Subject: render track/segment
Posted by stamatis on Fri, 23 Jun 2017 15:22:45 GMT
View Forum Message <> Reply to Message

Hello all,

I recently fired up the old rig and I'm trying to move some files to my logic/uad set up.

I'm having an issue with any FX or EQ actually being rendered. All the crossfades are ok, multiple segments are combined well...no issues there, start times are all fine. But none of the EQ, EDS FX or native plugins fx are on the rendered tracks.

Has anybody else experienced this before? I don't think I ever wanted to render with FX before. This is the first time I'm trying it since I bought my brand new rig in 1998. So, its never come up before.

I'm still on WIN98

Any feedback would be greatly appreciated. Thank you all.
Perrin

Subject: Re: render track/segment
Posted by Kim W. on Wed, 28 Jun 2017 16:00:28 GMT
View Forum Message <> Reply to Message

It is impossible to render EDS effects and EQ in a "batch" like process. (Unless you do them in real time one track at a time, using the bounce to disk function.) It is, however possible to render the tracks with Native effects. Select one or more tracks, and (if I remember correctly) in the editor window, select "Render Track To disk with Native plugins. You might like to set a new record path, and save the project with a new name before attempting this.
The EDS effects/eq only apply themselves in a real-time "Bounce to Disk".

Subject: Re: render track/segment
Posted by stamatis on Thu, 29 Jun 2017 16:20:13 GMT
View Forum Message <> Reply to Message

Thanks for your input, Kim, I appreciate it.

I will test out the bounce approach this weekend. I couldn't get any fx to render native or eds when doing the render track option.

Perrin

Subject: Re: render track/segment
Posted by Kim W. on Sun, 02 Jul 2017 15:52:59 GMT
View Forum Message <> Reply to Message

It's definitely possible to render selections or full tracks to disk with native plugins only. I do it all the time. Not so with EDS fx or EQ.
I assume you are running Paris V3.

Subject: Re: render track/segment
Posted by stamatis on Thu, 06 Jul 2017 14:29:23 GMT
View Forum Message <> Reply to Message

yes, i'm running v3
I did successfully render tracks to disk with native plugins. Still can't get the eds or eq to work...as you said...impossible.

The manual does say in CH 8, pages 80-81, that it CAN render with eds+eq. Is this just one of those things stated in the manual that has never worked, like midi?

Subject: Re: render track/segment
Posted by Kim W. on Mon, 10 Jul 2017 15:23:35 GMT
View Forum Message <> Reply to Message

It is possible, but only in real time, using the "Disc Record" function enabled in the Global window. This is how I create final mixes, including all eq settings, EDS effects, native plugins, and any fader movements/automation. Basically, whatever you hear is recorded to disk.(Give the bounce a unique name so you can recognise the resultant mix) The bounced audio is stereo only, which can be imported back into the project by dragging it out of the audio bin and back onto the "playing field". Make sure the Time Lock tool is enabled.
One of the downsides of Paris is that the EDS effects and Eqs cannot be bounced other than real time. The upside, however, is that external hardware effects can be incorporated into the mix, including VST instruments from an external computer running a sequencer.
Think of the EDS fx/eq as external gear, being spun into the mix in real time.