


```
> Buying any M-Audio product means you can buy PT M-Powered for around $300
> Martin Harrington
> www.lendanear-sound.com
>
> "John" <no@no.com> wrote in message news:43babdce@linux...
>> But how much money is it? And can it use VSTs ?
>>
>> LaMont wrote:
>>> Hey John,
>>>
>>> I don't really know if LE has PDC, HD does. You can get 1
```

Subject: Re: 442 to second EDS card?
Posted by [excelav](#) on Wed, 04 Jan 2006 02:57:24 GMT
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[illegible]

Subject: Re: 442 to second EDS card?
Posted by [RK](#) on Thu, 05 Jan 2006 01:22:36 GMT
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track, pan
tracks left and right, then reverse the phase on the second track and slowly
bring the fader on the second track to meet the other track fader at 0.
Seemed to work, but the effects seemed to cancel each other out. Does
anyone use this, and if so, how do you get the FX to not whack each other
out? Can't get to the address. Maybe they sold it! How much did they want for
it?

Kent

```
"Chris Wargo" <na@na.na> wrote in message news:43bc5bcf$1@linux...
>
> Haven't seen one of these new in a while...
>
> http://www.music123.com/Ensoniq-PARIS3-i228172.musicCan anyone explain this another
way? I don't get it.....
```

If you want to edit across multiple submixes

1. Edit your first submix by cutting up all objects at the Now Line and deleting (or adding) them in unison until you have the right edit. Drag 'em around to taste, all together, until you have the best compromise edit.

2. Undo the Edit, returning all edited objects to their previous state, selected and ready to cut or add. Make sure the objects you're deleting or inserting are selected, and are all the same length, which they will be if you cut them at the Now Line.

3. Click in the Information Bar to Sel End (Selection Range) to find out the EXACT LENGTH of the objects you've cut/ added.

4. Go to Insert/ Delete Time and enter the exact time stated in the Information Bar thing that's been hidden from you lo these many years.

BOOM. You're done! Just like that! All your automation, all your markers, all objects in all editor windows, everything has been moved exactly the way you
