Pro tools 11 manual pdf

06-22-2013, 08:51 AM Member Join Date: December 2010 Location: Austin TX Post: 13,738 Tool Pro 11 Reference Guide / Avid User Manual.... Please thank you _____ Daniel HDX - PT12.5.1 - HD I/O 16x8x8 Win10-Pro (v1709)- 6 Core i7-6850k - ASUS X Deluxe Deluxe99 ii D-Command Main Unit ' Ole Blue Plugin Rock and Affordable Price 06-22-2013, 09:00 AM Member Join Date: November 2011 Location: Plainfield, IN Posts: 920 Re: Pro Tools 11 Reference Guide / User Guide, they are in the Documentation section of PT 11 Installation. I just dragged a copy of the entire folder to my hard drive! Transmission from my PT Heart Beat _____ Rig: MacBook Pro Spring 2013, 2.8Ghz I7, 16GB RAM, OSX Mavericks 10.9.4, PT 11.2, MBox Pro 3, Glyph GT 050 Qx3 1.5 TB Thunderbolt-FW400 drive, Presonus Faderport. B Rig:MacBook Pro Spring 11, 2.33 GHz I7, 16GB RAM, OSX Mavericks 10.9.4, PT 11.2, MBox Pro 3, Glyph Portagig 62 Portable 1 TB Firewired Drive Ready 400, Presonus Faderport 10 Removed! I am the main songwriter/actor for Midwest Whitetail, Deer Country of Cabela, Spring Thunder and The North Waters Series! Join date: October 2008 Venue: South Yorkshire, Post UK: 682 Re: Tools Pro 11 Reference Guide / User Manual _____PT__12.5, iConnectAudio4+, Axe FX 2 XL+, Music Man Majesty 06-22-2013, 09:07 AM Member Join Date: Dec 2010 Location: Austin TX Posts: 13738 Re: Pro Tools 11 Reference Guide / User Manual Yes I can not find on the site... That's why I asked for a link... That's a 24-page read me document..... I'll look at the document on the installer... and see if I can find it... Thanks _____ Daniel HDX -PT12.5.1 -HD I/O 16x8x8 Win10-Pro (v1709)- 6 Core i7-6850k - ASUS X9 Deluxe ii-D-Command Main Unit - Ole Blue Rock Plugin and Affordable Price 06-22-2013, 09:13 AM Member Join Date: December 2010 Venue: Austin TX Post: 13,738 Re: Tools Pro 11 Reference Guide / Quote User Guide: Originally posted by jryser, they are in the Documentation section of pt 11 installed. I just dragged a copy of the entire folder to my hard drive! Sent from my PT heartbeat, I didn't find it in one of the papers..... So Avid when you get a chance pls give us a link.... thank you a lot...... _____ Daniel HDX-PT12.5.1-HD I/O 16x8x8 Win10-Pro (v1709)- 6 Core i7-6850k - ASUS X99 Deluxe ii D-Command Main Unit - 'Ole Blue Rock Plugin and Affordable Price 06-22-2013, 09:14 AM Member Join Date: November 2011 Venue: Plainfield, IN Posts: 920 Re: Pro Tools 11/Reference Guide i can send you a copy of my if you want it today send it from my heart beat pt Rigs: MacBook Pro Spring 2013, 2.8Ghz I7, 16GB RAM, OSX Mavericks 10.9.4, PT 11.2, MBox Pro 3, Glyph GT 050 Qx3 1.5 TB Thunderbolt-FW400 drive, Presonus Faderport 10 removed! B Rig:MacBook Pro Spring 11, 2.33 GHz I7, 16GB RAM, OSX Mavericks 10.9.4, PT 11.2, MBox Pro 3, Glyph Portagig 62 Portable 1 TB Firewired Drive Ready 400, Presonus Faderport 10 Removed! I am the main songwriter/actor for Midwest Whitetail, Deer Country of Cabela, Spring Thunder and The North Waters Series! Joined Date: December 2010 Venue: Austin TX Post: 13,738 Re: Pro Tool 11 Reference Guide / Quote User Manual: Original post by odd jryser i can send you a copy of me if you want it today. What directory are you viewing? I'm mobile so I have a laptop Win yes email me if you can YYR123@? Daniel HDX-PT12.5.1 -HD I/O 16x8x8 Win10-Pro (v1709)- 6 Core i7-6850k - ASUS X99 ii Deluxe D-Command Main Unit - 'Ole Blue rock plugins and affordable price. Join date: June 1999 Venue: World Post: 8889 Re: Tool Pro 11 Reference Guide / Quote User Manual: Original post by YYR123 Yes I did not find on the site... That's why I asked for a link... That's a 24-page read me document..... I'll look the document on the installer... and see if I can find it... Thanks, actually, there is a Pro 11 document tool (zip) on that page, which is an archive of the entire Documents folder. Just downloaded yourself to test/check. Link below contains just a few 'Get Started' documents avid.force.com/pkb/articles/user_guide/Pro-Tools-11-Documentation

_____ Joined Date: December 2010 Location: Austin TX Post: 13,738 Re: Pro Tool 11 Reference Guide / User Guide, Thanks... For help I just found it on my hard marrow... It is at the C/program file / avid / protools / documentation ... looking at another previous program file folder... Thanks to _____ Daniel HDX-PT12.5.1-HD I/O 16x8x8 Win10-Pro (v1709)- 6 Core i7-6850k - ASUS X9 Deluxe ii-D-Command Main Unit - Ole Blue Plugin Rock and Affordable Price On this tour, you will learn how to effectively leverage Melodyne inside the Pro tool. This tour involves Pro 11 tools, please note information about Melodyne's compatibility with pro tools on our website. Current problem: Tips for switching from Pro 10 to 11 Running Pro Tools 10 and 11 simultaneously: Melodyne is integrated with Pro Tools 11 as a 64-bit AAX plugin, but the Pro 10 tool is a 32-bit RTAS plug-in version 2.1.2 of the melodyne installation program, installing both RTAS und AAX models side by side. Under OS X, you can run both Pro Tools 10 and Pro Tools 11 on the same computer. However, please note that according to Avid Tools Pro 11, it can only be installed in conjunction with Pro Tools 10.3.7 or higher (under Mac OS X 10.8),Session Compatibility between Pro Tools 10 and 11: Are sessions older than melodyne enabled can be opened in both Pro Tools 10 and Pro Tools 11 without saying that Pro Tools 10 or Pro Tools 11 is recorded? Another way to import session 10 into Pro Tools 10, however, this bidirectional compatibility is subject to one condition: The same version of Melodyne (v.2.1.2) must be installed on both systems (Pro Tools 10 and 11). These are automatically stored within the session hierarchy in subfolders within the Plugin Settings folder (in the Pro 11.0 tool, you must manually set this path for each new session). To load the Melodyne Insert Melodyne plugin into the plug slot of the desired track, you will find the Melodyne plugin in the Category. This is not to be confused with the category. It is recommended that you insert Melodyne in the first plug slot - before the EQ compressor or other effects, the reason is: during the transfer, Melodyne records the input signal that you intend to fix - and with all the forward effects in the signal chain, which is frozen into the signal and can no longer be adjusted. To use your EQ compressor and other effects as usual, you need to make sure that they come after the Melodyne plugin in the signal chain, backing up and exchanging projects under the Pro 11 tool, Melodyne's transfer files are stored in the session structure, which means that if you want to make sure that when archiving your project or forwarding it to others, that all instances of Melodyne will be able to find the audio files they need, the only thing you need to archive or forward is a session folder. When archiving and forwarding a project, you do not need to worry about Melodyne's audio cache, size and location can be selected from the Settings dialog box, Melodyne Melodyne automatically returns the parameters found there, so it does not need to be archived or copied separately. Sometimes you may want to copy tracks, including melodyne instances, and melodyne editing - respectively, to create a second sound. To do this, use Repeat ... in the track menu of The Pro tool to ensure that not only the tracks, but also the Melodyne, and all the edits you perform with are repeated with the checkbox. Insert in the Duplicate Data section of the Duplicate Track dialog box. Saving plugin settings for Just Melodyne With the effects plugin, you can store different settings as presets in Melodyne, you can save different edits. For example, you may want to do this sequentially so that the actor or artist hears and chooses between different edits of the same action. To save and reload the Melodyne settings, follow the same steps as all other plug-ins. Click on the top of the current Melodyne plugin window on Presets and select Save the settings as ... and then assign a name to the current Melodyne edit. When you use Melodyne in a project and the editor is finished, you have two options: you can allow the Melodyne instance to remain active until the final combination. If you do this, you will have access to your Melodyne editing and will be further customized until the last moment. This is convenient, but as long as the plugin is still running, it will drain the resources of your system. You can make your Melodyne edit permanent by saving edited tracks (or edited text) to a new audio file (or file). This will discourage you from continuing to access your Melodyne edits, but allows you to disable plug-ins and add resources. Recording your Melodyne editing as an audio track has an additional advantage in allowing you to send a project to a colleague who does not display Melodyne.To (i.e. make it permanent), editing your Melodyne on the Pro Tool track: Using the bypass function in the mixer or inserting an area of the track, disabling the effects you don't want included in the recording on the new track. For example, EQ and compression are what you'll want to adjust on new tracks, so these shouldn't be included. Automation is a similar case: Decide whether it should be included in the transfer, or you want to copy the existing automation to a new track later to maintain access there. If this is the case, disable advance automation in the tracking area on the left side of the edit window. To start the process, select New Track from the track's output menu, then decide whether you want to record a mono or stereo track and assign a name to it. The Pro tool creates a new track, routing it to the output signal input from the Melodyne track, you have the option to record all Melodyne tracks or just a message from it. If you want, you can record multiple tracks at once this way to a new audio track. When you create the desired new recording, copy the disabled effects by dragging them to the new track while holding down the ALT key, and then re-enable it. The rest is to decide what to do with the original Melodyne track. Hide and inactive from the Track menu so that it no longer appears in the track list. If you use the latter course, you will have access to your original Melodyne edits and can make additional adjustments later, just reactivate the track. Alternatively, you can display melodyne edits within a session by using the bounce function: select Bounce Back to Disk from the File menu. Disable as needed, other plugins and/or automation of this track. In the Bounce dialog box, select the desired bounce source and assign a name and directory to the new file. Make sure to select the Import after bounce option to make sure that the files generated by the bounce appear immediately in your session. When the bounce is complete, select New Track from the subsequent menu. Now you can disable the original track with Melodyne.With the arrival of Pro Tools 11, now it is possible to use quick bounce offline. To do this, select the relevant boxes in the Bounce dialog box. In general, you will need to use Melodyne as a Pro plugin tool, this is the most convenient way to work, and moreover, all Melodyne data is stored in your session structure, making archiving and forwarding projects easier. However, sometimes you may want to combine the stand-alone version of Melodyne with the Pro tool as a Rewire customer. When the program is integrated through Rewire, this happens automatically as soon as you drag the samples from the finder or explorer and paste them in the Melodyne window, then you can play the samples at the correct tempo through Rewire and take advantage of them further in the Pro Update tool they may have through the use of additional plugins. To combine standalone Melodyne with the Pro tool as a Rewire customer, do the following: Launch the Pro tool first, then create an optional track and select Melodyne from the

Category: Tools & Tools This will launch Melodyne, not a plugin, but a standalone application that is integrated through Rewire, the transport functions and rhythms of both programs are synchronized with it. Now open Melodyne and select from the Rewire pane in the Melodyne user interface, a couple of the outputs you want to use for the audio transfer of this Melodyne document to the Pro tool. Now load or drag the other and drop the desired sample into the Melodyne, these things are analyzed and adapted to the rhythm of the project. Once you've finished editing the sample in Melodyne, you can transfer the relevant audio signal via Rewire from Melodyne to Pro Tools and save it there. Route the auxiliary track through the output menu to the new track and record the audio signal. Please note that data from Melodyne is not automatically saved along with your Pro Tool session when both programs are linked through Rewire, so that you can create a previous working scenario, you need to manually save the Melodyne document in the form of an MPD file - ideal in the session folder of your Pro Tools project. When saving, enable the Save audio file option in copy to make sure melodyne saves a copy of the sample in the Sessions folder. Note The H/W Buffer Size Under > Player Set the H/W buffer size to 1,024. If you need a smaller buffer, for example, when adjusting the headphone mix directly on your computer and not through the external channel bar or mixer, switch all instances of Melodyne during recording to bypass Melodyne activation as soon as you start editing your new track. Keyboard shortcuts If you are running the Pro tool under Windows, some keyboard shortcuts within Melodyne do not work, unfortunately they affect the Pro tools themselves and not Melodyne:CTRL + XCTRL + CCTRL + VCTRL + ZCTRL + Shift + ZDelete all shortcuts using ALT commands such as ALT + Mouse drag (adjust blob) instead of these shortcuts, please use the corresponding command in the menu of Melodyne or Melodyne. Set ENV Var KMP_Duplicate_Lib_ok = True. Properties from the context menu In the System Properties window, click the Advanced tab and select Enter KMP_DUPLICATE_LIB_OK in the Variable Name field. In the RTAS plug-in version, the window is considered to be new size only when you release the mouse button. Button