Subject: Well I feel like I've actually MOVED! ;o)
Posted by Kim on Sat, 03 Dec 2005 15:07:52 GMT
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NY 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 toopen a stereo native effect but not =
on =3D
  >>submix
  >> >1 or 4 , any suggestion ?
  >> >Regards,
  >> >Dimitrios
  >> >
  >> >"Tom Bruhl" <arpegio@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 =3D3D
  >> >>news:43906b78$1@linux...
  >> >>
  >> >> Thanks for your suggestions.
  >> >> I have rendered using the hardware method via adat and =
achieved =3D
  >>one =3D3D
  >> >>nice
  >> >> compact stereo track with my acoustic guitars, I even saved =
all =3D
  >>audio
  >> >=3D3D
  >> >>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" <arpegio@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
 >>