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Subject: Bringing a 3 card project into a 2 card system

Posted by [dnafe](#) on Wed, 23 Mar 2011 01:31:18 GMT

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any idea what happens or what to expect

thanks

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Subject: Re: Bringing a 3 card project into a 2 card system

Posted by [Wayne](#) on Wed, 23 Mar 2011 01:45:05 GMT

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Hi Don,

It might be wise to bounce each submix to their stereo stems. That way in case any files get out of alignment you can probably get them lined up again.

And/or render every track in each submix to time zero. Remder track to disc not selection to disc. If I recall correctly, the render track starts anything on that channel at time zero.

It would be nice to know if Paris just makes that 3rd submix a virtual with all the edits, automation and mixer settings intact, from which you can then change cards in the gloabl mixer and run live as one of the other submixes become virtual.

Let us know what happens.

Wayne

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Subject: Re: Bringing a 3 card project into a 2 card system

Posted by [dnafe](#) on Wed, 23 Mar 2011 10:36:29 GMT

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The owner of the three card projects does not have access to Paris to do any rendering etc.

That would be my job but I only have a two card system.

Hence my question

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Subject: Re: Bringing a 3 card project into a 2 card system

Posted by [kerryg](#) on Wed, 23 Mar 2011 15:23:26 GMT

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You're all good, as long as you don't need to exactly recreate a specific mix (since that would depend on you also having the same VST plugins and outboard gear the original rig had).

if you're just opening it to export the audio it's trivial to organize. Start by opening the song folder and pulling out the "submix" audio files - they can cause confusion. Next, open the PPJ and click through the indignant "hey, this isn't my rig!" stuff. See how many submixes it has (we know it came from a three \_card\_ system but maybe he only used one submix - or maybe he used all eight) - two of them will now be "card" submixes. If you have more active submixes than cards, set one of those two to "virtual" and update it. Repeat as needed.

A couple of important things to bear in mind: before you tear your hair out, not being able to get audio out probably means the original session used different hardware outputs: pull Mixer A, MEC Modules A and Mec Master A into the patch bay and make sure both monitor and master outs from the Mixer A go to the same place yours do (if you don't want to get caught like me, refresh your memory in advance).

Closely related - if you still can't get audio out, make sure nothing external was patched across the "master" inserts using the "external" plugin, that's a showstopper (since that external gear's no longer there to "close the loop").

Then you begin the long process of "render and recheck" - or alternately, if you own AATranslator, you're basically nearly done - have PARIS "export as OMF", boot AAT and have it turn the OMF into whatever your client needs (it'll pay for itself this first time out).

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