
Subject: 7 slot magma- 300w PS okay?

Posted by [thesadox](#) on Thu, 27 Oct 2005 19:17:15 GMT

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V>on another stereo pair of tracks. =</DIV>
Now can you=20
save?</DIV>
<

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [EK Sound](#) on Thu, 27 Oct 2005 19:17:46 GMT

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;DIV>If so it may be your project. =</DIV>
not it's=20
probably your plugin.</DIV>
<DIV> </DIV>
<DIV>Good luck,</DIV>
<DIV>Tom</D

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [Deej \[1\]](#) on Thu, 27 Oct 2005 19:46:51 GMT

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IV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
message=20
<A =
href=3D"news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV>
Than=
ks=20
for your suggestions.
I have rendered using the hardware method via =
adat=20
and achieved one nice
compact stereo track with my acoustic =
guitars, I even=20
saved all

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [EK Sound](#) on Thu, 27 Oct 2005 19:55:03 GMT

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>
> Don
>
>Unfortunately the bleed is so loud and his voice level so inconsistent that using a gate is not useful.

I have basically decided to automate a 8 db ramp up to and down from the vocal sections and then copy and paste through the songs...quick simple and a pain in the ass.

Don

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message news:4390784b\$1@linux...

>A gate with key filtering would do this. Set the key filters so the gate
>only opens with vocal content, then set the range to a fairly small amount.
>This means that the gate does not close completely, but only dips the level
>down a few db when the person stops singing.

>
> David.

>
> Don Nafe wrote:

>
>> Hi All

>>
>> Dumb Q time...

>>
>> I've got a little side project from a friend, nothing fancy just a quick
>> mix of his band's live show but I don't want to spend any more time than
>> is necessary on this thing.

>>
>> My question has to do with reducing the level of the the lead vocal mic
>> when it's not in use.

>>
>> Normally I would just drop the fader 3db or so on that mic when it's not
>> in use but I started wondering if there is a plug in i.e. an expander or
>> ducker for example (never having used either of these beasts) that might
>> do this automatically.

>>
>> Thanks in advance

>>
>> DonDear Tom,

It is not the plugin under other song I can open a stereo native effect.

In my project I cannot open ANY stereo effect.

Even chainer only...

I can save my project no problem if I don't use a stereo native effect.

ALSO on submix 3 I managed to open a stereo native effect but not on submix 1 or 4, any suggestion?

Regards,
Dimitrios

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

>
>
>Dimitrios,
>Are you saying you can save before this stereo plugin
>is inserted? I'd say you may have a rogue 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

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [JeffH](#) on Fri, 28 Oct 2005 01:32:38 GMT
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your plugin.
>
>Good luck,
>Tom
> "Dimitrios" <musurgio@otenet.gr> wrote in message =
>news:43906b78\$1@linux...
>
> Thanks for your suggestions.
> I have rendered using the hardware method via adat and achieved one =
>nice
> compact stereo track with my acoustic guitars, I even saved all audio
=
>files
> on new folder and saved under new name I used the clear missing files
=
>just
> before that but again no luck when I put a stereo native effect on =
>this stereotrack
> even without hitting play when I try to save assertion fails and =
>doesn't
> allow of any save !
> Note that assertion failure appears ONLY when I hit Save ...
> rEGARDS,
> dIMITRIOS
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >

> >
> >Dimitrios,
> >Rendering is your answer. Don't render tracks with plugins. In =
>stereo
> =3D
> >the right side=3D20
> >won't have any effect. Double check to see that their timing is =
>correct
> =3D
> >too.
> >Some people have problems with that.
> >Tom
> > "erlilo" <erlilo@online.no> wrote in message =
>news:43900b57\$1@linux...
> > There you have the problem. I think rendering the tracks and look =
>=3D
> >after that=3D20
> > each stereopair is starting and ending at the same places will do =
>the
> =3D
> >job=3D20
> > when saving under a new name, just to be sure to go back if =
>something
> =3D
> >are=3D20
> > going wrong again. If the time alignments are going wrong in some =
>of =3D
> >the=3D20
> > stereofiles, you can rendering the old, hard way, as in version 2,
=
>=3D
> >when=3D20
> > mixing down each stereopair with panning hard left and right and =
>=3D
> >muting all=3D20
> > other tracks. Then you can import them into the project again on =
>their
> =3D
> >old=3D20
> > places and give them new names.
> >
> > Erling
> >
> >
> > "Dimitrios" <musurgio@otenet.gr> skrev i melding =3D
> >news:439000f1\$1@linux...
> > >
> > > Hi,

> > > Thanks for your replies.
> > > What I have managed is to have the same start and end for both =
>audio
> =3D
> >files
> > > just by cutting at cursor pointy on both tracks.
> > > Buit insight the stereo tracks each of themhas different cut =
>points
> =3D
> >and=3D20
> > > joint
> > > points , does this matter?
> > > If you ask me why it is because these tracks are not actually =
>stereo
> =3D
> >but
> > > two takes of acoustic guitar playing so I had tomove 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 ste

Subject: Re: 7 slot magma- 300w PS okay?
Posted by [audioguy_nospam_](#) on Fri, 28 Oct 2005 03:41:06 GMT
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;> > 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=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Rendering is your answer. Don't
=
>=3D
> >render tracks=3D20
> >with plugins. In stereo the right side </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>won't </FONT><FONT =
> >face=3D3DArial =3D
> >size=3D3D2>have any=3D20
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> >too.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Some people have problems with =
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> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"erlilo" <<A =3D
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> =3D
> >you have=3D20
> > the problem. I think rendering the tracks and look after that =
><BR>each
> =3D
> >
> > stereopair is starting and ending at the same places will do the =
> >job =3D
> ><BR>when=3D20
> > saving under a new name, just to be sure to go back if something =
> >are =3D
> ><BR>going=3D20

```


> Double check to see that their timing is =
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=3D
>too.
>Some=20

><<A=20

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> =

> There=20

> you have the problem. I think rendering the tracks and look =
>=3D
>after=20

>same=20

>under a new=20

> name, just to be sure to go back if =

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

>old, hard=20

>each=20

> stereopair with panning hard left and right and =3D
>muting=20

>project=20

>them new=20

>"Dimitrios"=20

> <musurgio@otenet.gr> =
>skrev i=20

>> What I=20

> have managed is to have the same start and end for both=20

>pointy on=20

>themhas=20

>it is=20

> because these tracks are not actually =

> > two takes of acoustic guitar playing so I had to move different=20

>of the=20

>stereo=20

> effect because I

Subject: Re: 7 slot magma- 300w PS okay?

Posted by [Aaron Allen](#) on Fri, 28 Oct 2005 05:00:27 GMT

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target="_blank">1@linux">news:439000f1\$1@linux...
>
&=
>g'>news:439000f1\$1@linux">news:439000f1\$1@linux...
=

> Hi,
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> What I have =
>managed=20

>both audio=20

> files
> just by cutting at =

> on both tracks.
> Buit insight the stereo tracks each of=20

>
>=20

>matter?
>=20

> If you ask me why it is because these tracks are not=20

>takes of=20

>different=20

> parts on
> each
> of the "stereo" tracks to=20

>a stereo=20

>perspective=20

> of
> them
> pl;aying hard left and=20

>compressor's=20

>Amazing=20

> stereo result with complete mono compatibility , =3D
>not=20

> DImitrios
>
>
> "Ennio"=20

> =

>href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D20'>mailto:e=
>nnio@galicorp.net">ennio@galicorp.net>=3D20
>&n=

> bsp;=20

> wrote:
>>The in-points (and out-points) on both sides =
> of the=20

> at
>>the identical spot - down to the=20

> tool)
>>
>>"erlilo" =

> href=3D3D"<A=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:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
> @linux">news:438f4d36@linux...<BR>>>=20

> stereo files=20

> holes
>>in
>>> any of the=20

> stereo=3