
Subject: cubase 2.0 vst instrument rendering question
Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 19:07:14 GMT
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How do you render a midi track playing a vst instrument to an audio file
(that's positioned correctly) ?

tia,
-Carl

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 19:53:54 GMT
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This is a multi-part message in MIME format.

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I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

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Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [AlexPlasko](#) on Fri, 10 Nov 2006 20:14:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 20:16:10 GMT
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-----=_NextPart_000_0014_01C704D2.C570DD60--

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [AlexPlasko](#) on Fri, 10 Nov 2006 20:36:33 GMT
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-----=_NextPart_000_0035_01C704DE.00CC7A80--

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 20:39:40 GMT
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    :)</FONT></DIV>
    <DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
    <DIV><FONT face=Arial size=2>-Carl </FONT></DIV>
    <BLOCKQUOTE dir=ltr=20
    style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
      <DIV>"alex plasko" &lt;<A=20
      href=3D"mailto:alex.plasko@snet.net">alex.plasko@snet.net</A>&gt; =
wrote in=20
      message <A =
href=3D"news:4554db58@linux">news:4554db58@linux</A>...</DIV>

```

<DIV>freeze doesnt import anything. It =
 creates an=20
 audio file out of a virtual track. The benefit is that it =
 takes the=20
 work load off the cpu .you can also reduce cpu load for audio =
 track effect=20
 inserts with the freeze function.and as you know you can always =
 unfreeze a=20
 track for further tweaks.brilliant!</DIV>
 <BLOCKQUOTE dir=3Dltr=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Carl Amburn" <<A=20
 =
 href=3D"mailto:carlamburn@hotmail.com">carlamburn@hotmail.com=
 >=20
 wrote in message <A=20
 =
 href=3D"news:4554d8e7\$1@linux">news:4554d8e7\$1@linux...</DIV>
 <DIV>Right - freeze - but does that =
 import the=20
 audio file created into the project (in time) ? </DIV>
 <BLOCKQUOTE dir=3Dltr=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
 5px; BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" <<A=20
 =
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote in =
 message <A =
 href=3D"news:4554d68b@linux">news:4554d68b@linux...</DIV>
 <DIV>Carl,</DIV>
 <DIV>There's 'Freeze' button there =
 somewhere=20
 or it's in a pulldown menu.</DIV>
 <DIV>Tom</DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
 5px; BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Carl Amburn" <<A=20
 =
 href=3D"mailto:carlamburn@hotmail.com">carlamburn@hotmail.com=
 >=20
 wrote in message <A=20
 =
 href=3D"news:4554cbad\$1@linux">news:4554cbad\$1@linux...</DIV>How=20
 do you render a midi track playing a vst instrument to an =
 audio=20

file
(that's positioned correctly)=20
?

tia,
-Carl

</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to =
fight spam,=20
and you?
<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BLOCKQUOTE></BLOCKQUOTE></BLOCK=
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-----=_NextPart_000_0011_01C704D6.0DA9E920--

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [AlexPlasko](#) on Fri, 10 Nov 2006 21:16:29 GMT
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It Does create an audio file. It puts it in a hidden folder for freeze
tracks.have you tried the freeze function yet?
"Carl Amburn" <carlamburn@hotmail.com> wrote in message
news:4554cbad\$1@linux...
> How do you render a midi track playing a vst instrument to an audio file
> (that's positioned correctly) ?
>
> tia,
> -Carl
>
>

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [duncan](#) on Fri, 10 Nov 2006 21:31:56 GMT
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Set locators left and right (shift/L and shift/R) to define the region
you want to export. Solo the track. Open the main mixer (or hit
"ctrl" and "+/=" keys for shortcut, if I remember correctly) and
choose "export audio"... Then you get a dialogue to define parameters
(stereo/mono, name, etc.) and specify location to write the file,
whether or not to export with effects in place, etc. Hit "enter" and
you're done...

For positioning: set that left locator at a specific bar line (if your
target project is locked to BPM) or at a specific time... Drag into
Paris (or whatever host you're aiming for) and lock to whichever
reference you chose for export -- should be dead on the money... And
leave that right locator loose enough to allow for any reverb/echo

tails...

-- now go forth and make noises -- chas.

On Fri, 10 Nov 2006 13:07:14 -0600, "Carl Amburn"
<carlamburn@hotmail.com> wrote:

>How do you render a midi track playing a vst instrument to an audio file
>(that's positioned correctly) ?
>
>tia,
>-Carl
>

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 22:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Chas, I will check this out. I wish there were just a "render to file" function that plopped down some audio for me. Oh well.....

-Carl

"Chas. Duncan" <duncan5199ATsbcbglobalDOTnet@> wrote in message
news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...

> Set locators left and right (shift/L and shift/R) to define the region
> you want to export. Solo the track. Open the main mixer (or hit
> "ctrl" and "+/=" keys for shortcut, if I remember correctly) and
> choose "export audio"... Then you get a dialogue to define parameters
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> leave that right locator loose enough to allow for any reverb/echo
> tails...
>
> -- now go forth and make noises -- chas.
>
>
>

>
> On Fri, 10 Nov 2006 13:07:14 -0600, "Carl Amburn"
> <carlamburn@hotmail.com> wrote:
>
> >How do you render a midi track playing a vst instrument to an audio file
> >(that's positioned correctly) ?
> >
> >tia,
> >-Carl
> >
>

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [AlexPlasko](#) on Fri, 10 Nov 2006 22:22:09 GMT
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cubase 4 does that, with 1 button push of the FREEZE function. and puts a copy in the audio pool.

what chas wrote will not work on a virtual instrument track unless it is RENDERED to an audio file

It will work on an existing audio track with insert effects.

Im not sure of the order of doing this in version 2. (i skipped V.2 straight to V.3.

You cant export a virtual instrument unless it knows what it played (freeze)and you sure as hell cant export a midi file as an audio file. I wouldnt lie to you bro.

"Carl Amburn" <carlamburn@hotmail.com> wrote in message news:4554f5c2\$1@linux...

> Thanks Chas, I will check this out. I wish there were just a "render to file" function that plopped down some audio for me. Oh well.....

>

> -Carl

>

> "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...

>> Set locators left and right (shift/L and shift/R) to define the region

>> you want to export. Solo the track. Open the main mixer (or hit

>> "ctrl" and "+/=" keys for shortcut, if I remember correctly) and

>> choose "export audio"... Then you get a dialogue to define parameters

>> (stereo/mono, name, etc.) and specify location to write the file,

>> whether or not to export with effects in place, etc. Hit "enter" and

>> you're done...

>>

>> For positioning: set that left locator at a specific bar line (if your

>> target project is locked to BPM) or at a specific time... Drag into

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>>
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>> >
>>
>
>

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 22:46:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, Chas's instructions worked. I don't doubt that you know what you are talking about Alex - and I do appreciate the info - I just don't think you understand my confusing confusioness. :)

thanks,
-Carl

"alex plasko" <alex.plasko@snet.net> wrote in message news:4554f958@linux...
> cubase 4 does that, with 1 button push of the FREEZE function. and puts a
> copy in the audio pool.
> what chas wrote will not work on a virtual instrument track unless it is
> RENDERED to an audio file
> It will work on an existing audio track with insert effects.
> Im not sure of the order of doing this in version 2. (i skipped V.2
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> You cant export a virtual instrument unless it knows what it played
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> I wouldnt lie to you bro.
>
> "Carl Amburn" <carlamburn@hotmail.com> wrote in message
> news:4554f5c2\$1@linux...

> > Thanks Chas, I will check this out. I wish there were just a "render to
> > file" function that plopped down some audio for me. Oh well.....
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> > -Carl
> >
> > "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message
> > news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...
> >> Set locators left and right (shift/L and shift/R) to define the region
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>

Subject: Re: cubase 2.0 vst instrument rendering question
Posted by [AlexPlasko](#) on Fri, 10 Nov 2006 23:47:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I stand corrected :-)

"Carl Amburn" <carlamburn@hotmail.com> wrote in message
news:4554cbad\$1@linux...

> How do you render a midi track playing a vst instrument to an audio file
> (that's positioned correctly) ?

>

> tia,

> -Carl

>

>

Subject: Re: cubase 2.0 vst instrument rendering question

Posted by [Carl Amburn](#) on Fri, 10 Nov 2006 23:55:56 GMT

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I don't have an interface hooked up - I'm just playing around with cubase.
No-a-light-a-pipe-a. :)

-Carl

"Neil" <IOUOIU@OIU.com> wrote in message news:45550e43\$1@linux...

>

> I think I would've just sent the VSTi audio out through two
> lightpipe channels, in thru two others, & hit "record" on an
> empty track.

>

> LOL

>

>

>

> "Carl Amburn" <carlamburn@hotmail.com> wrote:

> >Actually, Chas's instructions worked. I don't doubt that you know what
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> >are talking about Alex - and I do appreciate the info - I just don't
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> >

> >thanks,

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> >> > -Carl
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> >> >> >tia,
> >> >> >-Carl
> >> >> >
> >> >>
> >> >
> >> >
> >>
> >>
> >
> >
>
```

Subject: Re: cubase 2.0 vst instrument rendering question

Posted by [neil\[1\]](#) on Sat, 11 Nov 2006 00:41:55 GMT

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I think I would've just sent the VSTi audio out through two lightpipe channels, in thru two others, & hit "record" on an empty track.

LOL

"Carl Amburn" <carlamburn@hotmail.com> wrote:

>Actually, Chas's instructions worked. I don't doubt that you know what you

>are talking about Alex - and I do appreciate the info - I just don't think

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 $\geq$

>thanks,

>-Carl

 $\geq$

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>
