
Subject: A Paris reality check

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

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;>=3D20
&g=

> =

>wrote:
>
>
>Dimitrios,
>R=

>endering=20

>plugins.=20

>

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

> =

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

> people have problems with that.
>Tom
> =

>"erlilo"=20

> =3D
>

Subject: Re: A Paris reality check

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

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>

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

> =

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

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

>nline.no>=3D3D20
>=20

> =

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

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

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

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

>and=20

>
each
=3D3D
>
> stereopair =

>is=20

> =3D
>>starting and

Subject: Re: A Paris reality check

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

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>places will=20

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

>something are=20

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

>wrong in=20

>
stereofiles, you=20

>as in=20

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

>stereopair with=20

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

>project=20

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

> =

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

Erling
&=
>gt;

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

> =

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

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

> =

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

Subject: Re: A Paris reality check
Posted by [uptown jimmy](#) on Mon, 31 Oct 2005 02:57:35 GMT
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0=
>@otenet.gr">musurgio@otenet.gr</A>>=20

> =3D
>>href=3D3D"<A=20
> =
>href=3D'news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
Than=
>'>news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>=

> for your suggestions.
I have rendered using the hardware =
>method=20

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

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

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

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

> doesn't
allow of any save=20

>failure=20

> ...
REGARDS,
dIMITRIOS

"Tom =
>Bruhl"=20

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

>plugins.=20

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

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

> people have problems with that.
>Tom
> =
>"erlilo"=20

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

> =3D
>>href=3D3D"<A=20
> =
>href=3D'news:43900b57\$1@linux">news:43900b57\$1@linux...<BR'>news:4390=
>0b57\$1@linux">news:43900b57\$1@linux...<BR>>=20

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

> that=3D3D20
> each stereopair is sta

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

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

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

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

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

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

> =
>

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

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

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

></HEAD>
>><BODY=20
> bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
> =
>size=3D3D2>Dimitrios,</DIV>
>><DIV>&=
>lt;FONT=20
> face=3D3DArial size=3D3D2>Are you saying you can save before=20
> =
>this
>=3D
>>stereo=3D20
>>plugin<=

>/DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>is inserted? I'd say you may have =
>=3D
>>a=20
> rouge=3D20
>>plugin=20
> that</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>your wrapper or Paris just doesn't =3D
>>like.=20
> Try=3D20
>>the same=20
> thing</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>in a different project. ie: Same=20
> =3D
>>stereo=3D20
>>plugin=20
> inserted</DIV>
>><DIV&

Subject: Re: A Paris reality check

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

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

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

>replies.
>=20

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

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

>insight the=20

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

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

>me w

Subject: Re: A Paris reality check

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

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

>> >=3D
>> >>files
>> >> on new folder and saved under new name I used the clear missing =
>>files
>> >=3D
>> >>just
>> >> before that but again no luck when I put a stereo native effect on
> =
>>=3D
>> >>this stereotrack
>> >> even without hitting play when I try to save assertion fails and
> =
>>=3D
>> >>doesn't
>> >> allow of any save !
>> >> Note that assertion failure appears ONLY when I hit SAve ...
>> >> rEGARDS,
>> >> dIMITRIOS
>> >>
>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >> >
>> >> >
>> >> >Dimitrios,
>> >> >Rendering is your answer. Don't render tracks with plugins. In
> =
>>=3D
>> >>stereo
>> >> =3D3D
>> >> >the right side=3D3D20
>> >> >won't have any effect. Double check to see that their timing is
> =
>>=3D
>> >>correct
>> >> =3D3D
>> >> >to

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

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

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

>
>=20

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

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

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

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

Subject: Re: A Paris reality check
Posted by [excelav](#) on Mon, 31 Oct 2005 07:43:53 GMT
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D3D2>Good luck,</DIV>
>> >><DIV>Tom</DIV>
>> >><BLOCKQUOTE=3D20
>> >>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
> =
>>=3D
>> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >> <DIV>"Dimitrios" <<A=3D20
>> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote
> =
>>in =3D
>> >>message=3D20
>> >> <A =3D
>> =
>>>>href=3D3D"news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
=
>>Than=3D
>> >>ks=3D20
>> >> for your suggestions.
I have rendered using the hardware method
> =
>>via
>> >=3D
>> >>adat=3D20
>> >> and achieved one nice
compact stereo track with my acoustic =3D
>> >>guitars, I even=3D20
>> >> saved all audio files
on new folder and saved under new name I
> =
>>used
>> >=3D
>> >>the=3D20

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

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

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

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

>> >> href=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
>go on
> > the
> >>zoom=3D20
>> >> tool)
> >>
> >>"erlilo" <<A=3D20
>> >> href=3D3D"mailto:erlilo@online.no">erlilo@online.no> wrote in
> =
>>=3D
>> >>message <A=3D20
>> >> href=3D3D"news:438f4d36@linux">news:438f4d36@linux...
> =
>>=3D20
>> >> >>> Is it exactly the same length on each stereo files or no=3D20
>> >> different
=3D3D
>holes
> >>in
> =3D20
>> >> >>> any of the stereo objects?
> =3D20
>> >> >>>
> >>> Erling
> =3D20
>> >> >>>
> >>> "Dimitrios" <<A=3D20
>> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> skrev
> =
>>i=3D20
>> >> melding=3D3D20
> >>> <A=3D20
>> >> =3D
>> >>href=3D3D"news:438f3760\$1@linux">news:438f3760\$1@linux...
> =
>>=3D
>> >&

Subject: Re: A Paris reality check
Posted by [Mike Audet](#) on Mon, 31 Oct 2005 13:50:28 GMT
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3D20
>> >> =3D3D
>href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'mailto:erlilo@online.no">erlilo@online.no=3D3D20'>mailto=
>>:erlil=3D
>> >>o@online.no">erlilo@online.no=3D3D20
> =3D20
>> >> wrote in message <A=3D3D20
> href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'news:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>Ther=
>>e'>n=3D
>> >>ews:43900b57\$1@linux">news:43900b57\$1@linux...</DIV>Th=3D

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

Erling

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

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

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

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

```

>> >> at<BR>>>the identical spot - down to the=3D20
>> >> =3D3D<BR>>sample=3D3D20<BR>> (the furthest down you can go=3D20
>> >> on<BR>> the<BR>>>zoom=3D3D20<BR>> =3D20
>> >> tool)<BR>>><BR>>>"erlilo" =3D
>> >><<A=3D3D20<BR>> =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</A>>>=3D20
>> >> wrote in =3D3D<BR>>message <A=3D3D20<BR>> =3D
>> >>=3D3D<BR>>href=3D3D3D"<A=3D20
>> >> =3D
>> =
>>>>href=3D3D'news:438f4d36@linux">news:438f4d36@linux</A>...<BR'>news:438f=
>>4d36=3D
>> >>@linux">news:438f4d36@linux</A>...<BR</A>>>>=3D20
>> >> =3D3D<BR>>Is it=3D3D20<BR>> exactly the same length on each =3D
>> >>stereo files=3D20
>> >> or no different=3D3D20<BR>> =3D20
>> >> holes<BR>>>in<BR>>>> 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 l=3D20
>> >> always
> =3D
>> >>=3D3D
>get
>>=3D3D20
> >=3D20
>> >> assertion
>>> > failed and cannot save either on=3D20
>> >> =3D3D
>same name=3D3D20
> o

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

```

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

```

```

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

```

>> =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...</DIV>Th=
>>ere
>> =20
>> =3D3D
>> >you have=3D3D20
>> =
>>> the=20
>> problem. I think rendering the tracks and look after that=20
>> =3D
>>
each
>> =
>>=3D3D
>> =20
>> >
>> > stereopair is starting and ending at =
>>the=20
>> same places will do the =3D
>>job =3D3D
>> =20
>> >
when=3D3D20
>> > saving under a =
>>new name,=20
>&

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

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

```

>></HEAD>
>><BODY bgColor=#ffffff>
>><DIV><FONT face=Arial size=2>Dimitrios,</FONT></DIV>
>><DIV><FONT face=Arial size=2>I agree with Erlilo. Try =
>>different channels=20
>>or a different</FONT></DIV>
>><DIV><FONT face=Arial size=2>submix if you can. Otherwise =
>>rebuilding the=20
>>mix from</FONT></DIV>
>><DIV><FONT face=Arial size=2>scratch in a new project is the next =
>>best=20
>>bet. Copy all</FONT></DIV>
>><DIV><FONT face=Arial size=2>mixer settings and presets of effects =
>>to make it=20
>>easier.</FONT></DIV>
>><DIV><FONT face=Arial size=2>Tom</FONT></DIV>
>><DIV><FONT face=Arial size=2></FONT> </DIV>
>><DIV> </DIV>
>><DIV><FONT face=Arial size=2></FONT> </DIV>
>><BLOCKQUOTE=20
>>style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Rod Lincoln" <A=20
>> =
>>href="mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>t;=20
>> wrote in message <A=20
>> =
>>href="news:43908331$1@linux">news:43908331$1@linux</A>...</DIV><BR>Dimi=
>>trios,=20
>> You probably know this, but just to make sure...<BR>If you want to use
> =
>>stereo=20
>> native plugins, you can NOT have any mono plugins<BR>on those tracks.
> =
>>That=20
>> goes for native and EDS.<BR>Do you have any mono eds or native plugs =
>>also on=20
>> the stereo pair?<BR>Rod<BR>"Dimitrios" <A=20
>> href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=20
>> wrote:<BR>><BR>>Dear Tom,<BR>>It is not the plugin under =
>>other song I=20
>> can open a stereo native effect.<BR>>In my project I cannot open =
>>ANY stereo=20
>> effect.<BR>>Even chainer only...<BR>>I can save my project no =
>>problem if=20
>> I don't use a stereo native effect.<BR>>ALSO on submix 3 I managed =
>>toopen a=20

```

>> stereo native effect but not on submix
>1 or 4 , any suggestion=20
>> ?
>Regards,
>Dimitrios
>
>"Tom Bruhl" <<A=20
>> href=3D"mailto: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<B

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

Subject: Re: A Paris reality check

Posted by [cujo](#) on Mon, 31 Oct 2005 22:15:53 GMT

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=20

>> stereo=3D3D20
>> > =20

>> =

>>objects?
>>
>>=3D3D20
>>&n=

>>bsp;=20

>> > Erling
>>
>> =

>>"Dimitrios"=20

>> <<A=3D3D20
>> > href=3D3D3D"<A=20

>> =

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

>>@otenet.gr">musurgio@otenet.gr</A>>=20

>> skrev
>=3D
>>i =3D3D
>> =20

>> >melding=3D3D20
>> >
>>> =

>>

>> <A=3D3D20
>> > =3D3D
>> =20

>> =3D
>>>href=3D3D3D"<A=20

>> =

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

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

>>;>>&g=3D3D=3D
>>
>> =20

>> >t;=3D3D20
>> > >
>>> =

>>>=20

>> Hi,
>>> > I have almost =3D3D
>>> =20

>> >finished my=3D3D20
>> > project mixing and =

>>when I=20

>> try to put a
>>> >=3D3D20
>>> =

>>> =20

>> stereo
>>> > native
>>> > =

>>effect on=20

>> any =3D3D
>> >audio=3D3D20
>> =

>>> track on=20

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

>>=3D3D
>> =20

>> >get
>>>=3D3D20
>> > > =

>>

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

>> =3D3D
>> >same name=3D3D20
>> =

>>> or=20

>> other...
>>> > The problem is that I want to use=20

>> =3D3D
>> >stereo=3D3D20
>> > =

>>effects as=20

>> I did before but
>>>don't
>>> > =

>>know=20

>> =3D3D
>> >why=3D3D20
>> > =

>>Paris doesn't=20

```

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

```

```

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

```

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

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

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

```

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

```

```

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

```

```

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

```

```

>> =3D<BR>>>you can=3D20<BR>>> import them into the =
>>project=20
>> again<BR>=3D3D<BR>>on =
>>=3D<BR>>>their=3D3D20<BR>>=20
>> old=3D20<BR>>> <BR>places and give them=20
>> new=3D20<BR>>> =20
>> =
>>=3D<BR>>>=3D3D<BR>>names.<BR><BR>Erling<BR>=
>>gt;<BR><BR>=3D<BR>>>"Dimitrios"=3D3D20<BR>>=20
>> =3D20<BR>>> <<A =
>>href=3D3D3D"<A=3D20<BR>>> =20
>> =
>>=3D<BR>>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
>></A>'mailto:musurgio=3D<BR>>>@otenet.gr">musurgio@otenet.g=
>>r</A</A>>>=3D20<BR>>> =20
>> =3D3D<BR>>>skrev i=3D3D20<BR>> melding =
>><A=3D3D20<BR>>=20
>> =3D<BR>>><BR>>> =20
>> =3D3D<BR>>>href=3D3D3D"<A=3D20<BR>>> =20
>> =
>>=3D<BR>>>href=3D3D'news:439000f1$1@linux">news:439000f1$1@linux&=
>>lt;/A>...<BR>><BR>&=3D<BR>>>g'>news:439000=
>>f1$1@linux">news:439000f1$1@linux</A>...<BR>=3D<BR>>>=
>>;><BR>&g</A>=3D3D<BR>>t;=3D3D20<BR>>=
>>=20
>> =3D20<BR>>> Hi,<BR>> Thanks for your =
>>replies.<BR>>=20
>> What I have =3D<BR>>>managed=3D20<BR>>> is to=20
>> =3D3D<BR>>>have=3D3D20<BR>> the same start and end =
>>for=20
>> =3D<BR>>>both audio=3D20<BR>>> files<BR>> =
>>just by=20
>> cutting at =
>>=3D<BR>>>=3D3D<BR>>cursor=3D3D20<BR>>=20
>> pointy=3D20<BR>>> on both tracks.<BR>> Built =
>>insight the=20
>> stereo tracks each of=3D20<BR>>> =20
>> =3D3D<BR>>>themhas=3D3D20<BR>> different cut points =
>>and=20
>> =3D<BR>>><BR>>=3D20<BR>>> =
>>joint<BR>> points ,=20
>> does this=3D3D20<BR>>=20
>> =3D<BR>>>matter?<BR>>=3D20<BR>>> If you ask =
>>me why it=20
>> is because these tracks are not=3D20<BR>>> =20
>> =3D3D<BR>>>actually=3D3D20<BR>> stereo =
>>but<BR>> two=20
>> =3D<BR>>>takes of=3D20<BR>>> acoustic guitar playing =

```

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

Subject: Re: A Paris reality check
 Posted by [John \[1\]](#) on Tue, 01 Nov 2005 13:42:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

8\$1@linux">news:43906b78\$1@linux...</DIV>
=
 >Than=3D

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

"Tom =3D
> >>Bruhl"=3D20
> >> <<A=3D3D20
>> href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20'>=
>mailto=3D
> >>:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20
&g=3D
> >>t;> =3D20
> >> =3D
> >>wrote:
>
>
>Dimitrios,
>R=3D
> >>endering=3D20
> >> is your=3D3D20
>> answer. Don't render tracks with =3D
> >>plugins.=3D20
> >> In=3D3D20
>> stereo
=3D3D3D
>>the right =3D
> >>
> >> side=3D3D3D20
>>won't have any =3D3D
>>effect.=3D20
> >> =3D3D20
>> Double check to see that their timing is=3D20
> >> =3D
> >>=3D3D
>>correct
=3D3D3D
>>too.
>Some=3D
> >>=3D3D20
>> =3D20
> >> people have problems with that.
>Tom
> =3D
> >>"erlilo"=3D20
> >> =3D3D
>><<A=3D3D20
>> href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'mailto:erlilo@online.no">erlilo@online.nomailto:erlilo@o=

```

>nlin=3D
> >>e.no">erlilo@online.no</A>>>=3D20
> >> wrote in =3D3D<BR>>>message <A=3D3D20<BR>>> =3D20
> >> =3D3D<BR>>>href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'news:43900b57$1@linux">news:43900b57$1@linux</A>...<BR'>news:=
>4390=3D
> >>0b57$1@linux">news:43900b57$1@linux</A>...<BR</A>>>=3D20
> >> =3D3D<BR>>> There=3D3D20<BR>>> you have the problem. I =3D
> >>think=3D20
> >> rendering the tracks and look=3D20
> >> =3D3D<BR>>>=3D3D3D<BR>>>after=3D3D20<BR>>> =3D20
> >> that=3D3D3D20<BR>> each stereopair is starting and ending at =3D
> >>the=3D20
> >> =3D3D<BR>>>same=3D3D20<BR>>> places will do=3D20
> >> the<BR>=3D3D3D<BR>>job=3D3D3D20<BR>> when saving=3D20
> >> =3D3D<BR>>>under a new=3D3D20<BR>>> name, just to be =3D
> >>sure to go back=3D20
> >> if =3D
> >>=3D3D<BR>>>something<BR>=3D3D3D<BR>>>are=3D3D3D20<BR>=3D
> >>=3D20
> >> =3D3D20<BR>>> going wrong again. If the time alignments are =3D
> >>going=3D20
> >> wrong in some of=3D3D20<BR>>> =3D
> >>=3D3D3D<BR>>>the=3D3D3D20<BR>>>=3D20
> >> stereofiles, you can rendering the =3D3D<BR>>>old, =3D
> >>hard=3D3D20<BR>>> =3D20
> >> way, as in version 2, =3D3D3D<BR>>>when=3D3D3D20<BR>>> =3D
> >>mixing down=3D20
> >> =3D3D<BR>>>each=3D3D20<BR>>> stereopair with panning =3D
> >>hard left and=3D20
> >> right and =3D3D3D<BR>>>muting=3D3D20<BR>>> =3D
> >>all=3D3D3D20<BR>>>=3D20
> >> other tracks. Then you can import them into the=3D20
> >> =3D3D<BR>>>project=3D3D20<BR>>> again on=3D20
> >> their<BR>=3D3D3D<BR>>old=3D3D3D20<BR>> places and =3D
> >>give=3D20
> >> =3D3D<BR>>>them new=3D3D20<BR>>> =3D
> >>names.<BR>><BR>>=3D20
> >> Erling<BR>><BR>><BR>>=3D20
> >> =3D3D<BR>>>"Dimitrios"=3D3D20<BR>>> <<A =3D
> >>href=3D3D3D"<A=3D20
> >> =3D
> =
>>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musu=
>rgio=3D
> >>@otenet.gr">musurgio@otenet.gr</A>>>=3D20

```

> >> =3D3D
>>skrev i=3D3D20
>> melding=3D20Thanks for you insight...
I have a major problem with this cause some of the tracks of submix 1` cannot
be rendered neither with no native plugins...
Is there any tip using the digital spdif in out to have all in time and aligned
?
I have read that spdif out-in is 1 sample latent.
The problem is that I have to record via spdif via actual levels and then
when I import should leave them at 0 point level, right ?
or do it the other way around ?
REgards,
Dimitrios

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

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

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

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

> >> "Dimitrios" <musurgio@otenet.gr> wrote:
> >> >
> >> >Dear Tom,
> >> >It is not the plugin under other song I can open a stereo native
=>=3D
> >>effect.
> >> >In my project I cannot open ANY stereo effect.
> >> >Even chainer only...
> >> >I can save my project no problem if I don't use a stereo native =
=>=3D
> >>effect.
> >> >ALSO on submix 3 I managed to open a stereo native effect but not
=>=3D
>on =3D
> >>submix
> >> >1 or 4 , any suggestion ?
> >> >Regards,
> >> >Dimitrios
> >> >
> >> >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >> >>
> >> >>
> >> >>Dimitrios,
> >> >>Are you saying you can save before this stereo plugin
> >> >>is inserted? I'd say you may have a rouge plugin that
> >> >>your wrapper or Paris just doesn't like. Try the same thing
> >> >>in a different project. ie: Same stereo plugin inserted
> >> >>on another stereo pair of tracks. Now can you save?
> >> >>If so it may be your project. If not it's probably your plugin.
> >> >>
> >> >>Good luck,
> >> >>Tom
> >> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D3D
> >> >>news:43906b78\$1@linux...
> >> >>
> >> >> Thanks for your suggestions.
> >> >> I have rendered using the hardware method via adat and =
>achieved =3D
> >>one =3D3D3D
> >> >>nice
> >> >> compact stereo track with my acoustic guitars, I even saved =
>all =3D
> >>audio
> >> >=3D3D3D
> >> >>files
> >> >> on new folder and saved under new name I used the clear =
>missing =3D

> >>files
 > >> >=3D3D
 > >> >>just
 > >> >> before that but again no luck when I put a stereo native =
 >effect on
 > > =3D
 > >>=3D3D
 > >> >>this stereotrack
 > >> >> even without hitting play when I try to save assertion fails
 =
 >and
 > > =3D
 > >>=3D3D
 > >> >>doesn't
 > >> >> allow of any save !
 > >> >> Note that assertion failure appears ONLY when I hit SAve ...
 > >> >> rEGARDS,
 > >> >> dIMITRIOS
 > >> >>
 > >> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > >> >> >
 > >> >> >
 > >> >> >Dimitrios,
 > >> >> >Rendering is your answer. Don't render tracks with plugins.
 =
 >In
 > > =3D
 > >>=3D3D
 > >> >>stereo
 > >> >> =3D3D3D
 > >> >> >the right side=3D3D3D20
 > >> >> >won't have any effect. Double check to see that their timing
 =
 >is
 > > =3D
 > >>=3D3D
 > >> >>correct
 > >> >> =3D3D3D
 > >> >> >too.
 > >> >> >Some people have problems with that.
 > >> >> >Tom
 > >> >> > "erlilo" <erlilo@online.no> wrote in message =3D3D
 > >> >>news:43900b57\$1@linux...
 > >> >> > There you have the problem. I think rendering the tracks =
 >and =3D
 > >>look
 > >> =3D3D
 > >> >>=3D3D3D

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

Subject: Re: A Paris reality check

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

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

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

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

```

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

```

```

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

```

> >> >>starting and=3D3D20
 > >> >> ending at the same places will do the job=3D3D20
 > >> >> =3D3D3D
>
when=3D3D3D20
> saving under a new name, =
 >=3D3D
 > >> >>just to be=3D3D20
 > >> >> sure to go back if something are =3D3D
 > >> >>=3D3D3D
>
going=3D3D3D20
> =3D3D20
 > >> >> wrong again. If the time alignments are going wrong in some =
 >=3D
 > >>of=3D3D20
 > >> >> the=3D3D3D20
>
stereofiles, you can rendering the =3D3D
 > >> >>old, hard=3D3D20
 > >> >> way, as in version 2,
=3D3D3D
>when=3D3D3D20
> =3D3D
 > >> >>
mixing down=3D3D20
 > >> >> each stereopair with panning hard left and right and=3D3D20
 > >> >> =3D3D3D
>muting=3D3D3D20
> all
other tracks. Then =
 >=3D3D
 > >> >>you can=3D3D20
 > >> >> import them into the project again
=3D3D3D
>on =3D3D
 > >> >>their=3D3D3D20
> old=3D3D20
 > >> >>
places and give them new=3D3D20
 > >> >> =3D3D
 > >> >>=3D3D3D
>names.

Erling

=3D3D
 > >> >>"Dimitrios"=3D3D3D20
> =3D3D20
 > >> >> <<A href=3D3D3D3D"<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:=
 >musu=3D
 > >>rgio=3D3D
 > >> >>@otenet.gr">musurgio@otenet.gr>>=3D3D20
 > >> >> =3D3D3D
>skrev i=3D3D3D20
> melding <A=3D3D3D20
> =
 >=3D3D
 > >> >>
 > >> >> =3D3D3D
>href=3D3D3D3D"<A=3D3D20
 > >> >> =3D3D
 > >> =3D
 > =
 >>>>>href=3D3D3D'news:439000f1\$1@linux">news:439000f1\$1@linux...
><=
 >BR>&=3D
 > >>=3D3D
 > >> >>g">news:439000f1\$1@linux">news:439000f1\$1@linux...
=3D3D
 > >> >>>
&g=3D3D3D
>t;=3D3D3D20
> =3D3D20
 > >> >> Hi,
> Thanks for your replies.
> What I have =3D3D
 > >> >>managed=3D3D20
 > >> >> is to =3D3D3D
>have=3D3D3D20
> the same start and end =
 >for =3D3D

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

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

Subject: Re: A Paris reality check
Posted by [Cujjo](#) on Tue, 01 Nov 2005 16:22:26 GMT
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; >> >> > >>> > I have almost finished my project mixing and when I =
>try =3D
> >>to =3D3D
> >> >>put a
> >> >> =3D3D3D
> >> >> >
> >> >> > >>> > stereo
> >> >> > >>> > native
> >> >> > >>> > effect on any audio track on any submix when I try to
=
>=3D
> >>save I
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >always
> >> >> > > get
> >> >> > >>> > assertion
> >> >> > >>> > failed and cannot save either on same name or =
>other...
> >> >> > >>> > The problem is that I want to use stereo effects as I
=
>did
> > =3D
> >>=3D3D
> >> >>before
> >> >> =3D3D3D
> >> >> >but

```

> >> >> > >>don't
> >> >> > >>> > know why Paris doesn't let to...
> >> >> > >>> > Regards,
> >> >> > >>> > Dimitrios
> >> >> > >>>
> >> >> > >>>
> >> >> > >>
> >> >> > >>
> >> >> > >=3D3D3D20
> >> >> >
> >> >> >
> >> >> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
>Transitional//EN">
> >> >> ><HTML><HEAD>
> >> >> ><META http-equiv=3D3D3D3DContent-Type =
>content=3D3D3D3D"text/html; =3D
> >>=3D3D3D3D
> >> >> >charset=3D3D3D3DDiso-8859-1">
> >> >> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3D3DGENERATOR>
> >> >> ><STYLE></STYLE>
> >> >> ></HEAD>
> >> >> ><BODY bgColor=3D3D3D3D#ffffff>
> >> >> ><DIV><FONT face=3D3D3D3DArial =
>size=3D3D3D3D2>Dimitrios,</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Rendering is =
>your =3D
> >>answer. Don't
> >> >=3D3D3D
> >> >>=3D3D3D3D
> >> >> >render tracks=3D3D3D20
> >> >> >with plugins. In stereo the right side </FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>won't =
></FONT><FONT =3D3D3D
> >> >>face=3D3D3D3DArial =3D3D3D3D
> >> >> >size=3D3D3D3D2>have any=3D3D3D20
> >> >> >effect. Double check to see that their timing is correct =
>=3D3D3D3D
> >> >> >too.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Some people have
=
>=3D3D3D
> >>problems with
> >> =3D3D3D
> >> >>=3D3D3D3D
> >> >> >that.</FONT></DIV>
> >> >> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>Tom</FONT></DIV>

```

```

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

```

```

> >> >> >when=3D3D3D20
> >> >> > <BR>mixing down each stereopair with panning hard left and
=
>=3D
> >>right =3D3D
> >> >>and =3D3D3D
> >> >> >muting=3D3D3D20
> >> >> > all <BR>other tracks. Then you can import them into the =
>project
> > =3D
> >>=3D3D
> >> >>again
> >> >> =3D3D3D
> >> >> >on their=3D3D3D20
> >> >> > old <BR>places and give them new =3D3D3D
> >> >> >names.<BR><BR>Erling<BR><BR><BR>"Dimitrios"=3D3D3D20
> >> >> > <<A =3D
> >>href=3D3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =
>=3D3D
> >> >>=3D3D3D
> >> >> >skrev i=3D3D3D20
> >> >> > melding <A=3D3D3D20
> >> >> > =3D3D3D
> >> >> =3D3D
> >> =3D
> =
>>>>>>href=3D3D3D3D"news:439000f1$1@linux">news:439000f1$1@linux</A>...<BR=
>>><B=3D
> >>R>&g=3D3D
> >> >>=3D3D3D
> >> >> >t;=3D3D3D20
> >> >> > Hi,<BR>> Thanks for your replies.<BR>> What I have managed
=
>is =3D
> >>to =3D3D
> >> >>=3D3D3D
> >> >> >have=3D3D3D20
> >> >> > the same start and end for both audio files<BR>> just by =
>=3D
> >>cutting at
> >> >=3D3D
> >> >>=3D3D3D
> >> >> >cursor=3D3D3D20
> >> >> > pointy on both tracks.<BR>> Buit insight the stereo tracks
=
>each
> > =3D
> >>of

```

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

```

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

```

```

> >> >> >finished my=3D3D3D20
> >> >> > project mixing and when I try to put a <BR>>>> >=3D3D3D20
> >> >> > stereo<BR>>>> > native<BR>>>> > effect on any =3D3D3D
> >> >> >audio=3D3D3D20
> >> >> > track on any submix when I try to save I always<BR>> =
>=3D3D3D
> >> >> >get<BR>>>>=3D3D3D20
> >> >> > > assertion<BR>>>> > failed and cannot save either on =
>=3D3D3D
> >> >> >same name=3D3D3D20
> >> >> > or other...<BR>>>> > The problem is that I want to use =
>=3D3D3D
> >> >> >stereo=3D3D3D20
> >> >> > effects as I did before but<BR>>>>don't<BR>>>> > know =
>=3D3D3D
> >> >> >why=3D3D3D20
> >> >> > Paris doesn't let to...<BR>>>> > Regards,<BR>>>> =3D3D3D
> >> >> >=3D3D3D20
> >> >> > =3D3D3D
> >> >> >Dimitrios<BR>>>><BR>>>><BR>>>><BR>>>><BR>>=3D3D3D
> >> >> >=3D3D3D20
> >> >> > <BR><BR></BLOCKQUOTE></BODY></HTML>
> >> >> >
> >> >> >
> >> >>
> >> >>
> >> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >> >><HTML><HEAD>
> >> >><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> >> >>charset=3D3D3Diso-8859-1">
> >> >><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> >> >><STYLE></STYLE>
> >> >></HEAD>
> >> >><BODY bgColor=3D3D3D#ffffff>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios,</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>Are you saying you can
=
>save =3D
> >>before this
> >> >=3D3D
> >> >>stereo=3D3D20
> >> >>plugin</FONT></DIV>
> >> >><DIV><FONT face=3D3D3DArial size=3D3D3D2>is inserted? I'd say =
>you may =3D
> >>have =3D3D
> >> >>a rouge=3D3D20

```

```

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

```

```

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

```

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