Subject: Re: Cubase question

Posted by EK Sound on Wed, 01 Feb 2006 23:44:53 GMT

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Non broadcast, non interleaved .wav's can be imported... or PAF/WAV Convert can be used on the files.

David.

DC wrote:

- > Say someone has some tracks in cubase and wants to mix them in
- > Paris (in a different city). Is there an audio file format Cubase can
- > output that Paris will open?

>

> thanks!

>

> DC

>

Subject: Cubase question

Posted by DC on Thu, 02 Feb 2006 00:36:14 GMT

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Say someone has some tracks in cubase and wants to mix them in Paris (in a different city). Is there an audio file format Cubase can output that Paris will open?

thanks!

DC

Subject: Re: Cubase question

Posted by Deej [1] on Thu, 02 Feb 2006 00:46:34 GMT

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24 bit .wav will work. Tey will be converted to.paf when imported to Paris, thus creating a second data file. Don will end up with the original .wav files, plus the new .paf's. He can then remove the original .wav files from the hard drive if desired.

"Neil" <OIUOIU@OIU.com> wrote in message news:43e148bc@linux...

>

> I believe 16-bit .wav's @ 44.1k or 48k are the only options for

```
> that conversion, aren't they?
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> "DC" <dc@spammersinhell.org> wrote:
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> >
> >DC
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```

Subject: Re: Cubase question
Posted by Neil on Thu, 02 Feb 2006 00:48:12 GMT
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"DC" <dc@spammersinhell.org> wrote:
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>Paris (in a different city). Is there an audio file format Cubase can
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>
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>
> DC
>

Subject: Re: Cubase question
Posted by DC on Thu, 02 Feb 2006 02:06:11 GMT
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Thanks everybody.

Is way the default file format in Cubase?

DC

EK Sound <spamnot.info@eksoundNO.com> wrote:
>Non broadcast, non interleaved .wav's can be imported... or PAF/WAV
>Convert can be used on the files.
>
>David.
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>DC wrote:
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>> Paris (in a different city). Is there an audio file format Cubase can
>> output that Paris will open?
>>
>> thanks!
>>
>> DC
>>

Subject: Re: Cubase question Posted by Neil on Thu, 02 Feb 2006 02:11:43 GMT

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"DC" <dc@spammersinhell.org> wrote:

> >Thanks everybody.

>Is way the default file format in Cubase?

Yeppers, but you can set it (at least SX, dunno about earlier versions) to default to regular .wav or b'cast wav, either one.

Now, if he's got it set up as b'cast wav, he can export as regular wav, since that's what you'd need, if he's going to render out each of those tracks separately (or as non-interleaved I/r files).

Don, is he not sure what to do or how to do it? If not, I'll be happy to do it for you - he'd just have to send me the project files & audio folders & files on a CD-R. Lemme know if I can help... be glad to, if needed.

Neil

>DC >

>

>EK Sound <spamnot.info@eksoundNO.com> wrote:

Subject: Re: Cubase question
Posted by Neil on Thu, 02 Feb 2006 02:12:57 GMT
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THAT's cool! so they auto-convert when imported? I didn't know that.

Neil

```
"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>24 bit .wav will work. Tey will be converted to.paf when imported to Paris,
>thus creating a second data file. Don will end up with the original .wav
>files, plus the new .paf's. He can then remove the original .wav files from
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>> >thanks!
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```

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>> >DC
>> >
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```

Subject: Re: Cubase question
Posted by DC on Thu, 02 Feb 2006 04:08:28 GMT
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Thanks Neil.

I will be seeing him on Monday and will chat about it with him. Hopefully, he can output the files in standard wav format and bring them over to my room. If not, we may need some help.

DC

```
"Neil" <OIUOIU@OIU.com> wrote:
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>> Is way the default file format in Cubase?
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>>EK Sound <spamnot.info@eksoundNO.com> wrote:
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>>>> thanks!
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>>
```

Subject: Re: Cubase question
Posted by audioguy_editout_ on Thu, 02 Feb 2006 06:55:36 GMT
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Another option if you have WL4+ is to batch convert them.

David.

```
DC wrote:
> Thanks Neil.
> I will be seeing him on Monday and will chat about it with him.
> Hopefully, he can output the files in standard way format and
> bring them over to my room. If not, we may need some help.
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> DC
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>>>EK Sound <spamnot.info@eksoundNO.com> wrote:
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>>>
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```

Subject: Re: Cubase question
Posted by Deej [1] on Thu, 02 Feb 2006 07:05:04 GMT
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Yep.Creates new .paf....leaves the .wav.

(0; "Neil" <OIUOIU@OIU.com> wrote in message news:43e15c99\$1@linux... > THAT's cool! so they auto-convert when imported? I didn't know > Neil > "DJ" <animix_spam-this-ahole_@animas.net> wrote: > >24 bit .wav will work. Tey will be converted to.paf when imported to Paris. > >thus creating a second data file. Don will end up with the original .wav > >files, plus the new .paf's. He can then remove the original .wav files from > >the hard drive if desired. > > > > >>"Neil" <OIUOIU@OIU.com> wrote in message news:43e148bc@linux... >>> I believe 16-bit .wav's @ 44.1k or 48k are the only options for >>> that conversion, aren't they? > >> > >> >>> "DC" <dc@spammersinhell.org> wrote: >>> Say someone has some tracks in cubase and wants to mix them in >>> > Paris (in a different city). Is there an audio file format Cubase can >>> >output that Paris will open? > >> > > >> >thanks! > >> > > >> >DC > >> >

Subject: Re: Cubase question Posted by duncan on Thu, 02 Feb 2006 18:55:21 GMT View Forum Message <> Reply to Message

Hey Dave -- just curious, is WL4 (or 5 and now 6 for that matter) still able to handle paf's?

> >> > >

I was buying the upgrade to 5 when the NAMM show came along and they released 6... Now waiting on that one to show up... Time to get a life I guess... chas. On Wed, 01 Feb 2006 23:55:36 -0700, "Dave(EK Sound)" <audioquy editout @shaw.ca> wrote: >Another option if you have WL4+ is to batch convert them. > >David. >DC wrote: >> Thanks Neil. >> >> I will be seeing him on Monday and will chat about it with him. >> Hopefully, he can output the files in standard way format and >> bring them over to my room. If not, we may need some help. >> >> DC >> >> >> "Neil" <OIUOIU@OIU.com> wrote: >> >>>"DC" <dc@spammersinhell.org> wrote: >>> >>>>Thanks everybody. >>>> >>>Is way the default file format in Cubase? >>> >>>Yeppers, but you can set it (at least SX, dunno about earlier >>>versions) to default to regular .wav or b'cast wav, either one. >>> >>>Now, if he's got it set up as b'cast way, he can export as >>>regular way, since that's what you'd need, if he's going to >>>render out each of those tracks separately (or as non->>>interleaved I/r files). >>> >>>Don, is he not sure what to do or how to do it? If not, I'll be >>>happy to do it for you - he'd just have to send me the project >>>files & audio folders & files on a CD-R. Lemme know if I can >>>help... be glad to, if needed.

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>>>DC
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>>>>EK Sound <spamnot.info@eksoundNO.com> wrote:
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>>>>>thanks!
>>>>>
>>>>DC
>>>>>
>>>>
>>
```

Subject: Re: Cubase question
Posted by EK Sound on Thu, 02 Feb 2006 19:05:57 GMT
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That is a very good question, 4 definitely... 6, I don't know. I tried asking that very question at NAMM, but the product specialist was too busy showing "yellow badged beer toters" how to make MP3 files for their iPods...

David.

```
Chas. Duncan wrote:

> Hey Dave -- just curious, is WL4 (or 5 and now 6 for that matter)

> still able to handle paf's?

> I was buying the upgrade to 5 when the NAMM show came along and they

> released 6... Now waiting on that one to show up... Time to get a

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> On Wed, 01 Feb 2006 23:55:36 -0700, "Dave(EK Sound)"
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>>>>DC
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>
```

Subject: Re: Cubase question

Posted by Chris Ludwig on Thu, 02 Feb 2006 20:20:51 GMT

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Hi Chas,

You should ask this on the Steinberg wave lab forums.

The actually developer of the program responds to questions. There are threads there already about the new features so it would be best to post in one of those.

www.cubase.net

Chris

```
Chas. Duncan wrote:
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> still able to handle paf's?
> I was buying the upgrade to 5 when the NAMM show came along and they
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>>>> DC
>>>>>
Chris Ludwig
ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com
```

Subject: Re: Cubase question
Posted by duncan on Sun, 05 Feb 2006 17:20:53 GMT
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Thanks Chris -- I have it on order, so I'll guess I'll find out one way or the other... Chas.

On Thu, 02 Feb 2006 15:20:51 -0500, Chris Ludwig

<chrisl@adkproaudio.com> wrote:

```
>Hi Chas,
>You should ask this on the Steinberg wave lab forums.
>The actually developer of the program responds to questions. There are
>threads there already about the new features so it would be best to post
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