Edit: Hallelujah 6.26.1.recovered

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

24:08.321

Start 24:08.321
End 24:08.321
Length 0:00.000

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

Robin
RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
1080L
1080R
TrinityL
TrinityR
PianoL
PianoR
Master 1
Haleljh_clck
MikeM

GROUPS

! <ALL>
a 1080
b Trinity
c Piano
d RobinBackUp
e DrumSet
f Drum2

Min:Secs :40 22:50 23:00 23:10 23:20 23:30 23:40 23:50 24:00 24:10 24:20 24:30 24:40 24:50 25:00 25:10 25:20 25:30 25:40 25:50 26:00 26:10 26:20 26:30 26:40 26:50 27:00 27:10 27:20 27:30 27:40

Samples 00 132000000 134000000 136000000 138000000 140000000 142000000 144000000 146000000 148000000 150000000 152000000 154000000 156000000 158000000

Markers: Hallelujah, Vocal, Location 4, Location 5

INSERTS A-E | SENDS A-E | I / O

Robin: REQ 6, RVrbCmpct | Apogee 4.R A 1-2 | vol -0.2 | volume | dyn read

RobinBak1: Apg4.R A 1-2 | 0.0

RobinBk1.1: noinput A 1-2 | -0.3

Robin3: noinput A 1-2 | -0.1

Robin3.1: Apg4.R A 1-2 | -0.1

AE88 AEAR88L_02-01 | AEAR88L.dup1_01-01

A881 AEAR88R_02-01 | AEAR88R.dup1_01-01

AE88

A881

KD22 Kick D22_02-0 | Kick D22.dup1_01-01

K221

HiHat HiHat_02-01 | HiHat.dup1_01-01

HHt1

Aud5 Audio 5_08-01 | Audio 5.dup1_01-01

Ad51

Aud6 Audio 6_03-01 | Audio 6.dup1_01-01

Ad61

StvCl SteveClick_01

1080L 1080L_01 | Apg1.L A 1-2 | +0.1 | 100

1080R 1080R_01 | Apg1.R A 1-2 | -0.6 | 100

TrinityL Audio 2_07 | Apg1.L A 1-2 | -3.0 | 100

TrinityR Audio 3_07 | Apg1.R A 1-2 | -3.0 | 100

PianoL Audio | Apg2.L A 1-2 | -5.0

PianoR Audio | Apg2.R A 1-2 | -5.1

SteveClick
send b
A 5-6
SAFE PRE FMP
0
M
-9.2
TRACK
S
AUTO
auto off

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
5	Location 5

Edit: Hallelujah 6.26.1.recovered

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

27:47.873

Start 27:47.873
End 27:47.873
Length 0:00.000

Cursor 27:47.928

Grid 0:01.000
Nudge 0:00.001

TRACKS

Robin
RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
1080L
1080R
TrinityL
TrinityR
PianoL
PianoR
Master 1
Haleljh_clck
MikeM

GROUPS

! <ALL>
a 1080
b Trinity
c Piano
d RobinBackUp
e DrumSet
f Drum2

Min:Secs
Samples
Markers

27:45 27:50 27:55 28:00 28:05 28:10 28:15 28:20 28:25 28:30 28:35 28:40 28:45 28:50 28:55

161000000 161500000 162000000 162500000 163000000 163500000 164000000 164500000 165000000 165500000 166000000 166500000

Timeline Selection Marker

INSERTS A-E SENDS A-E I/O

Robin: REQ 6, RVrbCmpct → Apogee 4.R A 1-2, vol +5.3, 100 100
RobinBak1: → Apg4.R A 1-2, 0.0
RobinBk1.1: → noinput A 1-2, -0.3
Robin3: → noinput A 1-2, -0.1
Robin3.1: → Apg4.R A 1-2, -0.1
AE88 → 4 1
A881 → 4 1
AE88 → 4 1
A881 → 4 1
KD22 → 1 1
K221 → 1 1
HiHat → 1 1
HHt1 → 1 1
Aud5 → 2 1
Ad51 → 2 1
Aud6 → 3 1
Ad61 → 3 1
StvCl → 4 1
1080L → Apg1.L A 1-2, +0.1, 100
1080R → Apg1.R A 1-2, -0.6, 100
TrinityL → Apg1.L A 1-2, -3.0, 100
TrinityR → Apg1.R A 1-2, -3.0, 100
PianoL → Apg2.L A 1-2, -5.0
PianoR → Apg2.R A 1-2, -5.1

SteveClick
send b
A 5-6
SAFE PRE FMP
0
M
-9.2
TRACK
S
AUTO
auto off

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
5	Location 5

Edit: Hallelujah 6.26.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

23:36.056

Start 23:36.056
End 24:08.209
Length 0:32.152

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

GROUPS

<ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Min:Secs 23:00 23:05 23:10 23:15 23:20 23:25 23:30 23:35 23:40 23:45 23:50 23:55 24:00 24:05 24:10

Samples 132500000 133000000 133500000 134000000 134500000 135000000 135500000 136000000 136500000 137000000 137500000 138000000 138500000 139000000

Markers

Vocal

INSERTS A-E SENDS A-E I / O

Robin.dup1: REQ 6, RVrbCmpct, C1 comp; Apogee 4.R A 1-2; volume, dyn read; vol -1.6 100 100

Guitar1: Apg4.L A 1-2; +10.2 P P

Guitar2: Apg4.L A 1-2; +7.1 P P

Guitar3: REQ 6, RVrbCmpct; Apogee 4.L A 1-2; waveform, dyn read; vol -2.4 100 100

1080L.Bass: Apg2.L A 1-2; -0.9 100

1080RBass: Apg2.R A 1-2; -1.6 100

Piano_L: Apg3.L A 1-2; -2.5 100

Piano_R: Apg3.R A 1-2; -2.5 100

Piano_L.dp1: Apg3.L A 1-2; -2.5 100

Pian_R.dp1: Apg3.R A 1-2; -2.5 100

1080L: Apg2.L A 1-2; +0.1 100

1080R: Apg2.R A 1-2; -0.6 100

Track: Guitar3 / REQ 6 — Preset: <factory default> — COMPARE — Auto: SAFE — Map: Factory Default Map / No Control — LEARN — BYPASS — TDM

Setup A — A→B — Load — Save — Flat

12 6 0 6 12

31 125 500 2K 8K

-1.0 12.0 -13.0

Gain	0.0	0.0	-10.4	1.5	0.0	0.0
Frq	120	181	239	2311	7885	10992
Q	1.41	0.80	4.53	0.45	0.80	0.90

1 2 3 4 5 6

Renaissance Equalizer

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Guit

Guitar3_

Guit

1080L.dup1_02

1080R.dup1_0

Piano_L_03-08

Piano_R_03-04

Edit: Hallelujah 6.26.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

23:36.056

Start 23:36.056
End 24:08.209
Length 0:32.152

Cursor 23:39.798 1610437

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

Min:Secs 23:18 23:20 23:22 23:24 23:26 23:28 23:30 23:32 23:34 23:36 23:38 23:40 23:42 23:44 23:46 23:48 23:50 23:52 23:54

Samples 000 134500000 135000000 135500000 136000000 136500000 137000000 137500000

Markers

INSERTS A-E SENDS A-E I / O

Robin
waveform
dyn read
REQ 6
RVrbCmpct
Apogee 4.R
A 1-2
vol +2.0
100 100

Robin-PnT2_15-60 Robin_06-76 Robin.c Robin.dup1_08-04 Robin.dup1-PnT2_09-03 Robin.dup1_08-06

Robin.dup1
waveform
dyn read
REQ 6
RVrbCmpct
C1 comp
Apogee 4.R
A 1-2
vol -1.6
100 100

Robin-PnT2_15-60 Robin_06-75 Robin.c Robin.dup1_08-04 Robin.dup1-PnT2_09-03 Robin.dup1_08-06

GROUPS

! <ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Edit: Hallelujah 6.26.17

SHUFFLE SPOT SLIP GRID

24:55.662

Start 24:55.662
End 24:55.662
Length 0:00.000

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

Min:Secs
Samples
Markers

23:10 23:20 23:30 23:40 23:50 24:00 24:10 24:20 24:30 24:40 24:50 25:00 25:10 25:20 25:30 25:40 25:50 26:00 26:10 26:20 26:30 26:40 26:50 27:00 27:10 27:20 27:30 27:40 27:50 28:00

134000000 136000000 138000000 140000000 142000000 144000000 146000000 148000000 150000000 152000000 154000000 156000000 158000000 160000000

Vocal
Location 4
V
Location 5
Oops
Voce??
StartFad
Fade point
Voice
Voc

INSERTS A-E
SENDS A-E
I / O

Robin
waveform
dyn read
REQ 6
RVrbCmpct
Apogee 4.R
A 1-2
vol +5.5
100 100

Robin_06-7
Robin_06-12
Robin.dup1
Robin_06-83
Robin_06-6
Robin.dup1_
Robin_06-6
Robin_06-6

Robin.dup1
REQ 6
RVrbCmpct
C1 comp
Apogee 4.R
A 1-2
vol +2.0
100 100

Robin_06-78

GROUPS

<ALL>
1080
Trinity
RobinBackUp
DrumSet
Drum2
1080&Trinity
1080/Trinity
1080Bass
PianoLR
Pno.dp1&2
Robins

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Edit: Hallelujah 6.26.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

27:49.232

Start 27:49.232
End 27:49.232
Length 0:00.000

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

GROUPS

! <ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Min:Secs 27:40 27:41 27:42 27:43 27:44 27:45 27:46 27:47 27:48 27:49 27:50 27:51 27:52 27:53 27:54 27:55 27:56 27:57 27:58

Samples 159400000 159600000 159800000 160000000 160200000 160400000 160600000 160800000 161000000

Markers Voice

INSERTS A-E SENDS A-E I / O

RobinBak1 — REQ 6, RVrbCmpct — Apogee 4.R, A 1-2 — vol -6.4 — RobinBak1_01-02, RobinBak1_01-34
RobinBk1.1 — REQ 6, RVrbCmpct — no input, A 1-2 — vol -6.6 — Robin Bak2_01-37, Robin Bak2_01-49
Robin3 — REQ 6, RVrbCmpct — no input, A 1-2 — vol -6.4 — Robin3_01-12, Robin3_01-89
Robin3.1 — REQ 6, RVrbCmpct — Apogee 4.R, A 1-2 — vol -6.4 — Robin3.1_01-04, Robin3.1_01-104
AEAR88L — Apg4.L, A 1-2
AEAR88Ld1 — Apg4.L, A 1-2
AEAR88R — Apg4.R, A 1-2
AEAR88Rd1 — Apg4.R, A 1-2
Kick D22 — Apg1.L, A 1-2
KckD22.dp1 — Apg1.L, A 1-2
HiHat — Apg1.R, A 1-2
HiHat.dup1 — Apg1.R, A 1-2
Audio 5 — Apg2.L, A 1-2
Audio5.dup1 — Apg2.L, A 1-2
Audio 6 — Apg3.L, A 1-2
Audio6.dup1 — Apg3.L, A 1-2
SteveClick — Apg4.L, A 1-2

Track: RobinBak1 c — Preset: <factory default> — Auto — Map: Factory Default Map — BYPASS
RVerb Compact — COMPARE — SAFE — No Control — LEARN — TDM
Setup A — A→B — Load — Save

Freq 492 — Ratio 1.00 — Freq 2008 — Ratio 0.60 — Reverb type: Hall 1 — Decorrelation: Var: 0 — Freq 156 — Gain 0.0 — Freq 5723 — Gain -10.7

Reverb Damping (Hz) — Time Response (ms) — Reverb Eq (Hz)

Predelay 0.0 — Time 4.01 — Size 100.0 — Diffusion 0.0 — Decay Linear

Early ref. -2.0 — Reverb 0.0 — Wet/dry 60 — Gain -1.5

-16.6 -15.6

Reverb properties — Reverb levels

Renaissance Reverberator

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Edit: Hallelujah 6.26.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

22:51.777

Start 22:51.777
End 29:31.628
Length 6:39.851

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

GROUPS

! <ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Min:Secs
Samples
Markers

27:45 27:50 27:55 28:00 28:05 28:10 28:15 28:20 28:25 28:30 28:35 28:40 28:45 28:50

160000000 160500000 161000000 161500000 162000000 162500000 163000000 163500000 164000000 164500000 165000000 165500000 166000000

Voice
Vocal Pitch??
Vocal Pitch??

COMMENTS | INSERTS A-E | SENDS A-E | I / O

RobinBak1_01-02 RobinBak1_01-34 RobinBak1_01-12 RobinBak1_01-13 RobinBak1_01-37 RobinBak1_01-27 RobinBak1_01-38
Robin Bak2_01-37 Robin Bak2_01-49 Robin Bak2_01-41 Robin Bak2_01-52 Robin Bak2_01-54 Robin Bak2_01-24 Robin Bak2_01-55
Robin3_01-12 Robin3_01-89 Robin3_01-28 Robin3_01-67 Robin3_01-70 Robin3_01-44 Robin3_01-72
Robin3.1_01-04 Robin3.1_01-104 Robin3.1_01-24 Robin3.1_01-32 Robin3.1_01-44 Robin3.1_01-93 Robin3.1_01-70

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Guitar3_0 Gu Guitar3_01-73 Guitar3_0 Gu Guitar3_01- Guita

Edit: Hallelujah 6.26.17 7.14.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

23:04.024

Start 23:04.024
End 29:31.628
Length 6:27.603

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
Robin
Robin.dup1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

Min:Secs 22:00 22:30 23:00 23:30 24:00 24:30 25:00 25:30 26:00 26:30 27:00 27:30 28:00 28:30 29:00 29:30 30:00 30:30 31:00 31:30 32:00 32:30

Samples 0000 130000000 135000000 140000000 145000000 150000000 155000000 160000000 165000000 170000000 175000000 180000000 185000000

Markers: Vocal, Out, Location 4, Location 5, Oops, Voce??, StF, Fdpnt, Voice, Vocal Pitch??, Vocal Pitch??

INSERTS A-E I / O

RbB1 RB11 Rbn3 Rb31 Robn Rbn1 AE88 A881 AE88 A881 KD22 K221 HiHat HHt1 Aud5 Ad51 Aud6 Ad61 StvCl Gutr1 Gutr2 Gutr3 1080 1080 Pin_L Pn_R P_L1 P_R1 1080 1080 TrntL TrntR Mstr1 vol off Hlljh_ MikM -0.3

AEAR88L_02-08 AEAR88L_02-09 AEAR88L_02-06 AEAR88L.dup1_0 AEAR AEAR88L.dup1
AEAR88R_02-08 AEAR88R_02-09 AEAR88R_02-06 AEAR88R.dup1_0 AEAR AEAR88R.dup1
Kick D22_02-08 Kick D22_02-09 Kick D22_02-06 Kick D22.dup1_01 Kick D Kick D22.dup1_
HiHat_02-08 HiHat_02-09 HiHat_02-06 HiHat.dup1_01-02 HiHat. HiHat.dup1_01-
Audio 5_08-08 Audio 5_08-09 Audio 5_08-06 Audio 5.dup1_01-I Audio Audio 5.dup1_0
Audio 6_03-08 Audio 6_03-09 Audio 6_03-06 Audio 6.dup1_01-I Audio Audio 6.dup1_0
SteveClick_01-05 SteveClick_01-06 SteveC Ste
Guitar2_0 Guitar2
Piano_L.dup1_07- Piano_ Piano_L.dup1_ Piano_L.dup1_06-
Piano_R.dup1_07 Piano_ Piano_R.dup1_ Piano_R.dup1_06-
1080L_01-18 1080L_01-19 1080L 1080L_ 1080L_01-14
1080R_01-23 1080R_01-24 1080R_01-14 1080R 1080R_ 1080R_01-18
Audio 2_07-23 Audio 2_07-24 Audio 2_07-14 Audio Audio 2_07-1
Audio 3_07-24 Audio 3_07-25 Audio 3_07-14 Audio Audio 3_07-1
Hallelujah_click-07 Hallelujah_click-06

GROUPS

<ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins
l Bass

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
15	Out
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Edit: Hallelujah 6.26.17 7.14.17 7.15.17
23:04.024
Start 23:04.024
End 28:41.920
Length 5:37.895
Cursor 22:06.866
Grid 0:01.000
Nudge 0:00.001
TRACKS
GROUPS
Min:Secs
Samples
Markers
INSERTS A-E
SENDS A-E
I / O
Vocal
Out
Location 4
Location 5
Oops
Voce??
SF
Fdpn
Voice
Vocal Pitch??
Vocal Pitch??
Robin
Robin.dup1
Apogee 4.R
REQ 6
RVrbCmpct
C1 comp
Piano_R
send c
A 5-6
SAFE
PRE
FMP
TRACK
AUTO
auto read
Hallelujah_click-07
Hallelujah_click-06

Edit: Hallelujah 6.26.17_7.24.17

SHUFFLE SPOT SLIP GRID

23:51.037

Start 23:51.037
End 23:51.037
Length 0:00.000
Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L.Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

Min:Secs
Samples
Markers

23:39 23:40 23:41 23:42 23:43 23:44 23:45 23:46 23:47 23:48 23:49 23:50 23:51 23:52 23:53 23:54 23:55 23:56

136200000 136400000 136600000 136800000 137000000 137200000 137400000 137600000 137800000

COMMENTS | INSERTS A-E | SENDS A-E | I / O

Guitar3
waveform
dyn read
REQ 6
RVrbCmpct
Apogee 4.L
A 1-2
vol -2.4
100 100

Guitar3_01-81
Guitar3_01-05

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

GROUPS

! <ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Piano_L_03
Piano_R_03

Edit: Hallelujah 6.26.17_7.24.17

SHUFFLE SPOT SLIP GRID

28:01.685 Start 28:01.685 End 28:01.685 Length 0:00.000 Cursor 28:40.644 -17.1 db

Grid 0:01.000 Nudge 0:00.001

TRACKS

RobinBak1 RobinBak1.1 Robin3 Robin3.1 AEAR88L AEAR88Ld1 AEAR88R AEAR88Rd1 Kick D22 KickD22.dp1 HiHat HiHat.dup1 Audio 5 Audio5.dup1 Audio 6 Audio6.dup1 SteveClick Robin Robin.dup1 Guitar1 Guitar2 Guitar3 1080L.Bass 1080RBass Piano_L Piano_R Piano_L.dp1 Piano_R.dp1 1080L 1080R TrinityL TrinityR Master 1 Haleljh_clck MikeM

Min:Secs 27:45 27:50 27:55 28:00 28:05 28:10 28:15 28:20 28:25 28:30 28:35 28:40 28:45 28:50 28:55

Samples 160000000 160500000 161000000 161500000 162000000 162500000 163000000 163500000 164000000 164500000 165000000 165500000 166000000 166500000

Markers Voice Vocal Pitch?? Vocal Pitch??

COMMENTS INSERTS A-E SENDS A-E I / O

RobinBak1 — REQ 6, RVrbCmpct — Apogee 4.R, A 1-2 — vol -2.0 — volume, dyn, read

RobinBk1.1 — REQ 6, RVrbCmpct — no input, A 1-2 — vol -2.3 — volume, dyn, read

Robin3 — REQ 6, RVrbCmpct — no input, A 1-2 — vol -2.1 — volume, dyn, read

Robin3.1 — volume, dyn, read

AE88 A881 AE88 A881 KD22 K221 HiHat

GROUPS

! <ALL> a 1080 b Trinity d RobinBackUp e DrumSet f Drum2 g 1080&Trinity h 1080/Trinity i 1080Bass j PianoLR c Pno.dp1&2 k Robins

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

Edit: Hallelujah 6.26.17_7.24.17

SHUFFLE SPOT SLIP GRID

1 2 3 4 5

22:45.463

Start 22:45.463
End 22:45.463
Length 0:00.000

Cursor

Grid 0:01.000
Nudge 0:00.001

TRACKS

RobinBak1
RobinBak1.1
Robin3
Robin3.1
AEAR88L
AEAR88Ld1
AEAR88R
AEAR88Rd1
Kick D22
KickD22.dp1
HiHat
HiHat.dup1
Audio 5
Audio5.dup1
Audio 6
Audio6.dup1
SteveClick
Robin
Robin.dup1
Guitar1
Guitar2
Guitar3
1080L_Bass
1080RBass
Piano_L
Piano_R
Piano_L.dp1
Piano_R.dp1
1080L
1080R
TrinityL
TrinityR
Master 1
Haleljh_clck
MikeM

GROUPS

! <ALL>
a 1080
b Trinity
d RobinBackUp
e DrumSet
f Drum2
g 1080&Trinity
h 1080/Trinity
i 1080Bass
j PianoLR
c Pno.dp1&2
k Robins

Min:Secs
Samples
Markers

00 21:30 22:00 22:30 23:00 23:30 24:00 24:30 25:00 25:30 26:00 26:30 27:00 27:30 28:00 28:30 29:00 29:30 30:00 30:30

000 125000000 130000000 135000000 140000000 145000000 150000000 155000000 160000000 165000000 170000000 175000000

Hlll Vocal Location 4 Location 5 Oops Voce?? StF Fdpn Voice Vocal Pitch?? Vocal Pitch??

COMMENTS INSERTS A-E SENDS A-E I / O

StvCl

Robin

REQ 6
RVrbCmpct
Apogee 4.R
A 1-2
volume
dyn read
vol 0.0
100 100

Robin.dup1

REQ 6
RVrbCmpct
C1 comp
Apogee 4.R
A 1-2
volume
dyn read
vol 0.0
100 100

Gutr1 Gutr2 Gutr3 1080 1080 Pin_L Pn_R P_L1 P_R1 1080 1080 TrntL TrntR

Memory Locations

#	Name
1	Robin2
2	Tk3
3	Hallelujah
6	Vocal
4	Location 4
11	Vocal pitch
5	Location 5
9	Oops
12	Voce??
8	Start Fade
7	Fade point
10	Voice
13	Vocal Pitch??
14	Vocal Pitch??

SteveClick_01

Guitar1_03-01
Guitar2_03-01
1080L.dup1_02-03 1080L.dup1_02-12 1080L_Bass_01-21
1080R.dup1_02-03 1080R.dup1_02-12 1080RBass_01-21
Piano_L_03-08 Piano_L_03-11
Piano_R_03-04 Piano_R_03-13
Piano_L.dup1_07-01 Piano_L.dup1_06-
Piano_R.dup1_07-01 Piano_R.dup1_06-
1080L_01-04 1080L_01-10
1080R_01-10 1080R_01-14 1080R_01-13
Audio 2_07-10 Audio 2_07-14 Audio 2_07-13
Audio 3_07-10 Audio 3_07-14 Audio 3_07-13