Subject: MIDI & OBSOLECENCE QUESTIONS
Posted by Richard Faylor on Fri, 16 Sep 2005 15:37:52 GMT

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d get another one. This is the coolest thing
since sliced bread, but it's still being manufactured and it would unbalance
the dead/undead situation if I were to get another one.
Still, I may have to get one anyway.

;oP

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
news:432afe34@linux...
> With a computer that new, the rest of your stuff would stop working in
> revolt! ;-)
>
> David.
>
> DJ wrote:
>
> > Hmmmm.........so I'm pricing out a Tyan 2885 mobo with a pair of dual
core
> > 2.2G Opterons a Colorgraphics Xentera Quad video card, a pair of 74G 10k
RPM
> > WD Raptors, a CD/DVD RW, a 500G ba

Subject: Re: MIDI & OBSOLECENCE QUESTIONS
Posted by Deej [1] on Fri, 16 Sep 2005 17:36:48 GMT

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:dnafe@magma.ca" target="_blank">dnafe@magma.ca> wrote:
>Thanks for the confirmation Rod
>
>don
>
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>news:4329db78$1@linux...
>>
>> Using "delete time" will get rid of the audio and move the audio that's

>> after
>> the deleted portion forward (or back depending on what you call it)so
it
>> butts up to the audio that was before the part you took out (which is

what
>> you want) and the EXACT same thing happens to the automation. It's way

>> cool.
>> In other words, if you want to delete 8 bars from the chours, turn your

>> grid
>> and snap on, set it to bars. Shift click on the time line so the now line
>> snaps to EXACTLY beat 1 of the first bar you want to take out, select

>> delete
>> time, select bars, type in 4, select all tracks and all submixes, and
hit
>> enter. The 4 bars will be gone and your tracks AND automation will be

>> exactly
>> where you wa

Subject: Re: MIDI & OBSOLECENCE QUESTIONS
Posted by Jamie K on Fri, 16 Sep 2005 19:02:58 GMT

ult at
>> all.
>>>> I have to do this all the time with corperate stuff I do.
>>>> Rod
>>>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>>
>>>>>
>>>>>Don,
>>>>>I would choose your edit point and place a marker there.
>>>>>Select and cut all objects and automation data at this point.
>>>>>Now cut and paste should work for everything except mutes
>>>>>that cross that line. It has worked for me in the past. Surprisingly
>>>>>simple if you don't forget where you are in the process.=20
>>>>>Tom
>>>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4329864e$1@linux...
>>>>> Hi All
>>>>>
>>>>> I've got a song that the band wants to edit in a major way ie: Cutting
>>>> =
>>>>>out=20
>>>>> and Adding sections. The problem is that the song has some major =
>>>>>automation=20
>>>>> going on and the automations edits will have to be moved, cut or =
>>>>>added.
>>>>>

>>>>> Are there any tricks to doing this ie: "snap to object end" like in
>> =
>>>>>the edit=20
>>>>> window ?
>>>>>
>>>>> If not I'm looking at one major cluster f-ck
>>>>>
>>>>> Don=20
>>>>>
>>>>>
>>>>>
>>>>><!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>

Subject: Re: MIDI & OBSOLECENCE QUESTIONS
Posted by John [1] on Sat, 17 Sep 2005 15:32:45 GMT
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d also delete the automation. Very slick. Not undo-able, so save
as
>>>>
>>>>a
>>>>
>>>>>>different
>>>>>>name. As for adding parts, Go with Tom's method. Not too difficult
at
>>>>
>>>>all.
>>>>
>>>>>>I have to do this all the time with corperate stuff I do.
>>>>>>Rod
>>>>>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>>>
>>>>>>>
>>>>>>>Don,
>>>>>>>I would choose your edit point and place a marker there.
>>>>>>>Select and cut all objects and automation data at this point.
>>>>>>>Now cut and paste should work for everything except mutes
>>>>>>>that cross that line. It has worked for me in the past. Surprisingly
>>>>>>>simple if you don't forget where you are in th

s. A lot of planning. A lot of theories.
>> A lot of documenting and changing my mind.
>>
>> Basically the idea is that I'll have 3 keyboards, plus a Theramin and
a
>guitar,
>> along with three different effects loops, one of which is the Digitech
>GNX4
>> which also acts as a looping pedal. The GNX therefore allows me to record
>> parts and build a song using all the other bits. I have a Behringer
>FBC1010
>> which controls all the routing of sounds done by two Akai MB-76's. Any
>keyboard
>> or combination thereof can be routed through any effects unit or
>combination
>> thereof. Any patch can be acheived.
>>
>> I have approached this setup in a way most unlike me. I have planned it
>carefully
>> in as much detail as I realistically can. Traditionally I've been a "Let's
>> just do it and see what happens" kinda guy, but it seems lately I'm
>changing
>> my approach and planning things, and it's working for me.
>>
>> After spending several hours over the last couple of days programming
both
>> the AKAI MB-76 programmable patch bays, as well as the Behringer this
>morning,
>> I then went and took everything out the back and plugged it in to some
of
>> the gear. So far just two of the keyboards and two of the effects loops
>(one
>> of which is the GNX/looper).
>>
>> What I loved was that I plugged the stuff in and it just worked. I'd
>planned
>> it all so well that there was no mucking around. I plugged it in, punched
>> in a program which would send a keyboard here or there, and it just went
>> where it was told. I was thrilled. Well, not just thrilled...
>>
>> This morning I actually literally jumped for joy. I was throwing fists
in
>> the air with passion a