Subject: rendering bug
Posted by uptown jimmy on Mon, 15 Aug 2011 18:15:23 GMT
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Hi, guys. I dimly remember something about this from years ago, but it never plagued me until recently, though I've always done a lot of edits and cross-fades.

I'm rendering some bass tracks and I keep finding the rendered tracks offset by a good bit, but the amount of offset varies across the length of the track, getting further offset as the track goes on. I can edit things back to snuff, but I wondered if there was a workaround.

I'm using Mike's drivers on XP, with an MEC synced to a Lucid wordclock generator.

Jimmy

Subject: Re: rendering bug
Posted by Ted Gerber on Tue, 16 Aug 2011 11:53:53 GMT
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Check this thread

 http://kerrygalloway.com/ParisForums/index.php?t=msg&got o=101477&&srch=render#msg_101477

T

Subject: Re: rendering bug
Posted by Dimitrios on Sat, 20 Aug 2011 11:46:59 GMT
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Hi,
Here is what I do which is dead simple...
Just make yourself two empty paf files, say from within wavelab that contains really nothing.
Make them like 6 minutes long one for 16bit and one for 24bit.
Now what I do is insert on an empty slot the empty paf file, then move all edited and crossfaded pieces of the track with timeline engaged onto the empty paf track.
Now just highlight the whole track and just render.
BE SURE to put all your empty files at the very beginning of the song.
That is it.
Nevere fails me.
If you need longer empty file just copy the one you have and put it after, doesn't matter. You could really have just a small, one minute file and just copy it 4-5 times one after the other to make as long and empty file as your song is.
Regards,
Dimitrios

Subject: Re: rendering bug
Posted by uptown jimmy on Sat, 20 Aug 2011 14:00:16 GMT
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Thanks, guys.

Guess I had the problem years ago and forgot about it. Don't know why it popped up again.

I don't have a copy of Wavelab, as I don't have any non-EDS soundcards on my computer, Iwonder if there's another way for me to get an empty file?

Jimmy

Subject: Re: rendering bug
Posted by Ted Gerber on Sat, 20 Aug 2011 22:33:01 GMT
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I think you could create an empty file by record-enabling a track and then "recording" with no actual audio transferring (ie: don't connect any physical mic or pre to it).

T

Subject: Re: rendering bug
Posted by Dimitrios on Sat, 20 Aug 2011 23:05:46 GMT
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Subject: Re: rendering bug
Posted by uptown jimmy on Sun, 21 Aug 2011 13:57:32 GMT
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Thanks Ted, just had the same idea last night. And thanks, Dimitrios, downloading file right now.

Jimmy

Subject: Re: rendering bug
Posted by uptown jimmy on Sun, 21 Aug 2011 18:48:03 GMT
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D,

That was a stereo interleaved file. Paris won't import it. Or I'm missing something.

Trying Ted's trick right now.

Jimmy

Subject: Re: rendering bug
Posted by Dimitrios on Sun, 21 Aug 2011 19:42:40 GMT
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Yes sorry !
Here is the mono version.
Regards,
Dimitrios

File Attachments
1) empty_mono_16bit.paf, downloaded 89 times

Subject: Re: rendering bug
Posted by kerryg on Sun, 21 Aug 2011 20:25:02 GMT
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The trick I use is -

1) snip a couple of seconds from the beginning of an existing track. It doesn't really matter how much (a second or two will do), or whether it's completely silent or filled with "pre-take noodling".

2) copy drag it to the beginning of a fresh track

3) RENDER IT TO DISK (this step is essential - the next part will be a destructive edit!)

4) open the newly rendered file in the wave editor

5) Edit > Select All

6) Edit > Silence

After that you can just take your new segment of silence, copy it as many times as you like and render it down to a region that's as long as you want.

Subject: Re: rendering bug
Posted by Wayne on Wed, 24 Aug 2011 17:23:05 GMT

Hi Jim,

When I have this render problem I just bounce (not really a bounce, no disc selected) the track to a new track and don't use render.

ie, hard pan left the trouble track, use or don't use any aux's or eq (I usually go dry and no eq), mute all other tracks, take the main left out and bring it in on a new track, record enable the new track and record. New track with all the fades and edits.

I usually don't see any offset, but if so, maybe a sample or 2.

wayne

Subject: Re: rendering bug
Posted by Ted Gerber on Wed, 24 Aug 2011 22:40:40 GMT

kerryg wrote on Sun, 21 August 2011 16:25The trick I use is -

EDIT>

2) copy drag it to the beginning of a fresh track

Related Question-

I've come from a Mac where I could select any item on the playing field and Option>Drag to any other location I wanted and it would copy and place the first item.

Now working on PC, is there any similar way to do this? I have been selecting>copying>selecting new insertion point>pasting to do this... PITA

Ted

Subject: Re: rendering bug
Posted by dnafe on Thu, 25 Aug 2011 11:12:17 GMT

yes

---

control C

Subject: Re: rendering bug
Posted by Ted Gerber on Thu, 25 Aug 2011 12:59:23 GMT
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Thanks Don -

Yeah I know the copy / paste routine (Control-C etc), but on Mac, you can physically
click on a file (that you want to duplicate and place elsewhere) while holding Option
and it automatically creates a duplicate copy while dragging to the new location.

This is esp helpful when the singer sings the last half of the last chorus with the wrong words and I
need to place the last half of the first chorus in that spot while she's standing over my shoulder.

I did it in a few minutes, but before I could do it in 20 seconds...

T

Subject: Re: rendering bug
Posted by kerryg on Thu, 25 Aug 2011 16:11:56 GMT
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Ted - that one drove me crazy at first too. You're going to hate hearing how simple the solution is -
to copy a segment in PARIS, just drag with the right mouse button instead of the left.

Subject: Re: rendering bug
Posted by Ted Gerber on Fri, 26 Aug 2011 03:45:12 GMT
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YOU GOTTA BE KIDDING

Subject: Re: rendering bug
Posted by kerryg on Fri, 26 Aug 2011 04:11:06 GMT
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I'm afraid not.

[I'm not going to embarrass myself by telling you how long it took for me to figure that out after I

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moved over to PC... suffice to say it was not "minutes"...]

Subject: Re: rendering bug
Posted by dnafe on Fri, 26 Aug 2011 11:18:16 GMT

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That's the one!

Duh...where was my brain!

This not using Paris regularly is not a good thing.