
Subject: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 03:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just finished tracking a punk band. we just went balls to the wall 10 drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create a new song each time. I just "rolled disk" and tracked 12 songs back to back.

Now I've got to split them into separate tracks and render each one individually.

This sucks.

One thing that didn't suck though was tracking the drums and bass on a pair of Multifacia on my slave comp while tracking vox and guitars on the master machine.

Neither comp was breathing hard at all and Systemlink worked like a dream.

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 04:03:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:472d42e1\$1@linux...

>

> Your freaking sick! I mean that with admiration
> Rod

Well, I'm still trying to put together some kind of scenario wherein I can do everyrthing I always dreamed...easily. It's the easily part that is a bit up in the air but that's more an issue with my thinking vs Steinberg's thinking than anything else. I've got my head around the Totalmix program pretty well and I've got 16 AD/DA's on the slave and 18 AD/DA's on the master machine and I've got the slave loaded up with VSTi's that I can stream to the master DAW over 18 mono tracks (if need be so I can process the tracks with my UAD-1 cards on the master DAW) plus the main stereo bus from the slave is being input to the master. It's opening up some possibilities that I haven't had much time to explore yet.

I've built some templates in Cubase that are making things a bit quicker to configure a tracking or mix project.

Subject: Re: No multiple export in cubase 4.1 ;(

Posted by [Rod Lincoln](#) on Sun, 04 Nov 2007 04:56:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Your freaking sick! I mean that with admiration

Rod

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>Just finished tracking a punk band. we just went balls to the wall 10 drum

>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,

>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create
a

>new song each time. I just "rolled disk" and tracked 12 songs back to back.

>

>Now I've got to split them into separate tracks and render each one

>individually.

>

>This sucks.

>

>One thing that didn't suck though was tracking the drums and bass on a pair

>of Multifacia on my slave comp while tracking vox and guitars on the master

>machine.

>

>Neither comp was breathing hard at all and Systemlink worked like a dream.

>

>

>

>

>

>

>

>

Subject: Re: No multiple export in cubase 4.1 ;(

Posted by [LaMontt](#) on Sun, 04 Nov 2007 06:17:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good job!! it's funny that Acid has the "Save as >Render> all tracks as "Separate Files" feature, ANd most so called Pro DAWs don't..

I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>

Work like a charm, and for 20 bucks it does save time for rendering tracks..

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>Just finished tracking a punk band. we just went balls to the wall 10 drum

>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,
>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create
a
>new song each time. I just "rolled disk" and tracked 12 songs back to back.
>
>Now I've got to split them into separate tracks and render each one
>individually.
>
>This sucks.
>
>One thing that didn't suck though was tracking the drums and bass on a pair
>of Multifacia on my slave comp while tracking vox and guitars on the master
>machine.
>
>Neither comp was breathing hard at all and Systemlink worked like a dream.
>
>
>
>
>
>
>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Neil](#) on Sun, 04 Nov 2007 07:35:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Questions:

1.) Why did you feel the need for a slave comp? I'm tracking bands at 88.2k/24 bit with more than this many tracks at once, using two Multifascia, on one PC that's got less horsepower than yours (as I recall), with no issues.

2.) I noticed in your reply to Rod that you said you had set up some tracking templates that made things easier... did any of the templates that i sent you awhile back help at all?

Neil

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>Just finished tracking a punk band. we just went balls to the wall 10 drum

>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,
>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create
a
>new song each time. I just "rolled disk" and tracked 12 songs back to back.
>
>Now I've got to split them into separate tracks and render each one
>individually.
>
>This sucks.
>
>One thing that didn't suck though was tracking the drums and bass on a pair
>of Multifacia on my slave comp while tracking vox and guitars on the master
>machine.
>
>Neither comp was breathing hard at all and Systemlink worked like a dream.
>
>
>
>
>
>
>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Neil](#) on Sun, 04 Nov 2007 07:37:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

"LaMont" <jjdpro@gmail.com> wrote:
>
>Good job!! it's funny that Acid has the "Save as >Render> all tracks as
"Separate
>Files" feature, AND most so called Pro DAWs don't..
>
>I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>
>
>Work like a charm, and for 20 bucks it does save time for rendering tracks..

Free:

<http://www.voxengo.com/product/recorder/>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [emarenot](#) on Sun, 04 Nov 2007 11:23:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh yeah, I've NOTICED that!:-) (and I'm still running Acid twopointfreakinooh.) Live doesn't do it, Cubase SE doesn't do it. I'm guessing your observation means Logic and PT won't either. Sonar? I'll have to check Reaper. Fact is, this sort of feature makes it easy to keep Paris in the workflow. Render each track as a batch process, import via Analog X's program and you're there.

MR

"LaMont" <jjdpro@gmail.com> wrote in message news:472d55e4\$1@linux...

>

> Good job!! it's funny that Acid has the "Save as >Render> all tracks as "Separate

> Files" feature, AND most so called Pro DAWs don't..

>

> I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>

>

> Work like a charm, and for 20 bucks it does save time for rendering tracks..

>

> "DJ" <animix _ at _ animas _ dot _ net> wrote:

> >Just finished tracking a punk band. we just went balls to the wall 10 drum

>

> >mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,

>

> >rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create

> a

> >new song each time. I just "rolled disk" and tracked 12 songs back to back.

> >

> >Now I've got to split them into separate tracks and render each one

> >individually.

> >

> >This sucks.

> >

> >One thing that didn't suck though was tracking the drums and bass on a pair

>

> >of Multifacia on my slave comp while tracking vox and guitars on the master

>

> >machine.

> >

> >Neither comp was breathing hard at all and Systemlink worked like a dream.

> >
> >
> >
> >
> >
> >
> >
> >
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Sun, 04 Nov 2007 12:06:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

for multiple export you need meap.
<http://www.pendlebury.biz/index.php?categoryid=22>

I don't know if it works in 4.1 though.

Also, don't put all your songs in one project. That is suicide.

Make a project. Record the first song for the punks. Then save it. Then do save as new project called Temp to a new folder.

Then close everything and open that project. Then delete all events on the playing field and in the pool select "Remove Unused Media" then "Empty Trash".

File / Save as Template and call it Punkies. Now you have a template for each new project. Backup project files and the entire project too. Project files do get corrupt sometimes. this way you'll have a good backup and each song in a new folder.

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Sun, 04 Nov 2007 12:17:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

this forum tips says it works in 4.1

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Bill L](#) on Sun, 04 Nov 2007 13:40:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJ, please tell me you at least have separate audio files for each take?
If you just kept it in record for all songs back to back as one long

file, you are living really close to the edge, brother. If you got a corruption in an audio file or a crash, the whole session could be out the window.

OTOH, if you did do separate files for each song, you can simply delete the tracks you don't want and save the song, then undo the deletes and do the same with the next one, etc.

DJ wrote:

- > Just finished tracking a punk band. we just went balls to the wall 10 drum
- > mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,
- > rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create a
- > new song each time. I just "rolled disk" and tracked 12 songs back to back.
- >
- > Now I've got to split them into separate tracks and render each one
- > individually.
- >
- > This sucks.
- >
- > One thing that didn't suck though was tracking the drums and bass on a pair
- > of Multifacia on my slave comp while tracking vox and guitars on the master
- > machine.
- >
- > Neither comp was breathing hard at all and Systemlink worked like a dream.
- >
- >
- >
- >
- >
- >
- >

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 17:14:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's what I wanted to do but the band didn't want to do it. these guys wanted to just go full out-song to song. They are a very "vibe oriented" group and once they got the "vibe" going, stopping to reload a new song each time was not really an option.

Not a problem really. LaMont and Neil seem to have found solutions to this. I feel like it's my job to make the tools I have here work in a way that accommodates the needs of the client.....even if it means making software perform unnatural acts.

;o)

"John" <no@no.com> wrote in message news:472da7bc\$1@linux...

>
> for multiple export you need meap.
> <http://www.pendlebury.biz/index.php?categoryid=22>
>
> I don't know if it works in 4.1 though.
>
> Also, don't put all your songs in one project. That is suicide.
>
> Make a project. Record the first song for the punks. Then save it.
> Then
> do save as new project called Temp to a new folder.
>
> Then close everything and open that project. Then delete all events on
> the
> playing field and in the pool select "Remove Unused Media" then "Empty
> Trash".
>
>
> File / Save as Template and call it Punkies. Now you have a template for
> each new project. Backup project files and the entire project too.
> Project
> files do get corrupt sometimes. this way you'll have a good backup and
> each
> song in a new folder.
>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 17:16:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have two backups of the entire project..... something like 1GB each.
They are on two separate 750GB hard drives that I use for backups.

;o)

"Bill L" <bill@billlorentzen.com> wrote in message news:472dcd24\$1@linux...

> DJ, please tell me you at least have separate audio files for each take?
> If you just kept it in record for all songs back to back as one long file,
> you are living really close to the edge, brother. If you got a corruption
> in an audio file or a crash, the whole session could be out the window.
>
> OTOH, if you did do separate files for each song, you can simply delete
> the tracks you don't want and save the song, then undo the deletes and do

> the same with the next one, etc.
>
> DJ wrote:
>> Just finished tracking a punk band. we just went balls to the wall 10
>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a
>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop
>> to create a new song each time. I just "rolled disk" and tracked 12 songs
>> back to back.
>>
>> Now I've got to split them into separate tracks and render each one
>> individually.
>>
>> This sucks.
>>
>> One thing that didn't suck though was tracking the drums and bass on a
>> pair of Multifacia on my slave comp while tracking vox and guitars on the
>> master machine.
>>
>> Neither comp was breathing hard at all and Systemlink worked like a
>> dream.
>>
>>
>>
>>
>>
>>
>>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 17:19:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

So LaMont,

If I drop one of these as a plugin on each track, I can set a destination folder, play the track from POB to POE and it will render new .wav files to the destination folder which I can then import into a new project????

Thanks,

Deej

"LaMont" <jjdpro@gmail.com> wrote in message news:472dfdbc\$1@linux...

>
> Nice, but does let you
>
> -render "mono" wav file
> -Asio

>
> "Neil" <OIU@OI.com> wrote:
>>
>>"LaMont" <jjdpro@gmail.com> wrote:
>>>
>>>Good job!! it's funny that Acid has the "Save as >Render> all tracks as
>>"Separate
>>>Files" feature, ANd most so called Pro DAWs don't..
>>>
>>>I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>
>
>>>
>>>Work like a charm, and for 20 bucks it does save time for rendering
>>>tracks..
>>
>>
>>Free:
>>
>><http://www.voxengo.com/product/recorder/>
>>
>>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Dedric Terry](#) on Sun, 04 Nov 2007 17:34:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJ - you can use the record to track function in 4.1 to do this. I can't recall if audio tracks can be sources for new audio tracks, but I think they can - if not, just make a group for each track and then create however many new tracks you need, assign those groups as inputs for the new tracks, set your range for each song and record them (set the record folder to a new folder for each song if you want).

Dedric

On 11/4/07 10:19 AM, in article 472e00c1\$1@linux, "DJ" <animix _ at _ animas _ dot _ net> wrote:

> So LaMont,
>
> If I drop one of these as a plugin on each track, I can set a destination
> folder, play the track from POB to POE and it will render new .wav files to
> the destination folder which I can then import into a new project????
>
> Thanks,
>

> Deej
>
> "LaMont" <jjdpro@gmail.com> wrote in message news:472dfdbc\$1@linux...
>>
>> Nice, but does let you
>>
>> -render "mono" wav file
>> -Asio
>>
>> "Neil" <OIU@OI.com> wrote:
>>>
>>> "LaMont" <jjdpro@gmail.com> wrote:
>>>>
>>>> Good job!! it's funny that Acid has the "Save as >Render> all tracks as
>>> "Separate
>>>> Files" feature, ANd most so called Pro DAWs don't..
>>>>
>>>> I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>
>>
>>>>
>>>> Work like a charm, and for 20 bucks it does save time for rendering
>>>> tracks..
>>>
>>>
>>> Free:
>>>
>>> <http://www.voxengo.com/product/recorder/>
>>>
>>>
>>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Sun, 04 Nov 2007 17:56:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Neil,

Some of this has to do with the actual physical I/O limitations of a MADI card and the way I am interfacing my outboard hardware. the explanation would make your head hurt ...but the other (main) reason I have things set up this way is to use the slave machine for VSTi's or video while using the master for audio. I'm going to be composing music for videos here shortly and I'm needing to make sure I've got a dedicated comp for it. Also, for working with VSTi's, when BFD2 is released, I'll have 18 separate mono (or whatever combination of stereo) tracks that I can stream digitally from

slave (running BFD) to Master (running my 4 x UAD1 cards).

Tracking this project to two comps was more of an experiment than anything else, just to see if it would work. I had a template set up on the master machine that would have been easy to switch to had this turned into a cluster****. It was pretty cool to do it this way. I think I could have probably tracked all 18 tracks at 1.5ms latency without ASIO direct monitoring with no problem. They're coming back in here at 2:00 for dubs and I may try this as a quick experiment just to see (if they all show-the bassist doesn't need to come back so he may not show).

Unfortunately, a couple of months back I had a major crash of the system drive that had your tracking templates on it and wasn't able to recover those (and a lot of other stuff ;o(.

Deej

"Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...

>

> Questions:

>

> 1.) Why did you feel the need for a slave comp? I'm tracking
> bands at 88.2k/24 bit with more than this many tracks at once,
> using two Multifascia, on one PC that's got less horsepower than
> yours (as I recall), with no issues.

>

> 2.) I noticed in your reply to Rod that you said you had set up
> some tracking templates that made things easier... did any of
> the templates that I sent you awhile back help at all?

>

> Neil

>

>

> "DJ" <animix _ at _ animas _ dot _ net> wrote:

>>Just finished tracking a punk band. we just went balls to the wall 10 drum

>

>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,

>

>>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create

> a

>>new song each time. I just "rolled disk" and tracked 12 songs back to

>>back.

>>

>>Now I've got to split them into separate tracks and render each one

>>individually.

>>

>>This sucks.

>>
>>One thing that didn't suck though was tracking the drums and bass on a
>>pair
>
>>of Multifacia on my slave comp while tracking vox and guitars on the
>>master
>
>>machine.
>>
>>Neither comp was breathing hard at all and Systemlink worked like a dream.
>>
>>
>>
>>
>>
>>
>>
>>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [LaMontt](#) on Sun, 04 Nov 2007 18:13:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, but does let you

-render "mono" wav file
-Asio

"Neil" <OIU@OI.com> wrote:

>

>"LaMont" <jjdpro@gmail.com> wrote:

>>

>>Good job!! it's funny that Acid has the "Save as >Render> all tracks as

>"Separate

>>Files" feature, AND most so called Pro DAWs don't..

>>

>>I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>

>>

>>Work like a charm, and for 20 bucks it does save time for rendering tracks..

>

>

>Free:

>

><http://www.voxengo.com/product/recorder/>

>

>

Subject: Now low latency recording using master/slave

Posted by [DJ](#) on Sun, 04 Nov 2007 18:40:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually,

Since the session is still set up with all of the live mics, I just fired up all the preamps, turned off ASIO Direct Monitoring and set the buffers to 32k (1.5 ms, which is actually 3ms due to some terminology voodoo that RME has going on-they implement a 32k buffer within the hardware that is not adjustable so when the control panel states that you are set to 32k, you are already dealing with a 32k pre-buffer..but anyway). On the slave project, I had Ivory VST, Halion, Garritan Personal Orchestra, BFD and a couple of synths set up and loaded as part of it's default. When recording 12 tracks at 32k, my CPU was running at about 35-40% but I was getting occasional spikes. After unloading the VSTi's both machines were using about 15% CPU-12 tracks being recorded on the slave and 8 tracks being recorded on the master.

This is at 44.1. Once this session is done, before I break everything down, I'll set this stuff up on an 88.2 project and give it a run for the money.

I

'm still not too crazy about the audible latency at 3 (actual) ms. It sounds phasey to me when compared to ADM.

;o)

"DJ" <animix_ _ at _ animas _ dot _ net> wrote in message
news:472e095e\$1@linux...

> Hi Neil,

>

> Some of this has to do with the actual physical I/O limitations of a MADI
> card and the way I am interfacing my outboard hardware. the explanation
> would make your head hurt ...but the other (main) reason I have things set
> up this way is to use the slave machine for VSTi's or video while using
> the master for audio. I'm going to be composing music for videos here
> shortly and I'm needing to make sure I've got a dedicated comp for it.
> Also, for working with VSTi's, when BFD2 is released, I'll have 18
> separate mono (or whatever combination of stereo) tracks that I can stream
> digitally from slave (running BFD) to Master (running my 4 x UAD1 cards).

>

> Tracking this project to two comps was more of an experimet than anything
> else, just to see if it would work. I had a template set up on the master
> machine that would have been easy to switch to had this turned into a
> cluster****. It was pretty cool to do it this way. I think I coul have
> probably tracked all 18 tracks at 1.5ms latency without ASIO direct

> monitoring with no problem. They're coming back in here at 2:00 for dubs
> and I may try this as a quick experiment just to see (if they all show-the
> bassist doesn't need to come back so he may not show).
>
> Unfortunately, a couple of months back I had a major crash of the system
> drive that had your tracking templates on it and wasn't able to recover
> those (and a lot of other stuff ;o()
>
> Deej
>
>
> "Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...
>>
>> Questions:
>>
>> 1.) Why did you feel the need for a slave comp? I'm tracking
>> bands at 88.2k/24 bit with more than this many tracks at once,
>> using two Multifascia, on one PC that's got less horsepower than
>> yours (as I recall), with no issues.
>>
>> 2.) I noticed in your reply to Rod that you said you had set up
>> some tracking templates that made things easier... did any of
>> the templates that i sent you awhile back help at all?
>>
>> Neil
>>
>>
>> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>>>Just finished tracking a punk band. we just went balls to the wall 10
>>>drum
>>
>>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,
>>
>>>rythym guitar stereo mic'ed and a scratch vocal. We didn't stop to create
>> a
>>>new song each time. I just "rolled disk" and tracked 12 songs back to
>>>back.
>>>
>>>Now I've got to split them into separate tracks and render each one
>>>individually.
>>>
>>>This sucks.
>>>
>>>One thing that didn't suck though was tracking the drums and bass on a
>>>pair
>>
>>>of Multifacia on my slave comp while tracking vox and guitars on the
>>>master

>>
>>>machine.
>>>
>>>Neither comp was breathing hard at all and Systemlink worked like a
>>>dream.
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Aaron Allen](#) on Sun, 04 Nov 2007 19:51:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, sonar will render tracks. With the greatest of ease :)

AA

"Mike R." <emarenot@yahoo.com> wrote in message news:472d74eb\$1@linux...
> Oh yeah, I've NOTICED that!:-) (and I'm still running Acid
> twopointfreakinooh.) Live doesn't do it, Cubase SE doesn't do it. I'm
> guessing your observation means Logic and PT won't either. Sonar? I'll
> have to check Reaper. Fact is, this sort of feature makes it easy to keep
> Paris in the workflow. Render each track as a batch process, import via
> Analog X's program and you're there.
> MR
>
> "LaMont" <jjdpro@gmail.com> wrote in message news:472d55e4\$1@linux...
>>
>> Good job!! it's funny that Acid has the "Save as >Render> all tracks as
> "Separate
>> Files" feature, AND most so called Pro DAWs don't..
>>
>> I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>
>>
>> Work like a charm, and for 20 bucks it does save time for rendering
> tracks..
>>
>> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>> >Just finished tracking a punk band. we just went balls to the wall 10
> drum

>>
>> >mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD
>> >DI,
>>
>> >rhythm guitar stereo mic'ed and a scratch vocal. We didn't stop to
>> >create
>> a
>> >new song each time. I just "rolled disk" and tracked 12 songs back to
> back.
>> >
>> >Now I've got to split them into separate tracks and render each one
>> >individually.
>> >
>> >This sucks.
>> >
>> >One thing that didn't suck though was tracking the drums and bass on a
> pair
>>
>> >of Multifacia on my slave comp while tracking vox and guitars on the
> master
>>
>> >machine.
>> >
>> >Neither comp was breathing hard at all and Systemlink worked like a
> dream.
>> >
>> >
>> >
>> >
>> >
>> >
>> >
>> >
>>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Aaron Allen](#) on Sun, 04 Nov 2007 19:53:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need a snap server dude, or a SAN, or maybe even Windows Home Server.

"DJ" <animix _ at _ animas _ dot _ net> wrote in message
news:472e095e\$1@linux...
> Hi Neil,
>

> Some of this has to do with the actual physical I/O limitations of a MADI
> card and the way I am interfacing my outboard hardware. the explanation
> would make your head hurt ...but the other (main) reason I have things set
> up this way is to use the slave machine for VSTi's or video while using
> the master for audio. I'm going to be composing music for videos here
> shortly and I'm needing to make sure I've got a dedicated comp for it.
> Also, for working with VSTi's, when BFD2 is released, I'll have 18
> separate mono (or whatever combination of stereo) tracks that I can stream
> digitally from slave (running BFD) to Master (running my 4 x UAD1 cards).
>
> Tracking this project to two comps was more of an experimet than anything
> else, just to see if it would work. I had a template set up on the master
> machine that would have been easy to switch to had this turned into a
> cluster****. It was pretty cool to do it this way. I think I coul have
> probably tracked all 18 tracks at 1.5ms latency without ASIO direct
> monitoring with no problem. They're coming back in here at 2:00 for dubs
> and I may try this as a quick experiment just to see (if they all show-the
> bassist doesn't need to come back so he may not show).
>
> Unfortunately, a couple of months back I had a major crash of the system
> drive that had your tracking templates on it and wasn't able to recover
> those (and a lot of other stuff ;o(.)
>
> Deej
>
>
> "Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...
>>
>> Questions:
>>
>> 1.) Why did you feel the need for a slave comp? I'm tracking
>> bands at 88.2k/24 bit with more than this many tracks at once,
>> using two Multifascia, on one PC that's got less horsepower than
>> yours (as I recall), with no issues.
>>
>> 2.) I noticed in your reply to Rod that you said you had set up
>> some tracking templates that made things easier... did any of
>> the templates that i sent you awhile back help at all?
>>
>> Neil
>>
>>
>> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>>>Just finished tracking a punk band. we just went balls to the wall 10
>>>drum
>>
>>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,
>>

>>>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create
>> a
>>>new song each time. I just "rolled disk" and tracked 12 songs back to
>>>back.
>>>
>>>Now I've got to split them into separate tracks and render each one
>>>individually.
>>>
>>>This sucks.
>>>
>>>One thing that didn't suck though was tracking the drums and bass on a
>>>pair
>>
>>>of Multifacia on my slave comp while tracking vox and guitars on the
>>>master
>>
>>>machine.
>>>
>>>Neither comp was breathing hard at all and Systemlink worked like a
>>>dream.
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Sun, 04 Nov 2007 22:31:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

stopping to reload takes 10 freaking seconds tell a joke or something but
definitely do separate projects or it will bit your ass

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Sun, 04 Nov 2007 22:31:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

stopping to reload takes 10 freaking seconds tell a joke or something but
definitely do separate projects or it will bite your ass

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Sun, 04 Nov 2007 22:33:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you're gonna be dumb you better be tough !

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [AlexPlasko](#) on Mon, 05 Nov 2007 02:07:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think you have to be tough to record a punk band. they might be into mutilation.what is your security crew like DJ?

"John" <no@no.com> wrote in message news:472e3a98\$1@linux...

>

> if you're gonna be dumb you better be tough !

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Bill L](#) on Mon, 05 Nov 2007 02:16:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

But what if it crashed in the middle of the original session while tracking?

DJ wrote:

> I have two backups of the entire project..... something like 1GB each.

> They are on two separate 750GB hard drives that I use for backups.

>

> ;o)

>

> "Bill L" <bill@billlorentzen.com> wrote in message news:472dcd24\$1@linux...

>> DJ, please tell me you at least have separate audio files for each take?

>> If you just kept it in record for all songs back to back as one long file,

>> you are living really close to the edge, brother. If you got a corruption

>> in an audio file or a crash, the whole session could be out the window.

>>

>> OTOH, if you did do separate files for each song, you can simply delete

>> the tracks you don't want and save the song, then undo the deletes and do

>> the same with the next one, etc.

>>

>> DJ wrote:

>>> Just finished tracking a punk band. we just went balls to the wall 10

>>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a

>>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop

>>> to create a new song each time. I just "rolled disk" and tracked 12 songs

>>> back to back.

>>>

>>> Now I've got to split them into separate tracks and render each one

```
>>> individually.  
>>>  
>>> This sucks.  
>>>  
>>> One thing that didn't suck though was tracking the drums and bass on a  
>>> pair of Multifacia on my slave comp while tracking vox and guitars on the  
>>> master machine.  
>>>  
>>> Neither comp was breathing hard at all and Systemlink worked like a  
>>> dream.  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>
```

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [DJ](#) on Mon, 05 Nov 2007 02:28:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJ

the functionality of Cubase much better than I do. When I'm tracking a full band though, I really don't like to try to control the musicians when they are on a roll. I try to get out of the way and deal with the fallout later (and I know.....I bitch and moan a lot ;o)

Deej

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Bill L](#) on Mon, 05 Nov 2007 13:50:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Phew! You had me worried there.

DJ wrote:

> I did a save after the end of every song.....then started rolling again.
>
> DJ
>
> "Bill L" <bill@billlorentzen.com> wrote in message [news:472e7e2c@linux...](#)
>> But what if it crashed in the middle of the original session while
>> tracking?
>>
>> DJ wrote:
>>> I have two backups of the entire project..... something like 1GB
>>> each. They are on two separate 750GB hard drives that I use for backups.
>>>
>>> ;o)
>>>
>>> "Bill L" <bill@billlorentzen.com> wrote in message
>>> [news:472dcd24\\$1@linux...](#)
>>>> DJ, please tell me you at least have separate audio files for each take?
>>>> If you just kept it in record for all songs back to back as one long
>>>> file, you are living really close to the edge, brother. If you got a
>>>> corruption in an audio file or a crash, the whole session could be out
>>>> the window.
>>>>
>>>> OTOH, if you did do separate files for each song, you can simply delete
>>>> the tracks you don't want and save the song, then undo the deletes and
>>>> do the same with the next one, etc.
>>>>
>>>> DJ wrote:
>>>>> Just finished tracking a punk band. we just went balls to the wall 10
>>>>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a
>>>>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop
>>>>> to create a new song each time. I just "rolled disk" and tracked 12
>>>>> songs back to back.
>>>>>

>>>>> Now I've got to split them into separate tracks and render each one
>>>>> individually.
>>>>>
>>>>> This sucks.
>>>>>
>>>>> One thing that didn't suck though was tracking the drums and bass on a
>>>>> pair of Multifacia on my slave comp while tracking vox and guitars on
>>>>> the master machine.
>>>>>
>>>>> Neither comp was breathing hard at all and Systemlink worked like a
>>>>> dream.
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Mon, 05 Nov 2007 16:59:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

don't you have enough problems? make separate projects. They take 10 seconds to make from a template. Otherwise I'll have to come out to Colorado and straighten you out.

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Tom Bruhl](#) on Tue, 06 Nov 2007 14:59:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0048_01C8205B.B31BB770
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Deej,
Make 20 folders (2-3 minute songs right?) before session with the =
template already there.
Name them later. Open hit record go, save . Next.
Tom

"John" <no@no.com> wrote in message news:472f3dfa\$1@linux...

don't you have enough problems? make separate projects. They take 10 =
seconds
to make from a template. Otherwise I'll have to come out to Colorado =
and
straighten you out.

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0048_01C8205B.B31BB770

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Deej,</DIV>

<DIV>Make 20 folders (2-3 minute songs =
right?)=20

before session with the template already there.</DIV>

<DIV>Name them later. Open hit record =
go, save=20

.. Next.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"John" <no@no.com> wrote =
in message=20

<A =

href=3D"news:472f3dfa\$1@linux">news:472f3dfa\$1@linux...</DIV>
don'=
t=20

you have enough problems? make separate projects. They =
take 10=20

seconds
to make from a template. Otherwise I'll have to come =
out to=20

Colorado and
straighten you out.</BLOCKQUOTE>

-----= NextPart 000 0048 01C8205B.B31BB770--

I have no idea.

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Aaron Allen](#) on Tue, 06 Nov 2007 23:07:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

HD24?
heh

AA

"EK Sound" <ask_me@nospam.net> wrote in message news:4730c753\$1@linux...
>I think everyone gets the point already...

>

> So what would you suggest for someone recording a live show??? Can't
> exactly stop between songs...

>

> David.

>

> John wrote:

>> If it's a brand new band, you may not know all the I/O and channels

>> you'll

>> use so then just record the first song, save it and then save as a new

>> project.

>> Open the NEW PROJECT, strip out all events and audio from the pool and

>> save that as a template. Then your template for THAT band will be ready

>> to go and you could even already have a bunch of folders made up in

>> advance.

>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.

>>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [EK Sound](#) on Tue, 06 Nov 2007 23:16:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually.... looking at 2 of them sync'd for backup. Did a recording of
"Rain" at a local theatre a few weeks back(<http://www.annerin.com/rain/>
)... 46 tracks of 88.2/24 onto PTHD. Used 2 HD24's for backup and they
worked great.

David.

Aaron Allen wrote:

> HD24?

> heh

>

> AA

>

> "EK Sound" <ask_me@nospam.net> wrote in message news:4730c753\$1@linux...

>
>>I think everyone gets the point already...
>>
>>So what would you suggest for someone recording a live show??? Can't
>>exactly stop between songs...
>>
>>David.
>>
>>John wrote:
>>
>>>If it's a brand new band, you may not know all the I/O and channels
>>>you'll
>>>use so then just record the first song, save it and then save as a new
>>>project.
>>> Open the NEW PROJECT, strip out all events and audio from the pool and
>>>save that as a template. Then your template for THAT band will be ready
>>>to go and you could even already have a bunch of folders made up in
>>>advance.
>>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.
>>>
>
>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Bill L](#) on Wed, 07 Nov 2007 02:54:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

2 computers.

EK Sound wrote:

> I think everyone gets the point already...
>
> So what would you suggest for someone recording a live show??? Can't
> exactly stop between songs...
>
> David.
>
> John wrote:
>> If it's a brand new band, you may not know all the I/O and channels
>> you'll
>> use so then just record the first song, save it and then save as a new
>> project.
>> Open the NEW PROJECT, strip out all events and audio from the pool and
>> save that as a template. Then your template for THAT band will be ready
>> to go and you could even already have a bunch of folders made up in
>> advance.

>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.
>>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [EK Sound](#) on Wed, 07 Nov 2007 05:09:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not about to go buy another HD3 Accel system!! ;-)

David.

Bill L wrote:

> 2 computers.

>

> EK Sound wrote:

>

>> I think everyone gets the point already...

>>

>> So what would you suggest for someone recording a live show??? Can't
>> exactly stop between songs...

>>

>> David.

>>

>> John wrote:

>>

>>> If it's a brand new band, you may not know all the I/O and channels

>>> you'll

>>> use so then just record the first song, save it and then save as a
>>> new project.

>>> Open the NEW PROJECT, strip out all events and audio from the pool and

>>> save that as a template. Then your template for THAT band will be ready

>>> to go and you could even already have a bunch of folders made up in

>>> advance.

>>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.

>>>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [chuck duffy](#) on Thu, 08 Nov 2007 04:40:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Record the whole thing as one take, in one project.

2. Afterwards drop locator points between songs. Cut across all tracks at the locator points.

3. Save the project using save as, once for each each song in the project.
4. Open individually named song named projects one at a time, delete all regions to the left of the song for this named project. Delete all regions to the right of the end of the song for this named project. Drag all remaining regions left to zero. Save the project.
5. Repeat step 4 until all songs are processed.

Chuck

EK Sound <ask_me@nospam.net> wrote:

>I think everyone gets the point already...

>

>So what would you suggest for someone recording a live show??? Can't

>exactly stop between songs...

>

>David.

>

>John wrote:

>> If it's a brand new band, you may not know all the I/O and channels you'll

>> use so then just record the first song, save it and then save as a new project.

>> Open the NEW PROJECT, strip out all events and audio from the pool and

>> save that as a template. Then your template for THAT band will be ready

>> to go and you could even already have a bunch of folders made up in advance.

>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.

>>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [Neil](#) on Thu, 08 Nov 2007 05:04:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good advice, but I would still pause between takes & just say "OK let me get this set up" and then relocate to like five seconds forward for a new filename & then say "awright.. check tuning & nail it!" (or whatever)

Better than having each track on 16 songs become a gazillion-megabyte file to begin with.

Neil

"chuck duffy" <c@c.com> wrote:

>

>1. Record the whole thing as one take, in one project.

>
>2. Afterwords drop locator points between songs. Cut across all tracks at
>the locator points.
>
>3. Save the project using save as, once for each each song in the project.
>
>4. Open individually named song named projects one at a time, delete all
>regions to the left of the song for this named project. Delete all regions
>to the right of the end of the song for this named project. Drag all remaining
>regions left to zero. Save the project.
>
>5. Repeat step 4 until all songs are processed.
>
>Chuck
>
>EK Sound <ask_me@nospam.net> wrote:
>>I think everyone gets the point already...
>>
>>So what would you suggest for someone recording a live show??? Can't
>>exactly stop between songs...
>>
>>David.
>>
>>John wrote:
>>> If it's a brand new band, you may not know all the I/O and channels you'll
>>> use so then just record the first song, save it and then save as a new
>project.
>>> Open the NEW PROJECT, strip out all events and audio from the pool
and
>>> save that as a template. Then your template for THAT band will be ready
>>> to go and you could even already have a bunch of folders made up in advance.
>>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.
>>>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [chuck duffy](#) on Thu, 08 Nov 2007 12:56:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Neil,

I was responding to the questio about recording a live show :-)

Chuck

"Neil" <OIUIU@OIU.com> wrote:

>

>Good advice, but I would still pause between takes & just say

>"OK let me get this set up" and then relocate to like five
 >seconds forward for a new filename & then say "awright.. check
 >tuning & nail it!" (or whatever)
 >
 >Better than having each track on 16 songs become a gazillion-
 >megabyte file to begin with.
 >
 >Neil
 >
 >
 >"chuck duffy" <c@c.com> wrote:
 >>
 >>1. Record the whole thing as one take, in one project.
 >>
 >>2. Afterwords drop locator points between songs. Cut across all tracks
 at
 >>the locator points.
 >>
 >>3. Save the project using save as, once for each each song in the project.
 >>
 >>4. Open individually named song named projects one at a time, delete all
 >>regions to the left of the song for this named project. Delete all regions
 >>to the right of the end of the song for this named project. Drag all remaining
 >>regions left to zero. Save the project.
 >>
 >>5. Repeat step 4 until all songs are processed.
 >>
 >>Chuck
 >>
 >>EK Sound <ask_me@nospam.net> wrote:
 >>>I think everyone gets the point already...
 >>>
 >>>So what would you suggest for someone recording a live show??? Can't
 >>>exactly stop between songs...
 >>>
 >>>David.
 >>>
 >>>John wrote:
 >>>> If it's a brand new band, you may not know all the I/O and channels
 you'll
 >>>> use so then just record the first song, save it and then save as a new
 >>project.
 >>>> Open the NEW PROJECT, strip out all events and audio from the pool
 >and
 >>>> save that as a template. Then your template for THAT band will be ready
 >>>> to go and you could even already have a bunch of folders made up in
 advance.
 >>>> Song1, Song2, etc...under the Cubase_Projects\punkers folder.

>>>>
>>
>

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Thu, 08 Nov 2007 13:24:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would work however if you have say 12 songs and have to copy the entire performance 12 times (different projects) you're going to be a very old man by the time it gets done. though after you copy the first one you could just copy the project folders in windows explorer for a small speed improvement. I'll bet copying just one will take over 30 mins.

john

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [chuck duffy](#) on Thu, 08 Nov 2007 14:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi John,

When you do a save as, you don't have to copy the media with the project.
That's a minor detail I left out :-)

Chuck

"John" <no@no.com> wrote:

>
>that would work however if you have say 12 songs and have to copy the entire
>performance 12 times (different projects) you're going to be a very old
man
>by the time it gets done. though after you copy the first one you could
>just copy the project folders in windows explorer for a small speed improvement.
> I'll bet copying just one will take over 30 mins.
>
>john

Subject: Re: No multiple export in cubase 4.1 ;(
Posted by [John \[1\]](#) on Thu, 08 Nov 2007 16:23:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

ahhh, that's a good idea
