DIV> </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" <A=20

=

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

t;=20

wrote in message <A=20

=

href=3D"news:43908331\$1@linux">news:43908331\$1@linux...</DIV>
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 I=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 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
>> =
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
&

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

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

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 >=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
> =3D3D3D
> =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
=3D3D3D
> >
> >&> =
>&=20
stereo
> > >&> > =
native
> =20
> >&> > effect on any audio track on any submix =
when I=20
try to save I
>=3D
>=3D3D3D
> =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
> =
=3D3D3D
> =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: =

0px">
>> =20
 >> <div>"erlilo" <<A =3D3D
>> =20
 >>href=3D3D3D"<A=20
 =
 href=3D'mailto:erlilo@online.no">erlilo@online.no>=3D3D20'>mailto:erl=ilo@online.no">>erlilo@online.no<A>>=3D3D20
>> =20
 >> wrote in message <A=3D3D20
>> >> =20
 =3D
>>href=3D3D3D"<A=20
 =
 href=3D'news:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>There'>n=ews:43900b57\$1@linux">>news:43900b57\$1@linux<A>>...<A>>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
 just to be sure to go back if something =3D
>>are =
 =3D3D
>> =20
 >>
>>going=3D3D20
>> >> wrong again. =
 If the time=20
 alignments are going wrong in some of =
 =3D
>>>the=3D3D20
>> =20
 >>
>>stereofiles, you can rendering the old, hard way, =
 as in=20
 version
>>=3D
>>>2,
>> =
 =3D3D
>> =20
 >>when=3D3D20
>> >>
>>mixing down =
 each=20
 stereopair with panning hard left and right =3D
>>>and=20
 =3D3D
>> >>muting=3D3D20
>> >> =
 all=20

>>other tracks. Then you can import them into the project=20
 =3D
>>>again
>> =3D3D
>> >>on=20
 their=3D3D20
>> >> old
>>places and =
 give them new=20
 =3D3D
>> =20
 =
 >>names.
>>
>>Erling& ;lt;BR>>>
>>"Dimitr=ios"=3D3D20
>> =20
 >> <<A href=3D3D3D"<A=20
 =

<mailto:musurgio@otenet.gr>>musurgio@otenet.grmailto:musurgio=
 @otenet.gr">musurgio@otenet.gr>>=20
 =3D
>>=3D3D
>> >&skrev =
 i=3D3D20
>> =20
 > melding <A=3D3D20
>> > =20
 =3D3D
>> =3D
>>href=3D3D3D"<A=20
 =
 href=3D'news:439000f1\$1@linux">news:439000f1\$1@linux...
>
&=
 g'>news:439000f1\$1@linux">news:439000f1\$1@linux>...
>=
 >
>&g'=3D
>>=3D3D
>> =20
 >&t;=3D3D20
>> > Hi,
>> Thanks =
 for your=20
 replies.
>> What I have managed is to=20
 =3D
>>=3D3D
>> =
 >&have=3D3D20
>> > =20
 the same start and end for both audio files
>> just by =
 cutting=20
 at
>>=3D
>>=3D3D
>> =
 >&cursor=3D3D20
>> =20
 > pointy on both tracks.
>> Buit insight the =
 stereo tracks=20
 each of
>>=3D
>>=3D3D
>> =20
 >&themhas=3D3D20
>> > different cut points =
 and=20

>> joint
>> points , does =
 this=3D3D20
>> =20
 > matter?
>> If you ask me why it is because these =
 tracks=20
 are not
=3D
>>=3D3D
>> =20
 >&actually=3D3D20
>> > stereo =
 but
>> two=20
 takes of acoustic guitar playing so I had =3D3D
>> =20
 >&tomove=3D3D20
>> > different parts on =

>>=20
 each
>> of the "stereo" tracks to =3D3D
>> =
 >&make=20
 them=3D3D20
>> > on time.
>> I want =
 a stereo=20
 effect because I wanna expand the =3D3D
>> =20
 >&stereo=3D3D20
>> > perspective of =

>>=20
 them
>> pl;aying hard left and =
 hard=3D3D20
>> =20
 > right.
>> Have you tried T-racks compressor's =
 stereo=20
 widening =3D3D
>> >&knob ??=3D3D20
>> =
 > =20
 !!
>> 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)
>
>& "erlilo"=20
 <<A=3D3D20
> > href=3D3D3D"<A=20
 =
 href=3D'mailto:erlilo@online.no">erlilo@online.nomailto:erlilo@onlin=
 e.no">erlilo@online.no>=20
 wrote in
=3D
>=3D3D
> >message=20
 <A=3D3D20
> > =3D3D
> =
 >href=3D3D3D"<A=20
 =
 href=3D'news:438f4d36@linux">news:438f4d36@linux...
'news:438f4d36=
 @linux">news:438f4d36@linux>...
>>=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
>
>&=20
 "Dimitrios"=20
 <<A=3D3D20
> > href=3D3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
 @otenet.gr">musurgio@otenet.gr>=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
