Subject: Why will Paris 3 not render EDS effects Posted by studiodog_99 on Mon, 12 Jan 2009 17:26:21 GMT View Forum Message <> Reply to Message

Why can we only render Native effects? It would be great to render eds effects - is there a way to do this?

Thanks!!!!!

Subject: Re: Why will Paris 3 not render EDS effects Posted by EK Sound on Mon, 12 Jan 2009 18:53:50 GMT View Forum Message <> Reply to Message

I doubt this will ever happen as the on-board DSP works only in real time...

David.

Rich S. wrote:

> Why can we only render Native effects? It would be great to render eds effects

> - is there a way to do this?

>

> Thanks!!!!!

Subject: Re: Why will Paris 3 not render EDS effects Posted by Erling on Tue, 13 Jan 2009 08:36:30 GMT View Forum Message <> Reply to Message

There is a way to render EDS effects but it's a harder way. Make the choice of wich file you will render with just EDS, pan it to right or left and mute all other files. Do a stereo mixdown and import the file back to the project.

Erling

"Rich S." <studiodog_99@(Y)ahoo.com> skrev i melding news:496b6f2d\$1@linux...

>

> Why can we only render Native effects? It would be great to render eds

> effects

> - is there a way to do this?

>

> Thanks!!!!!

Subject: Re: Why will Paris 3 not render EDS effects Posted by Gantt Kushner ganttma on Tue, 13 Jan 2009 18:15:12 GMT View Forum Message <> Reply to Message

I've never tried this, but what if you go to the patchbay and route the insert out of the channel you want to render to the input of another channel, set up your EDS FX and then, in the last open EDS slot set it to "external". Do you think you'd be able to record the EDS effected output of that track to the new track? Still would have to be real time, though...

Gantt

"Erling" <erling.lovik@lyse.net> wrote:

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Subject: Re: Why will Paris 3 not render EDS effects Posted by Erling on Tue, 13 Jan 2009 22:39:23 GMT View Forum Message <> Reply to Message

I don't know Gantt. I knew stereo mixdown was the only way to render with earlier Paris versions, as far as I know, so I believed it was the same route in version 3 with EDS.

Erling

<Gantt Kushner ganttmanncomcast.net> skrev i melding news:496ccc20\$1@linux...

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>>>
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>>> - is there a way to do this?
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>>> Thanks!!!!!
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Subject: Re: Why will Paris 3 not render EDS effects Posted by EK Sound on Tue, 13 Jan 2009 22:59:09 GMT View Forum Message <> Reply to Message

If you have an adat card in your system, you can do a render using aux sends to route to adat outputs. Loop the adat optical out to in, then route the adat inputs to free channels and record the results. It's the same as the SPDIF loop thing, but 8 channels at a time (or 16 if you have 2 adat cards, one in each of two MEC's). One cavet... the loop on adat will be 20bit resolution only.

David.

"Gantt Kushner" ganttmanncomcast.net wrote:

> I've never tried this, but what if you go to the patchbay and route the insert

> out of the channel you want to render to the input of another channel, set

> up your EDS FX and then, in the last open EDS slot set it to "external".

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> to the new track? Still would have to be real time, though...

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Subject: Re: Why will Paris 3 not render EDS effects Posted by Gantt Kushner on Wed, 14 Jan 2009 03:55:50 GMT View Forum Message <> Reply to Message

I know that you can route the stereo output from the master module to two channel inputs. I've run simultaneous ruff mixes that way. Why, then, couldn't you run an EDS effect output to a channel input? I'm, gonna have to give it a try just to see!

Gantt

"Erling" <erling.lovik@lyse.net> wrote: >I don't know Gantt. I knew stereo mixdown was the only way to render with

>earlier Paris versions, as far as I know, so I believed it was the same

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Subject: Re: Why will Paris 3 not render EDS effects Posted by Rod Lincoln on Wed, 14 Jan 2009 06:06:26 GMT View Forum Message <> Reply to Message

You can totally do this. but you would take an converter hit, unless you did it through the spdif. I'ts pretty much the Brian T method of rendering autotune. You could also use adat. Your limiting to 20 bits, but heck, a lot of "24" bit audio is really only 20 usable bits anyway. Rod "Gantt Kushner" <ganttmann@comcast.net> wrote: > >I know that you can route the stereo output from the master module to two >channel inputs. I've run simultaneous ruff mixes that way. Why, then, couldn't >you run an EDS effect output to a channel input? I'm, gonna have to give >it a try just to see! > >Gantt > >"Erling" <erling.lovik@lyse.net> wrote: >>I don't know Gantt. I knew stereo mixdown was the only way to render with > >>earlier Paris versions, as far as I know, so I believed it was the same > >>route in version 3 with EDS. >> >>Erling >> >><Gantt Kushner ganttmanncomcast.net> skrev i melding >>news:496ccc20\$1@linux... >>> >>> I've never tried this, but what if you go to the patchbay and route the > >>> insert >>> out of the channel you want to render to the input of another channel, >set >>> up your EDS FX and then, in the last open EDS slot set it to "external". >>> Do you think you'd be able to record the EDS effected output of that track >>> to the new track? Still would have to be real time, though... >>> >>> Gantt >>> >>> "Erling" <erling.lovik@lyse.net> wrote: >>>>There is a way to render EDS effects but it's a harder way. Make the >>>choice >>> >>>of wich file you will render with just EDS, pan it to right or left and >>> mute

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Subject: Re: Why will Paris 3 not render EDS effects Posted by Riich S on Tue, 20 Jan 2009 20:35:13 GMT View Forum Message <> Reply to Message

Great idea's - thanks!

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

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>You can totally do this. but you would take an converter hit, unless you did

>it through the spdif. I'ts pretty much the Brian T method of rendering autotune.

>You could also use adat. Your limiting to 20 bits, but heck, a lot of "24"

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>"Gantt Kushner" <ganttmann@comcast.net> wrote:

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