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Subject: Re: Rendering Files in v2.2  
Posted by [JeffH](#) on Thu, 19 Feb 2009 22:39:10 GMT  
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jeremy wrote:

> i'm helping a friend out who has v2.2  
>  
> can we render continous wavs starting at 0:00:00??  
>  
>

I think any track you want to start at 00:00 must actually have material there (in other words if the first punch in is at 00:41, the render start at 00:41). I believe the workaround for this was to record a blank track starting at 00:00 and going the length of your song. Drag the blank track in the editor onto the punched track. It will fill in all the holes with the blank file and will then render from 00:00.

I think this is right but someone else can chime in.

Jeff

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Subject: Rendering Files in v2.2  
Posted by [jeremy](#) on Thu, 19 Feb 2009 23:46:50 GMT  
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Subject: Re: Rendering Files in v2.2  
Posted by [jeremy](#) on Fri, 20 Feb 2009 00:05:37 GMT  
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right. i've done that. but i can't find the way to actually render the file.  
in 3.0 you just go [audio] up on the edit menu... at least from what i recall  
(as i don't ever record in paris anymore).

so where is the option in one of the drop down menus.... to actually perform  
the operation of render the track to 1 file?

Jeff Hoover <[jkhoover@excite.com](mailto:jkhoover@excite.com)> wrote:

>jeremy wrote:  
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>>

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>>  
>>  
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>the blank track in the editor onto the punched track. It will fill in  
>all the holes with the blank file and will then render from 00:00.

>  
>I think this is right but someone else can chime in.

>  
>Jeff

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Subject: Re: Rendering Files in v2.2  
Posted by [Aaron Allen](#) on Fri, 20 Feb 2009 00:09:36 GMT  
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Render didn't come along until ver 3. Of course, ver 3 broke some things too, but on the overall it's still an improvement. What you can do is patch a loop and real time record from the beginning. If you have an Adat card, all the better except those are only 20 bit, so if you're doing 24 bit files it'll lop/pad the last 4 bits. IMHO, who cares for most work, but it's worth mentioning.

AA

"jeremy" <[jeremy@whydoihavetofillthis.com](mailto:jeremy@whydoihavetofillthis.com)> wrote in message  
news:499de15a\$1@linux...

>  
> i'm helping a friend out who has v2.2  
>  
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>  
>

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Subject: Re: Rendering Files in v2.2  
Posted by [tonehouse](#) on Fri, 20 Feb 2009 03:20:12 GMT  
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Another way to render a track is to mute all the tracks, and FX but the one you want to render, click on the "D" under the Master, and set the path for mixdown..It will do a stereo version of that track, but you can just use one

side...good way to make stems too.

"Aaron Allen" <know-spam@not\_here.dude> wrote in message  
news:499df9be@linux...

> Render didn't come along until ver 3. Of course, ver 3 broke some things  
> too, but on the overall it's still an improvement. What you can do is  
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> a loop and real time record from the beginning. If you have an Adat card,  
> all the better except those are only 20 bit, so if you're doing 24 bit  
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> it'll lop/pad the last 4 bits. IMHO, who cares for most work, but it's  
worth

> mentioning.

>

> AA

>

>

> "jeremy" <jeremy@whydoihavetofillthis.com> wrote in message

> news:499de15a\$1@linux...

>>

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>>

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Subject: Re: Rendering Files in v2.2

Posted by [Sarah](#) on Fri, 20 Feb 2009 09:04:39 GMT

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I render tracks fairly often cuz I'm doing some guitar tracks for a guy here at home that he takes into Pro Tools at another studio. Seems to me if I select the track and hit "render track" (as opposed to "render selection"), it does render from zero, inserting a blank space til the recorded material actually starts.

S

"jeremy" <jeremy@whydoihavetofillthis.com> wrote in message  
news:499de15a\$1@linux...

>

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>

> can we render continous wavs starting at 0:00:00??

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