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Subject: WAV Files

Posted by [Sanbar](#) on Tue, 29 May 2007 16:30:11 GMT

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Hi Everyone,

Have been out of the Paris loop for a couple of years due to newborn children. A friend of mine has some project he wants to throw together that involves manipulating a couple of wav files. I can't get them to import. I'm guessing they are not formatted correctly. Would anyone be kind enough to take a look at them and give me the quickest solution on how to make them import friendly.

Thanks as always.

Barry

<http://www.lewismediagroup.com/ads/New%20Daya/>

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Subject: Re: WAV Files

Posted by [Don Nafe](#) on Tue, 29 May 2007 16:34:27 GMT

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Sanbar wrote:

> Hi Everyone,

>

> Have been out of the Paris loop for a couple of years due to newborn  
> children. A friend of mine has some project he wants to throw together that  
> involves manipulating a couple of wav files. I can't get them to import. I'm  
> guessing they are not formatted correctly. Would anyone be kind enough to  
> take a look at them and give me the quickest solution on how to make them  
> import friendly.

>

> Thanks as always.

>

> Barry

>

> <http://www.lewismediagroup.com/ads/New%20Daya/>

>

>

Probably need to strip the wav files go to

<http://www.lightlink.com/tjweber> and download stripwav

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Subject: Re: WAV Files  
Posted by [Sanbar](#) on Tue, 29 May 2007 20:26:43 GMT  
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Stupid question. Does stripwav create a new file or modify the existing one.

Thanks

Barry

"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote in message news:465c5793@linux...

> Sanbar wrote:

>> Hi Everyone,

>>

>> Have been out of the Paris loop for a couple of years due to newborn  
>> children. A friend of mine has some project he wants to throw together  
>> that involves manipulating a couple of wav files. I can't get them to  
>> import. I'm guessing they are not formatted correctly. Would anyone be  
>> kind enough to take a look at them and give me the quickest solution on  
>> how to make them import friendly.

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>> Thanks as always.

>>

>> Barry

>>

>> <http://www.lewismediagroup.com/ads/New%20Daya/>

>

> Probably need to strip the wav files go to

>

> <http://www.lightlink.com/tjweber> and download stripwav

>

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Subject: Re: WAV Files  
Posted by [Don Nafe](#) on Tue, 29 May 2007 21:17:25 GMT  
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Modifies the existing one

Sanbar wrote:

> Stupid question. Does stripwav create a new file or modify the existing one.

>

> Thanks

>

> Barry

>

> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote in message news:465c5793@linux...

>> Sanbar wrote:  
>>> Hi Everyone,  
>>>  
>>> Have been out of the Paris loop for a couple of years due to newborn  
>>> children. A friend of mine has some project he wants to throw together  
>>> that involves manipulating a couple of wav files. I can't get them to  
>>> import. I'm guessing they are not formatted correctly. Would anyone be  
>>> kind enough to take a look at them and give me the quickest solution on  
>>> how to make them import friendly.  
>>>  
>>> Thanks as always.  
>>>  
>>> Barry  
>>>  
>>> <http://www.lewismediagroup.com/ads/New%20Daya/>  
>> Probably need to strip the wav files go to  
>>  
>> <http://www.lightlink.com/tjweber> and download stripwav  
>>  
>  
>

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Subject: Re: WAV Files  
Posted by [AA](#) on Tue, 29 May 2007 22:02:37 GMT  
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good to see you again sanbar...

<http://www.lightlink.com/tjweber/StripWav/StripWav.html>

there's your magic bullet man. Run 'em through this and the header info will make sense to Paris.

"Sanbar" <[sanbar@wi.rr.com](mailto:sanbar@wi.rr.com)> wrote:  
>Hi Everyone,  
>  
>Have been out of the Paris loop for a couple of years due to newborn  
>children. A friend of mine has some project he wants to throw together that  
  
>involves manipulating a couple of wav files. I can't get them to import.  
>I'm  
>guessing they are not formatted correctly. Would anyone be kind enough to  
  
>take a look at them and give me the quickest solution on how to make them  
  
>import friendly.  
>

>Thanks as always.  
>  
>Barry  
>  
><http://www.lewismediagroup.com/ads/New%20Daya/>  
>  
>

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Subject: Re: WAV Files  
Posted by [Sanbar](#) on Wed, 30 May 2007 00:54:28 GMT  
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Hi

Thanks for everyone's help. I got the two stereo files to import but the mono file comes in sounding like the chipmunks. Any ideas. It's the file that begins with DM

<http://www.lewismediagroup.com/ads/New%20Daya/>

Thanks again

Barry

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Subject: Re: WAV Files  
Posted by [David L](#) on Wed, 30 May 2007 15:58:22 GMT  
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Haven't heard the file, but it's probably a sample rate issue. 44.1k file imported into a 48k project will do that.

David L

On 29-May-2007, "Sanbar" <[sanbar@wi.rr.com](mailto:sanbar@wi.rr.com)> wrote:

> Thanks for everyone's help. I got the two stereo files to import but the  
> mono file comes in sounding like the chipmunks. Any ideas. It's the file  
> that begins with DM

---

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Subject: Re: WAV Files  
Posted by [Pablo](#) on Wed, 30 May 2007 16:35:29 GMT  
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"Sanbar" <sanbar@wi.rr.com> wrote:  
>Hi  
>  
>Thanks for everyone's help. I got the two stereo files to import but the  
  
>mono file comes in sounding like the chipmunks. Any ideas. It's the file  
  
>that begins with DM  
>  
><http://www.lewismediagroup.com/ads/New%20Daya/>  
>  
>Thanks again  
>  
>Barry  
>  
>  
Try importing it as a mono file [not stereo].

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Subject: Re: WAV Files  
Posted by [Sanbar](#) on Wed, 30 May 2007 19:58:02 GMT  
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"Pablo" <pablo@plusmonet.net> wrote in message news:465da7d1\$1@linux...  
>  
> "Sanbar" <sanbar@wi.rr.com> wrote:  
>>Hi  
>>  
>>Thanks for everyone's help. I got the two stereo files to import but the  
>  
>>mono file comes in sounding like the chipmunks. Any ideas. It's the file  
>  
>>that begins with DM  
>>  
>><http://www.lewismediagroup.com/ads/New%20Daya/>  
>>  
>>Thanks again  
>>  
>>Barry  
>>  
>>  
> Try importing it as a mono file [not stereo].

How do I do that.

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