
Subject: Cubase beef

Posted by [Bill L](#) on Tue, 18 Mar 2008 15:34:00 GMT

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Why don't they just let a processed or edited file save directly from Cubase without having to export a mix? I know they want us to buy Wavelab, but that way of working is over.

One great thing about Samplitude is it started as an editor, so it has full editor capabilities at all times. Too bad I don't like it anymore, except for file editing.

Subject: Re: Cubase beef

Posted by [Neil](#) on Tue, 18 Mar 2008 16:54:18 GMT

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Bill L <bill@billlorentzen.com> wrote:

>Why don't they just let a processed or edited file save directly from
>Cubase without having to export a mix?

You can do this in a way... if you bounce the track (with or without creating an event) you end up with a file called "bounce snare 1" or similar... then you can just go into the audio file folder for that project, and copy that file over to wherever you want it to go.

You can always undo the bounce after that if you want to. If you want to be super safe, then clone the track first, THEN do the bounce thing on the cloned track, that way you keep all edits & original file remnants on the first version of that track.

Neil

Subject: Re: Cubase beef

Posted by [Bill L](#) on Tue, 18 Mar 2008 17:13:02 GMT

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Yeah, that's an idea. I usually just do the export mixdown command. I have it on a hot key and it goes pretty fast. I just don't like the idea of it going back through the mix buss unnecessarily.

It's the whole pretense that you still need an editor that bugs me.

Neil wrote:

> Bill L <bill@billlorentzen.com> wrote:
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>> Cubase without having to export a mix?
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> Neil
