
Subject: Well I feel like I've actually MOVED! ;o)
Posted by [Kim](#) on Sat, 03 Dec 2005 15:07:52 GMT
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NY stereo effect.

>> >Even chainer only...
>> >I can save my project no problem if I don't use a stereo native =
=3D
>>effect.
>> >ALSO on submix 3 I managed toopen a stereo native effect but not =
on =3D
>>submix
>> >1 or 4 , any suggestion ?
>> >Regards,
>> >Dimitrios
>> >
>> >"Tom Bruhl" <arpegio@comcast.net> wrote:
>> >>
>> >>
>> >>Dimitrios,
>> >>Are you saying you can save before this stereo plugin
>> >>is inserted? I'd say you may have a rouge plugin that
>> >>your wrapper or Paris just doesn't like. Try the same thing
>> >>in a different project. ie: Same stereo plugin inserted
>> >>on another stereo pair of tracks. Now can you save?
>> >>If so it may be your project. If not it's probably your plugin.
>> >>
>> >>Good luck,
>> >>Tom
>> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D
>> >>news:43906b78\$1@linux...
>> >>
>> >> Thanks for your suggestions.
>> >> I have rendered using the hardware method via adat and =
achieved =3D
>>one =3D3D
>> >>nice
>> >> compact stereo track with my acoustic guitars, I even saved =
all =3D
>>audio
>> >=3D3D
>> >>files
>> >> on new folder and saved under new name I used the clear =
missing =3D
>>files
>> >=3D3D
>> >>just
>> >> before that but again no luck when I put a stereo native =

effect on

> =3D

>>=3D3D

>> >>this stereotrack

>> >> even without hitting play when I try to save assertion fails =

and

> =3D

>>=3D3D

>> >>doesn't

>> >> allow of any save !

>> >> Note that assertion failure appears ONLY when I hit SAve ...

>> >> rEGARDS,

>> >> dIMITRIOS

>> >>

>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>> >> >

>> >> >

>> >> >Dimitrios,

>> >> >Rendering is your answer. Don't render tracks with plugins. =

In

> =3D

>>=3D3D

>> >>stereo

>> >> =3D3D3D

>> >> >the right side=3D3D3D20

>> >> >won't have any effect. Double check to see that their timing =

is

> =3D

>>=3D3D

>> >>correct

>> >> =3D3D3D

>> >> >too.

>> >> >Some people have problems with that.

>> >> >Tom

>> >> > "erlilo" <erlilo@online.no> wrote in message =3D3D

>> >>news:43900b57\$1 @linux...

>> >> > There you have the problem. I think rendering the tracks =

and =3D

>>look

>> =3D3D

>> >>=3D3D3D

>> >> >after that=3D3D3D20

>> >> > each stereopair is starting and ending at the same places =

will

> =3D

>>do

>> =3D3D

>>