
Subject: an oldy but baddy

Posted by [uptown jimmy](#) on Sat, 06 Dec 2008 21:49:05 GMT

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I just now, for the first time since using Paris, started getting the mistimed rendered file thing. The one where there's lots of little edits and cross-fades and when you render the track some of the audio data is out of time? Bummer, dude. Is there a known work-around? Or is this all Mike's fault with his damn software tweaking? ;)

I'll check around the known bug list when I get back from our journey into town.

Jimmy

Subject: Re: an oldy but baddy

Posted by [Rod Lincoln](#) on Sun, 07 Dec 2008 02:26:16 GMT

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that's always caused by edits and crosfades that don't touch.

I bet if you undo the render and zoom in all the way to check the edits, you'll find one, or some that are totally touching.

That's always been the case for me.

Rod

"uptown jimmy" <johnson314@bellsouth.net> wrote:

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Subject: Re: an oldy but baddy

Posted by [kerryg](#) on Sun, 07 Dec 2008 17:15:48 GMT

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That's one that bit us in the butt far too many times on PARIS 3.0 (Mac OS9). Caveat: I'm going from memory here, but if I recall, we started getting rigorous about filenames. Audio file names in PARIS start creeping up in length as PARIS' editing functions write things like (if I recall)

RENDERED or BOUNCED at the end of them.

At a certain point, PARIS's file system can no longer deal with the consequences of its own verbosity - now-illegal filenames. The PARIS internal track playlist is a bit of a kludge - instead of throwing up an error, it makes an inelegant "executive decision" and individual segments with now-illegal names simply get skipped and the track's overall "playlist" shortened by their length.

Once again, a caveat - my memory might be playing tricks on me here. But you might want to keep your eyes open for that possibility if you've, say, snipped and edited individual segments and the segment has inherited a new name. Quick check - select all the objects in the track and scroll through the audio bin looking for any selected files that have suspiciously long names, and rename them (if you don't want to rename them, copy or render them in place and rename the copy with something shorter). Then try a re-render and see if that affects the timing of the rendered track.

- K

On 12/6/08 1:49 PM, in article 493ae541\$1 @linux, "uptown jimmy" <johnson314@bellsouth.net> wrote:

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Subject: Re: an oldy but baddy
Posted by [Aaron Allen](#) on Mon, 08 Dec 2008 00:27:30 GMT
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IIRC this is the deal.

The 8.3 naming convention rules, when broken, can keep you from rendering at all. Rod has it with the crossfades issue being the cause of error in timings. Another way around this is to put a SPDIF or ADAT physical loop and bounce like what BT showed in the Instructional Video on the Autotune section.

AA

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message
news:C56144C4.BFA8%kg@kerrygalloway.com...

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