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Jump to answer June 18th, 2009,07:03 PM #1 I have 2 tutorials, try em both n use whatever works better All right, I see many of yall are having trouble with quality and its my deed to help yall with it. Obviously, if you dont have a studio or a high quality mic, you arent going to have studio quality, but this should get ya shit sounding sick. Im not telling yall how to record or turn up the volume, as you should know all of that shit already. This tutorial is for VOCAL EDITING ONLY WITH COOL EDIT 2.0. I have included screenshots for each step with the exact numbers to input and what not. Read carefully and dont skip ANYTHING. This might take a little while, but it is definitely worth the time. TUTORIAL #1 InkspiLz: Order of effects 1. Click and pop removal (find all levels, auto) 2. Hard limiting look @ the screen shot. img464.imageshack.us/img464/1183/hardlimitingl04.jpg Make sure all of those levels and meters are exactly alike. 3. Dynamics processing this is where its going to get a little tricky. Open dynamics processing. You will see four windows (graphic, traditional, attack/release, band limiting). Go to the 2nd box (traditional) and click it. Youll see (sections, ratios, and thresholds). The first scrolling arrow, scroll down and click compress. For the ratios in the first box, press 1.5. Next, you will see a number 2 for the second column. Click the circle near the number 2. Instead of clicking compress, this time, scroll down to expand and in the ratios box to the right of that, click 1.1. The last step in this screen is to go to the first threshold box and input 40.7. Last but not least in this box is the output compensation box. Leave this box at zero, or change it to zero if it already isnt. All right, now click on the Attack/release box. For output gain, type in 6. Type 1 for the attack time and type 500 for release time. Leave joint channels unchecked. For level detector, type 0 for the input gain, .5 for the attack time, and 300 for the release time. Under that, you should see something that says lookahead time. Type in 3 for lookahead time. Leave the bottom two boxes (noise gating, and enveloping) unchecked. Last box to mess around with is the band limiting, click it. Type in 0 for low cutoff and 2400 for the high cutoff. Save this preset by going to add preset and adding it to something you can remember. Also, I have attached a screenshot with this as well. img166.imageshack.us/img166/271/dynamicsprocessingem3.jpg 4. Light reverb refer to the screenshot for this effect and enter all of the information correctly and name this light reverb.img75.imageshack.us/img75/3070/lightreverbob8.jpg 5. Graphic Equalizer refer to the screenshot. img464.imageshack.us/img464/5082/equalizer2.jpg Key: under the top of the equalizer window youll see 3 different bands (10 bands, 20 bands, and 30 bands) click the 10 bands option. Scroll down on the left box in the equalizer section and make sure that it is saying: band 2000Hz. Make sure the accuracy is 800 points, the range is 36 db, and the master gain is at 0. You cannot save this as a preset, but as long as you always keep this untouched, it will never change; only the band Hz (band 2000Hz) may need to be readjusted. 6. Normalize to 70 percent (screenshot) img464.imageshack.us/img464/3519/normalizea5.jpg Some extras First you have to silence all of the areas of the waves that youre not using (extra noises, background noises, air conditioner noise, etc). Second, edit all of your tracks using the little audio recipe above. Thirdly, for your adlibs, you may want to pan them to the left and right speakers for enhanced sounds. Refer to the panning screenshot for more of an idea. img464.imageshack.us/img464/807/panningx02.jpg . 1 thing to remember when panning though is you have to remember to keep the panned lyrics lower then the main vocals, for obvious reasons. You might also want to double your verse with a softer layer of lyrics. You can also add some warm sounds by applying the reverb nice or natural presence (after the normalize step) to your dubs, and or ad-libs. One thing that you SHOULD REMEMBER TO DO IS SAVE YOUR PRESETS!!!!!!!Last but not least, cut the remaining shit that your not using at the end, so your beat doesnt run an extra 4 minutes. That should be it!!! Hit up my email for any other questions. chazadzizzle@yahoo.com or BARCRUNKED at aol instant messenger Peace inkspillz TUTORIAL #2 ok, please dont use this if u have a WALMART mic or a PC MIC. thanks here is my link for u to judge the quality. K lol soundclick.com/inkspillz ...order of effects, (revised) step 1. record.step 2. cut out extra shit in ya waves (the green shits LOL)step 3. go to amplitude - amplify - center wavestep 4. effects - amplitude - dynamics processing and use "classic softknee".step 5. delay effects - reverb - total reverb length 250 ms. attack time 10. high frequency 1812. smooth, perception, echoey 20. original signal dry 100. reverb wet 35. combine left and right sources. save this preset to "SALVADOR". k, thanks lol.step 6. effects - filters - graphic equalizer. "sloping high end boost".step 7. filters - parametric equalizer. (SCREENSHOT, input the material listed in THIS LINK > ((tinytic.com/view.php?pic=2rxk29v)) . save the preset to "SALVADOR".step 8. mixdown JUST the VOCALS (remove the beat by right clicking it n selecting "remove "w/e" it is)step 9. with the "mixdown", effects - noise reduction - "click, pop eliminator" - (sensitivity = 20 , discrimination = 14) PRESS "find all levels" - "ok".step 10 - bring the edited vocals back to the MULTI-TRACK-VIEW and add the beat back, adjust the volumes and then ur done!! . I have more info but this is for beginners or peeps that need better quality so good luck and hopefully all works well. add some adlibs, dubs, ect, then u might just have a radio hit!!!. .jpg ! lolpeace June 19th, 2009,01:53 PM #2 these presets could be useless to a lot of people. Mixing depends a lot on your voice (like eq'ing) and what your mic sounds like raw... The only real things that are constant in having thick clear rap vocals are compression Eq & reverb, if you can learn how to properly use the 3, your set for the most part... Believe me, I'm saying this cuz I fucked with dynamic mics for years & had to learn mixing to make my shit sound decent I've tried most of these... some of them work, some of em are bullshit. If anyone here wants studio quality the best thing you can do is cop a condenser mic and an Mbox (interface that comes with protocols) & make sure they have the right acoustics in their recording space... & head over to gear sluts & learn as much as they can from those dudes... If not, you could just learn how to mix the best u can, but you won't the the same result.

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