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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](mailto: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

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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](mailto: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

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

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ult at

>> all.

>>>> I have to do this all the time with corperate stuff I do.

>>>> Rod

>>>> "Tom Bruhl" <arpeggio@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>

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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" <arpeggio@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

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Subject: Re: MIDI & OBSOLECENCE QUESTIONS  
Posted by [Kateeba](#) on Sun, 18 Sep 2005 01:59:48 GMT  
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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

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