Subject: *******Big Reverb Released*******
Posted by Mike Audet on Thu, 15 Nov 2007 23:32:01 GMT
View Forum Message <> Reply to Message

Hi All,

I'm am very proud to announce the release of the Big Reverb!

The "Big Reverb" was an unfinished algorithm that had been commented out of the original PARIS stock effects source code. It includes 32 (!) configurable early reflections, 8 configurable diffusion times, and 12 configurable reverb resonance times. This reverb is one of a kind and sounds awesome!

This is not the reverb created by Matt Craig, but a completely different algorithm.

As always, you can download it at www.ensoniq.ca.

If you find this plugin useful, please shoot me some cash. I'm broke as hell.

All the best!

Mike

Subject: Re: ******Big Reverb Released*******
Posted by dc[3] on Thu, 15 Nov 2007 23:40:50 GMT
View Forum Message <> Reply to Message

Cool! Please tell me there is a Mac version.

DC

"Mike Audet" <mike@...> wrote:

> Hi All,

> I'm am very proud to announce the release of the Big Reverb!

> The "Big Reverb" was an unfinished algorithm that had been commented out >of the original PARIS stock effects source code. It includes 32 (!) configurable >early reflections, 8 configurable diffusion times, and 12 configurable reverb >resonance times. This reverb is one of a kind and sounds awesome!

> This is not the reverb created by Matt Craig, but a completely different >algorithm.

```
>As always, you can download it at www.ensoniq.ca.
>If you find this plugin useful, please shoot me some cash. I'm broke as
>hell.
>All the best!
>Mike
```

Subject: Re: ******Big Reverb Released****** Posted by Mike Audet on Thu, 15 Nov 2007 23:47:08 GMT View Forum Message <> Reply to Message

Hi DC.

No mac version yet. But, as soon as Chuck is able to send the development Mac, I'll compile the whole set and post them.

Sorry.

```
Mike
```

```
"DC" <dc@spammersinhell.com> wrote:
>Cool! Please tell me there is a Mac version.
>DC
>
>"Mike Audet" <mike@...> wrote:
>>
>>Hi All,
>>
>>I'm am very proud to announce the release of the Big Reverb!
>>
>>The "Big Reverb" was an unfinished algorithm that had been commented out
>>of the original PARIS stock effects source code. It includes 32 (!) configurable
>>early reflections, 8 configurable diffusion times, and 12 configurable
reverb
>>resonance times. This reverb is one of a kind and sounds awesome!
>>This is not the reverb created by Matt Craig, but a completely different
>>algorithm.
>>As always, you can download it at www.ensonig.ca.
>>
```

```
>>If you find this plugin useful, please shoot me some cash. I'm broke as >>hell.
>>
>>All the best!
>>
>>Mike
>
```

```
Subject: Re: *******Big Reverb Released*******
Posted by Michael Kraynak on Fri, 16 Nov 2007 01:05:05 GMT
View Forum Message <> Reply to Message
```

Mike,

I will certainly be interested in investing in anything developed for the Mac / PARIS community.

Thanks.

```
"Mike Audet" <mike@...> wrote:
>
>Hi DC,
>No mac version yet. But, as soon as Chuck is able to send the development
>Mac, I'll compile the whole set and post them.
>Sorry.
>Mike
>"DC" <dc@spammersinhell.com> wrote:
>>Cool! Please tell me there is a Mac version.
>>
>>DC
>>
>>"Mike Audet" <mike@...> wrote:
>>>
>>>Hi All,
>>>I'm am very proud to announce the release of the Big Reverb!
>>>The "Big Reverb" was an unfinished algorithm that had been commented out
>>>of the original PARIS stock effects source code. It includes 32 (!) configurable
```

```
>>>early reflections, 8 configurable diffusion times, and 12 configurable >reverb
>>>resonance times. This reverb is one of a kind and sounds awesome!
>>>
>>>This is not the reverb created by Matt Craig, but a completely different >>>algorithm.
>>>
>>>As always, you can download it at www.ensoniq.ca.
>>>
>>>lf you find this plugin useful, please shoot me some cash. I'm broke as
>>>hell.
>>>
>>>All the best!
>>>
```

```
Subject: Re: ******Big Reverb Released******
Posted by excelav on Fri, 16 Nov 2007 01:42:14 GMT
View Forum Message <> Reply to Message
```

Wow Mike, you rock! What's the word on Mac versions? By the way, BT said there was a problem with the Mac version of the Paris compressor.

```
"Mike Audet" <mike@...> wrote:

> Hi All,

> I'm am very proud to announce the release of the Big Reverb!

> The "Big Reverb" was an unfinished algorithm that had been commented out of the original PARIS stock effects source code. It includes 32 (!) configurable early reflections, 8 configurable diffusion times, and 12 configurable reverb resonance times. This reverb is one of a kind and sounds awesome!

> This is not the reverb created by Matt Craig, but a completely different algorithm.

> As always, you can download it at www.ensoniq.ca.

> If you find this plugin useful, please shoot me some cash. I'm broke as hell.

> All the best!
```

```
Subject: Re: ******Big Reverb Released******
Posted by dc[3] on Fri, 16 Nov 2007 03:21:57 GMT
View Forum Message <> Reply to Message
Good. I'll get it and I will contribute.
thanks
DC
"Mike Audet" <mike@...> wrote:
>
>Hi DC.
>No mac version yet. But, as soon as Chuck is able to send the development
>Mac, I'll compile the whole set and post them.
>Sorry.
>Mike
>"DC" <dc@spammersinhell.com> wrote:
>>Cool! Please tell me there is a Mac version.
>>DC
>>
>>"Mike Audet" <mike@...> wrote:
>>>
>>>Hi All,
>>>
>>>I'm am very proud to announce the release of the Big Reverb!
>>>
>>>The "Big Reverb" was an unfinished algorithm that had been commented out
>>>of the original PARIS stock effects source code. It includes 32 (!) configurable
>>>early reflections, 8 configurable diffusion times, and 12 configurable
>reverb
>>>resonance times. This reverb is one of a kind and sounds awesome!
>>>This is not the reverb created by Matt Craig, but a completely different
>>>algorithm.
>>>As always, you can download it at www.ensoniq.ca.
>>>
```

```
>>>If you find this plugin useful, please shoot me some cash. I'm broke
as
>>>hell.
>>>
>>>All the best!
>>>
>>>Mike
>>
>
```

Subject: Re: ******Big Reverb Released****** Posted by Neil on Fri. 16 Nov 2007 04:11:19 GMT

View Forum Message <> Reply to Message

"Mike Audet" <mike@...> wrote:

>If you find this plugin useful, please shoot me some cash. >I'm broke as hell.

If I throw you a couple hundred bucks, will you FINALLY work on getting these things ported to VST??? Iol

Neil

Subject: Re: ******Big Reverb Released****** Posted by Tom Bruhl on Fri, 16 Nov 2007 08:42:53 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

----=_NextPart_000_00D4_01C82802.C4F42780 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

The Big Reverb is happening. It is a little dsp hungry but that's to be expected. I dabbled with it on snare in a rock tune and it came up with the stuff. =20

I will need to study it a bit more to understand where some of the=20 ringing is generated from. The density is guite nice. I hope that Mike can add 1-3 controls to globally control all 16 parameters as one. That would make sense to me and make it more easily editable.

Either way it is well worth a few bucks to add to your library of plugs.

```
Tom
 "Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
 Hi All,
 I'm am very proud to announce the release of the Big Reverb!
 The "Big Reverb" was an unfinished algorithm that had been commented =
out
 of the original PARIS stock effects source code. It includes 32 (!) =
configurable
 early reflections, 8 configurable diffusion times, and 12 configurable =
reverb
 resonance times. This reverb is one of a kind and sounds awesome!
 This is not the reverb created by Matt Craig, but a completely =
different
 algorithm. =20
 As always, you can download it at www.ensoniq.ca.
 If you find this plugin useful, please shoot me some cash. I'm broke =
as
 hell.
 All the best!
 Mike
I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
----=_NextPart_000_00D4_01C82802.C4F42780
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
```

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<DIV>The Big Reverb is happening. It =

<STYLE></STYLE>

<BODY bgColor=3D#ffffff>

</HEAD>

<DIV>

```
is a little=20
dsp hungry but that's</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>to be expected.&nbsp; I dabbled with it =
on snare in=20
a rock tune and</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>it came up with the stuff.&nbsp; =
</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>I will need to study it a bit more to =
</FONT><FONT=20
face=3DArial size=3D2>understand where some of the </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>ringing is generated from.&nbsp; The =
density is=20
quite nice.  I hope that</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Mike can add&nbsp;1-3 controls to =
globally control=20
all 16 parameters as one.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>That would make sense to me and make it =
more easily=20
editable.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Either way it is well worth a few bucks =
to add to=20
your library of plugs.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Mike Audet" &lt;mike@...&gt; wrote in message <A=20
href=3D"news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...</DIV><BR>Hi=20
 All, <BR> <BR> I'm am very proud to announce the release of the Big=20
 Reverb!<BR><BR>The "Big Reverb" was an unfinished algorithm that had =
been=20
 commented out<BR>of the original PARIS stock effects source =
code.  It=20
 includes 32 (!) configurable < BR > early reflections, 8 configurable =
diffusion=20
 times, and 12 configurable reverb<BR>resonance times.&nbsp; This =
reverb is one=20
 of a kind and sounds awesome!<BR><BR>This is not the reverb created by =
Matt=20
 Craig, but a completely different<BR>algorithm.&nbsp; <BR><BR>As =
always, you=20
 can download it at <A=20
 href=3D"http://www.ensonig.ca/">www.ensonig.ca</A>.<BR><BR>If you find =
this=20
```

```
plugin useful, please shoot me some cash.  I'm broke=20
 as<BR>hell.<BR><BR>All the best!<BR><BR>Mike</BLOCKQUOTE>
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
and=20
vou?<BR><A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>
----= NextPart 000 00D4 01C82802.C4F42780--
```

```
Subject: Re: ******Big Reverb Released******
Posted by mike audet[1] on Fri, 16 Nov 2007 12:14:15 GMT
View Forum Message <> Reply to Message
```

Hi Tom,

I found that taking the early reflections out out of the reverb by setting the ersend to zero helps get rid of the ring. A bit of the ring actually sounds nice on acoustic guitar, which is what I was testing it on.

As for the controls, the various size controls scale the 40 or so controls on page 2.

Hope that helps!

Mike

```
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>The Big Reverb is happening. It is a little dsp hungry but that's
>to be expected. I dabbled with it on snare in a rock tune and
>it came up with the stuff. =20
> will need to study it a bit more to understand where some of the = 20
>ringing is generated from. The density is quite nice. I hope that
>Mike can add 1-3 controls to globally control all 16 parameters as one.
>That would make sense to me and make it more easily editable.
>Either way it is well worth a few bucks to add to your library of plugs.
>Tom
  "Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
>
> Hi All,
> I'm am very proud to announce the release of the Big Reverb!
```

```
> The "Big Reverb" was an unfinished algorithm that had been commented =
> of the original PARIS stock effects source code. It includes 32 (!) =
>configurable
> early reflections, 8 configurable diffusion times, and 12 configurable
>reverb
> resonance times. This reverb is one of a kind and sounds awesome!
> This is not the reverb created by Matt Craig, but a completely =
>different
> algorithm. =20
>
 As always, you can download it at www.ensonig.ca.
>
> If you find this plugin useful, please shoot me some cash. I'm broke
>as
> hell.
> All the best!
> Mike
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>
><DIV><FONT face=3DArial size=3D2>The Big Reverb is happening. It =
>is a little=20
>dsp hungry but that's</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>to be expected. I dabbled with it =
>on snare in=20
>a rock tune and</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>it came up with the stuff. =
></FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>I will need to study it a bit more to =
```

```
></FONT><FONT=20
>face=3DArial size=3D2>understand where some of the </FONT></DIV>
><DIV><FONT face=3DArial size=3D2>ringing is generated from. The =
>density is=20
>quite nice. I hope that</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Mike can add 1-3 controls to =
>globally control=20
>all 16 parameters as one.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>That would make sense to me and make it
>more easily=20
>editable.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>Either way it is well worth a few bucks
>to add to=20
>your library of plugs.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV></DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Mike Audet" <mike@...> wrote in message <A=20
>href=3D"news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...</DIV><BR>Hi=20
> All,<BR><BR>I'm am very proud to announce the release of the Big=20
> Reverb!<BR><BR>The "Big Reverb" was an unfinished algorithm that had =
>been=20
> commented out<BR>of the original PARIS stock effects source =
>code. It=20
includes 32 (!) configurable<BR>early reflections, 8 configurable =
>diffusion=20
> times, and 12 configurable reverb<BR>resonance times. This =
>reverb is one=20
> of a kind and sounds awesome!<BR><BR>This is not the reverb created by
>Matt=20
> Craig, but a completely different<BR>algorithm. <BR><BR>As =
>always, you=20
> can download it at <A=20
> href=3D"http://www.ensonig.ca/">www.ensonig.ca</A>.<BR><BR>If you find
>this=20
> plugin useful, please shoot me some cash. I'm broke=20
> as<BR>hell.<BR><BR>All the best!<BR><BR>Mike</BLOCKQUOTE>
><DIV><FONT size=3D2><BR>< BR>I choose Polesoft Lockspam to fight spam, =
>and=20
>you?<BR><A=20
```

```
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>.html</A> </FONT></DIV></BODY></HTML>
>
```

Subject: Re: ******Big Reverb Released****** Posted by chuck duffy on Fri, 16 Nov 2007 15:00:20 GMT View Forum Message <> Reply to Message

The ringing would be coming from the resonators. I would start adjusting there.

```
This is also a plug we should share presets on once we get em down:-)
Chuck
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>The Big Reverb is happening. It is a little dsp hungry but that's
>to be expected. I dabbled with it on snare in a rock tune and
>it came up with the stuff. =20
>
> will need to study it a bit more to understand where some of the = 20
>ringing is generated from. The density is quite nice. I hope that
>Mike can add 1-3 controls to globally control all 16 parameters as one.
>That would make sense to me and make it more easily editable.
>Either way it is well worth a few bucks to add to your library of plugs.
>Tom
>
 "Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
>
> Hi All,
 I'm am very proud to announce the release of the Big Reverb!
>
> The "Big Reverb" was an unfinished algorithm that had been commented =
> of the original PARIS stock effects source code. It includes 32 (!) =
>configurable
> early reflections, 8 configurable diffusion times, and 12 configurable
>reverb
> resonance times. This reverb is one of a kind and sounds awesome!
> This is not the reverb created by Matt Craig, but a completely =
>different
> algorithm. =20
```

```
> As always, you can download it at www.ensoniq.ca.
> If you find this plugin useful, please shoot me some cash. I'm broke
>as
> hell.
> All the best!
> Mike
>
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>
>is a little=20
>dsp hungry but that's</FONT></DIV>
>on snare in=20
>a rock tune and</FONT></DIV>
></FONT></DIV>
><DIV><FONT face=3DArial size=3D2>I will need to study it a bit more to =
></FONT><FONT=20
>face=3DArial size=3D2>understand where some of the </FONT></DIV>
>density is=20
>globally control=20
>all 16 parameters as one.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>That would make sense to me and make it
>more easily=20
>editable.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Either way it is well worth a few bucks
```

```
>to add to=20
>your library of plugs.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Mike Audet" <mike@...> wrote in message <A=20
>href=3D"news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...</DIV><BR>Hi=20
> All,<BR><BR>I'm am very proud to announce the release of the Big=20
> Reverb!<BR><BR>The "Big Reverb" was an unfinished algorithm that had =
>been=20
> commented out<BR>of the original PARIS stock effects source =
> includes 32 (!) configurable < BR > early reflections, 8 configurable =
>diffusion=20
>reverb is one=20
> of a kind and sounds awesome!<BR><This is not the reverb created by</p>
>Matt=20
>always, you=20
> can download it at <A=20
> href=3D"http://www.ensoniq.ca/">www.ensoniq.ca</A>.<BR><BR>If you find
>this=20
> as<BR>hell.<BR><BR>All the best!<BR><BR>Mike</BLOCKQUOTE>
><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
>and=20
>vou?<BR><A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>
>
```

```
Subject: Re: ******Big Reverb Released******
Posted by Tom Bruhl on Fri, 16 Nov 2007 15:48:40 GMT
View Forum Message <> Reply to Message
```

This is a multi-part message in MIME format.

```
-----=_NextPart_000_0101_01C8283E.3FF540A0 Content-Type: text/plain;
```

```
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
Thanks guys. I should have used my eyes and not my ears when checking
this plug out!
Go figure.
Tom
 "chuck duffy" <c@c.com> wrote in message news:473da274$1@linux...
 The ringing would be coming from the resonators. I would start =
adjusting there.
 This is also a plug we should share presets on once we get em down:-)
 Chuck
 "Tom Bruhl" <arpegio@comcast.net> wrote:
 >The Big Reverb is happening. It is a little dsp hungry but that's
 >to be expected. I dabbled with it on snare in a rock tune and
 >it came up with the stuff. =3D20
 >I will need to study it a bit more to understand where some of =
the=3D20
 >ringing is generated from. The density is quite nice. I hope that
 >Mike can add 1-3 controls to globally control all 16 parameters as =
one.
 >That would make sense to me and make it more easily editable.
 >Either way it is well worth a few bucks to add to your library of =
plugs.
 >Tom
 > "Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
 > Hi All,
 >
 > I'm am very proud to announce the release of the Big Reverb!
 > The "Big Reverb" was an unfinished algorithm that had been =
commented =3D
 >out
 > of the original PARIS stock effects source code. It includes 32 =
(!) = 3D
 >configurable
 > early reflections, 8 configurable diffusion times, and 12 =
configurable
```

```
=3D
 >reverb
 > resonance times. This reverb is one of a kind and sounds awesome!
 > This is not the reverb created by Matt Craig, but a completely =3D
 >different
 > algorithm. =3D20
 > As always, you can download it at www.ensoniq.ca.
 > If you find this plugin useful, please shoot me some cash. I'm =
broke
 =3D
 >as
 > hell.
 > All the best!
 > Mike
 >I choose Polesoft Lockspam to fight spam, and you?
 >http://www.polesoft.com/refer.html =20
 ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 ><HTML><HEAD>
 ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
 >charset=3D3Diso-8859-1">
 ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
 ><STYLE></STYLE>
 ></HEAD>
 ><BODY bgColor=3D3D#ffffff>
 ><DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>The Big Reverb is happening. It =
=3D
 >is a little=3D20
 >dsp hungry but that's</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>to be expected. I dabbled with =
it = 3D
 >on snare in=3D20
 >a rock tune and</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>it came up with the stuff. =3D
 ></FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>I will need to study it a bit =
more to =3D
 ></FONT><FONT=3D20
 >face=3D3DArial size=3D3D2>understand where some of the </FONT></DIV>
```

```
><DIV><FONT face=3D3DArial size=3D3D2>ringing is generated from. The =
=3D
 >density is=3D20
 >quite nice. I hope that</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>Mike can add 1-3 controls to =3D
 >globally control=3D20
 >all 16 parameters as one.</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>That would make sense to me and =
make it
 =3D
 >more easily=3D20
 >editable.</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>Either way it is well worth a =
few bucks
 =3D
 >to add to=3D20
 >your library of plugs.</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV></DIV>
 ><BLOCKQUOTE=3D20
 >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
 >BORDER-LEFT: #000000 2px solid: MARGIN-RIGHT: 0px">
 > <DIV>"Mike Audet" <mike@...> wrote in message <A=3D20
 > =3D
>href=3D3D"news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...</DIV><BR>H=
i=3D20
 > All,<BR><BR>I'm am very proud to announce the release of the =
Bia=3D20
 > Reverb!<BR><BR>The "Big Reverb" was an unfinished algorithm that =
had = 3D
 >been=3D20
 > commented out<BR>of the original PARIS stock effects source =3D
 >code. It=3D20
 > includes 32 (!) configurable < BR > early reflections, 8 configurable =
=3D
 >diffusion=3D20
 > times, and 12 configurable reverb<BR>resonance times. This =3D
 >reverb is one=3D20
 > of a kind and sounds awesome!<BR><BR>This is not the reverb created =
by
 =3D
 >Matt=3D20
 > Craig, but a completely different<BR>algorithm. <BR><BR>As =3D
 >always, you=3D20
 > can download it at <A=3D20
```

```
> href=3D3D"http://www.ensonig.ca/">www.ensonig.ca</A>.<BR><BR>If you =
find
=3D
>this=3D20
> plugin useful, please shoot me some cash. I'm broke=3D20
> as<BR>hell.<BR><BR>All the best!<BR><BR>Mike</BLOCKQUOTE>
 ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
spam, =3D
>and=3D20
>you?<BR><A=3D20
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html</A> </FONT></DIV></BODY></HTML>
>
----= NextPart 000 0101 01C8283E.3FF540A0
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Thanks guys.&nbsp; I should have used =
my eyes and=20
not my ears when checking</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>this plug out!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Go figure.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"chuck duffy" &lt;<A href=3D"mailto:c@c.com">c@c.com</A>&gt; =
wrote in=20
message <A=20
href=3D"news:473da274$1@linux">news:473da274$1@linux</A>...</DIV><BR>The =
ringing=20
would be coming from the resonators. I would start adjusting =
```

```
there.<BR>This is=20
 also a plug we should share presets on once we get em=20
 down:-)<BR><BR>Chuck<BR>"Tom Bruhl" &lt;<A=20
 href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&qt:=20
 wrote:<BR>&gt;<BR>&gt;<BR>&gt;The Big Reverb is happening.&nbsp; It is =
a = 20
 little dsp hungry but that's<BR>&gt;to be expected.&nbsp; I dabbled =
with it on=20
 snare in a rock tune and <BR>&gt;it came up with the stuff.=20
 =3D20<BR>&gt;<BR>&gt;I will need to study it a bit more to understand =
where some=20
 of the=3D20<BR>&gt;ringing is generated from.&nbsp; The density is =
quite=20
 nice.  I hope that<BR>&gt;Mike can add 1-3 controls to globally =
control=20
 all 16 parameters as one.<BR>&gt;That would make sense to me and make =
it more=20
 easily editable.<BR>&gt;<BR>&gt;Either way it is well worth a few =
bucks to add=20
 to your library of plugs.<BR>&gt;Tom<BR>&gt;&nbsp; "Mike =
Audet"=20
 <mike@...&gt; wrote in message <A=20
href=3D"news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...<BR>&at;<BR>&a=
t; =20
 Hi All, <BR>&gt; <BR>&gt; &nbsp; I'm am very proud to announce the =
release of the=20
 Big Reverb!<BR>&gt;<BR>&gt;&nbsp; The "Big Reverb" was an unfinished =
algorithm=20
 that had been commented =3D<BR>&gt;out<BR>&gt;&nbsp; of the original =
PARIS stock=20
 effects source code.  It includes 32 (!)=20
 =3D<BR>&gt;configurable<BR>&gt;&nbsp; early reflections, 8 =
configurable=20
 diffusion times, and 12 =
configurable<BR>=3D<BR>&gt;reverb<BR>&gt;&nbsp;=20
 resonance times.   This reverb is one of a kind and sounds=20
 awesome!<BR>&gt;<BR>&gt;&nbsp; This is not the reverb created by Matt =
Craig,=20
 but a completely =3D<BR>&gt;different<BR>&gt;&nbsp; algorithm.=20
 =3D20<BR>&gt;<BR>&gt;&nbsp; As always, you can download it at <A=20
href=3D"http://www.ensoniq.ca">www.ensoniq.ca</A>.<BR>&gt;<BR>&gt;&nbsp; =
If you=20
 find this plugin useful, please shoot me some cash.  I'm=20
 broke<BR>=3D<BR>&gt;as<BR>&gt;&nbsp; hell.<BR>&gt;<BR>&gt;&nbsp; All =
the=20
 best!<BR>&gt;<BR>&gt;&nbsp; Mike<BR>&gt;<BR>&gt;<BR>&gt;I choose =
```

```
Polesoft=20
 Lockspam to fight spam, and=20
 you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;=20
 <BR>&qt;<BR>&qt;&lt:!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
 Transitional//EN"><BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20
 http-equiv=3D3DContent-Type content=3D3D"text/html;=20
 =3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =
content=3D3D"MSHTML=20
 6.00.2800.1400"=20
name=3D3DGENERATOR><BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=
D&at:<BR>&at:&lt:BODY=20
 bgColor=3D3D#ffffff><BR>&gt;&lt;DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3DArial size=3D3D2>The Big Reverb is happening. It =
=3D<BR>&gt;is a=20
 little=3D20<BR>&gt;dsp hungry but=20
 that's&lt:/FONT>&lt:/DIV&gt:<BR>&gt;&lt:DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>to be expected. I dabbled with it =3D<BR>&gt;on snare =
in=3D20<BR>&gt;a=20
 rock tune and</FONT&qt;&lt;/DIV&qt;<BR>&qt;&lt;DIV&qt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>it came up with the stuff.=20
 =3D<BR>&gt;&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2></FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>I will need to study it a bit more to=20
 =3D<BR>&gt;&lt;/FONT&gt;&lt;FONT=3D20<BR>&gt;face=3D3DArial =
size=3D3D2&qt;understand=20
 where some of the </FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
 face=3D3DArial size=3D3D2>ringing is generated from. The =
=3D<BR>&gt;density=20
 is=3D20<BR>&gt;quite nice. I hope=20
 that</FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>Mike can add 1-3 controls to =3D<BR>&gt;globally=20
 control=3D20<BR>&gt;all 16 parameters as=20
 one.</FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>That would make sense to me and make =
it<BR>=3D<BR>&gt;more=20
easily=3D20<BR>&gt;editable.&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&=
It:FONT=20
 face=3D3DArial size=3D3D2&qt;</FONT&qt; =
</DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT=20
```

```
face=3D3DArial size=3D3D2>Either way it is well worth a few=20
 bucks<BR>=3D<BR>&gt;to add to=3D20<BR>&gt;your library of=20
 plugs.</FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>Tom</FONT&gt;&lt;/DIV&g t; <BR>&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3DArial size=3D3D2></FONT&gt;=20
</DIV&gt;&lt;/DIV&gt;<BR>&gt;&lt;BLOCKQUOTE=3D20 <BR>&gt;style=3D3D"PAD=
DING-RIGHT:=20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: =
#000000 2px=20
 solid; MARGIN-RIGHT: 0px"><BR>&gt;&nbsp; &lt;DIV&gt;"Mike Audet"=20
 <mike@...&gt; wrote in message &lt;A=3D20<BR>&gt;&nbsp; =
=3D<BR>&gt;href=3D3D"<A=20
href=3D'news:473cc8e1$1@linux">news:473cc8e1$1@linux</A>...</DIV><BR>Hi=3D=
20'>news:473cc8e1$1@linux">news:473cc8e1$1@linux</A&gt;...&lt;/DIV&=
gt;<BR&gt;Hi=3D20</A><BR>&gt;&nbsp;=20
 All,<BR&qt;&lt;BR&qt;I'm am very proud to announce the release of =
the=20
 Big=3D20<BR>&gt;&nbsp; Reverb!&lt;BR&gt;&lt;BR&gt;The "Big Reverb" was =
an=20
 unfinished algorithm that had =3D<BR>&gt;been=3D20<BR>&gt;&nbsp; =
commented=20
 out<BR&gt;of the original PARIS stock effects source =
=3D<BR>&gt;code.=20
 It=3D20<BR>&gt;&nbsp; includes 32 (!) configurable&lt;BR&gt;early =
reflections, 8=20
 configurable =3D<BR>&gt;diffusion=3D20<BR>&gt;&nbsp; times, and 12 =
configurable=20
 reverb<BR&gt;resonance times. This =3D<BR>&gt;reverb is =
one=3D20<BR>&gt;&nbsp;=20
 of a kind and sounds awesome!<BR&gt;&lt;BR&gt;This is not the =
reverb=20
 created by<BR>=3D<BR>&gt;Matt=3D20<BR>&gt;&nbsp; Craig, but a =
completely=20
 different<BR&gt;algorithm. &lt;BR&gt;&lt;BR&gt;As =
=3D<BR>&gt;always,=20
 you=3D20<BR>&gt;&nbsp; can download it at &lt;A=3D20<BR>&gt;&nbsp; =
href=3D3D"<A=20
href=3D'http://www.ensonig.ca/">www.ensonig.ca</A>.<BR><BR>If'>http://www=
..ensonig.ca/" >www.ensonig.ca</A&gt;.&lt;BR&gt;& amp;lt;BR&gt;lf </A>=20
 you find<BR>=3D<BR>&gt;this=3D20<BR>&gt;&nbsp; plugin useful, please =
shoot me some=20
 cash. I'm broke=3D20<BR>&gt;&nbsp; =
as<BR&gt;hell.&lt;BR&gt;&lt;BR&gt;All the=20
```

```
best!<BR&gt;&lt;BR&gt;Mike&lt;/BLOCKQ UOTE&gt; <BR>&gt;&lt;DIV&gt;&lt;FO=
NT=20
 size=3D3D2><BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to fight =
spam,=20
=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR&gt;&lt;A=3D20 <BR>&gt;href=3D3D"<A=20
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D<BR>&gt;.html&lt;/A&gt;=20
</FONT&qt;&lt;/DIV&qt;&lt;/BODY&q t;&lt;/HTML&qt; <BR>&qt;<BR><qt;<BR>
BLOCKQUOTE></BODY></HTML>
----=_NextPart_000_0101_01C8283E.3FF540A0--
Subject: Re: ******Big Reverb Released******
Posted by emarenot on Sat, 17 Nov 2007 01:54:00 GMT
View Forum Message <> Reply to Message
Mike
Thank you.
MR
"Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
> Hi All,
> I'm am very proud to announce the release of the Big Reverb!
> The "Big Reverb" was an unfinished algorithm that had been commented out
> of the original PARIS stock effects source code. It includes 32 (!)
configurable
> early reflections, 8 configurable diffusion times, and 12 configurable
reverb
> resonance times. This reverb is one of a kind and sounds awesome!
> This is not the reverb created by Matt Craig, but a completely different
> algorithm.
> As always, you can download it at www.ensonig.ca.
> If you find this plugin useful, please shoot me some cash. I'm broke as
> hell.
>
> All the best!
```

> Mike

Subject: Re: ******Big Reverb Released****** Posted by Mike Audet on Sat, 17 Nov 2007 13:23:35 GMT

View Forum Message <> Reply to Message

```
Hi Mike.
```

Were you able to sort out the plugin loading problem your system was having?

Hope all is well,

Mike

```
"Mike R." <emarenot@yahoo.com> wrote:
>Mike
>Thank you.
>MR
>"Mike Audet" <mike@...> wrote in message news:473cc8e1$1@linux...
>>
>> Hi All,
>>
>> I'm am very proud to announce the release of the Big Reverb!
>> The "Big Reverb" was an unfinished algorithm that had been commented out
>> of the original PARIS stock effects source code. It includes 32 (!)
>configurable
>> early reflections, 8 configurable diffusion times, and 12 configurable
>reverb
>> resonance times. This reverb is one of a kind and sounds awesome!
>> This is not the reverb created by Matt Craig, but a completely different
>> algorithm.
>>
>> As always, you can download it at www.ensoniq.ca.
>> If you find this plugin useful, please shoot me some cash. I'm broke
as
>> hell.
>>
>> All the best!
>>
>> Mike
>
```