
Subject: Nebula VST load options
Posted by [Ted Gerber](#) on Sun, 21 Mar 2010 23:45:35 GMT
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Hi Folks-

Currently I'm using Mike A's drivers running PARIS 3 on an i7 Quad. For all my VST plugs, I'm wrapping them with FXpansion VST-DX wrapper utility and accessing them from the insert on the channel strip using FF4 Chainer.

Is there any way of running VSTs in PARIS (windows xp) without wrapping them? If so, can I use wrapped and unwrapped plugs simultaneously?

My problem is that so far, Nebula 3 can't be wrapped. Nebula 3 Free wraps fine, which makes me think it's a permission thingy (they say on their site to test Nebula on your particular system using the free version first).

I am pursuing this with Acustica as well and on the Nebula forums, but thought I'd ask about any and all other options for PARIS here.

Ted

Subject: Re: Nebula VST load options
Posted by [drfrankencopter](#) on Mon, 22 Mar 2010 00:05:51 GMT
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Sure, you can use VST's directly in Paris. Just drop the *.dll file (probably Nebula.dll) into your Paris VST directory. Paris' VST interface is ugly, but can load VST's just fine.

I'm not sure what version of the VST SDK Paris supports though...

Oh, and yes, you can use wrapped and unwrapped plugins together....

Cheers

Kris

Subject: Re: Nebula VST load options
Posted by [Ted Gerber](#) on Mon, 22 Mar 2010 01:34:22 GMT
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Thanks Kris -

I don't know how to do this. The Nebula .dll was already in the VST folder with everything else. FFX4 Chainer was the only option and Disable Direct X was selected. When I moved the Nebula

.dll into a new folder and pointed Paris to it, Paris still loaded up the other plugs but without the chainer...

Sorry to be a bit dense, but I'm new to the XP world...

Ted

Subject: Re: Nebula VST load options

Posted by [drfrankencopter](#) on Mon, 22 Mar 2010 03:57:36 GMT

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Ted,

Can you load nebula without the chainer, as a straight vst by pointing paris (you need to change the configuration file to do this) at the directory containing its dll ? Otherwise, if you want to use the chainer, you'd need to drop its *.dll file into the paris VST folder as well.

Cheers

Kris

Subject: Re: Nebula VST load options

Posted by [Ted Gerber](#) on Mon, 22 Mar 2010 04:44:12 GMT

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drfrankencopter wrote on Sun, 21 March 2010 23:57Ted,

Can you load nebula without the chainer, as a straight vst by pointing paris (you need to change the configuration file to do this) at the directory containing its dll ? Otherwise, if you want to use the chainer, you'd need to drop its *.dll file into the paris VST folder as well.

Cheers

Kris

That's the thing, the chainer .dll is not in the VST folder, but all the plugs in that folder are available through the chainer. (which is in a different folder) unless I am missing its name somehow.

No Nebula will not show up in the inserts even tho it's in the VST folder. Nebula free will not work unless it is wrapped, but Nebula commercial doesn't even show up.

hmmm

I must be missing some basic plugin path knowledge with XP. I had no problems like this with Mac

OS9

Thanks again for your help.

Ted

Subject: Re: Nebula VST load options
Posted by [kerryg](#) on Mon, 22 Mar 2010 05:51:23 GMT
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Ted Gerber wrote on Sun, 21 March 2010 21:44hmmm... I must be missing some basic plugin path knowledge with XP. I had no problems like this with Mac OS9

It should be just as straightforward as it is on OS9 - you set the path and off it goes. There's probably some other problem here. Check that Nebula doesn't need something else installed too, a folder structure or another piece of itself that needs to be in there with the dll.

Also if you now (like myself) have more than one folder with VST plugins in it, double-check that it's not telling you it's pointed at one folder while still actually being pointed at another - PARIS on PC seems to have a hard time letting go of that path sometimes. You may need to go as far as closing PARIS, using a text editor to open your paris.cfg, manually deleting that file path (just that!), saving it, rebooting and resetting the file path from inside PARIS again, just to be sure.

Subject: Re: Nebula VST load options
Posted by [Ted Gerber](#) on Mon, 22 Mar 2010 10:51:28 GMT
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Yeah it sounds like it might be something like that. I wondered if there was a different protocol with PC, and that the VST path pointed to the folder with the wrapper and chainer in it, which then pointed to the VST folder itself.

I'll check it out later today.

Ted

Subject: Re: Nebula VST load options
Posted by [thesandbox1](#) on Mon, 22 Mar 2010 16:26:57 GMT
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Just to keep straight... but the PARIS VST folder is a completely different folder than your regular

VST folder under Steinberg or where ever that may be.

Subject: Re: Nebula VST load options

Posted by [kerryg](#) on Mon, 22 Mar 2010 17:43:29 GMT

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Ted Gerber wrote on Mon, 22 March 2010 03:51 Yeah it sounds like it might be something like that. I wondered if there was a different protocol with PC, and that the VST path pointed to the folder with the wrapper and chainer in it, which then pointed to the VST folder itself.

I'll check it out later today.

Ted

Yes, sorry if I was unclear, you've got that right when using chainers. Wrappers I'm a bit less certain about. I'm looking forward to getting these sections of the wiki fleshed out more so I'll know more myself.

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=VstDx Paris>

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Nativ eFxSetup>

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=VstDx WrappersChainers>

Subject: Re: Nebula VST load options

Posted by [Ted Gerber](#) on Tue, 23 Mar 2010 04:24:28 GMT

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Yep -

Got it. VST path to Chainer folder which points to all the wrapped plugs in another folder.

So - regarding Nebula, Giancarlo - the mastermind - sent me a patch to install, and Nebula now wraps fine.

Also I reported a few months back that Altiverb inserted and saved into a project would cause Paris to crash on load. The current questions I've had about these plugin issues led me to place the Altiverb .dll into the VST folder (Chainer) directly as an unwrapped VST plugin, and now it works properly too.

Next up is installing Senderella +/- or Faderworks to get routing and delay compensation happening.

Very cool

Ted
