
Subject: PARIS Bitmaps

Posted by [paris1958](#) on Sat, 28 Nov 2009 21:31:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've created new PARIS Splash Screens for v3.0 and v2.1

To get them please visit: www.maplevalefarm.com/paris.html.

There are download instructions for the images, as well as a download for XN Resource Editor. The free program needed to skin PARIS Pro and previous versions of PARIS.

Other Splash Screen color schemes available for free upon request.

JON

Subject: Re: PARIS Bitmaps

Posted by [Micha](#) on Sun, 29 Nov 2009 23:52:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

very nice

Subject: Re: PARIS Bitmaps

Posted by [kerryg](#) on Mon, 30 Nov 2009 09:49:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Killer, thanks! I'd write more, but I'm in the midst of a tour and a bottle of very fine Scotch and I'm having to spellcheck every second word...

-k

Subject: Re: PARIS Bitmaps

Posted by [paris1958](#) on Mon, 30 Nov 2009 18:09:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Kerry, do they mind you being on the computer and drinking Scotch while on stage? Hence the spellcheck. Thanks, regards the bitmaps and for the great forum. I've been working on a PARIS skin. So far the only bitmap I've finished is 'MIXERBIGEQ' for the mixer's graphic EQ window. I attached the bitmap for you.

I have a PARIS question:

I'm a long time PARIS user (10yrs) I'm having an issue (yes, we all have issues) with v3.0. I don't know if you've ever run into this before. After PARIS is completely loaded and ready for use my CPU (AMD 64 bit 2.2ghz) starts to hover around 95%. It makes it almost impossible to use PARIS. I don't have any problems when using v2.1 or my PARIS hardware.

Thanks in advance.
JON

File Attachments

1) [MIXERBIGEQ.bmp](#), downloaded 150 times

Subject: Re: PARIS Bitmaps
Posted by [kerryg](#) on Mon, 30 Nov 2009 18:22:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

The skin looks great, can't wait to see the rest!

As to the 95% usage - hmm - dunno, I'm relatively new to the PC side. Have you tried disabling DX and dragging your native plugins out of their folder yet to see if it's something to do with that?

Subject: Re: PARIS Bitmaps
Posted by [paris1958](#) on Tue, 01 Dec 2009 00:00:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks regards the EQ bitmap. When I started working on the bitmaps I had to figure out what was what, besides the obvious graphics. The next one may be a bit quicker as I progress.

I'll try your suggestion about the native plugins. DirectX is already disabled. Version 3.0 used to work just fine. I'm not sure exactly what triggered the problemo. I did contact Intelligent Devices and waiting to hear back. They're not the most prompt with responses to tech questions.

Cheers,
JON

Subject: Re: PARIS Bitmaps
Posted by [kerryg](#) on Thu, 31 Dec 2009 22:13:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow - I forgot about this thread. Those splash screens look great - do you mind if I put them into the Wiki?

Heh, that Scotch I had during the tour was back at home on a night off. On the easiest of gigs nowadays I find as little as a single beer makes me fatigue more easily than in my youth (that bass ain't getting any lighter as the years go by).

But it was way out of the question on this gig which was particularly "heads-up". I was playing bass with the Canadian Tenors (that's me on bass in the upper RH corner of some of these pix). The job included occasionally being a "loaner" rhythm section to guest artists - sometimes pretty

much sight-reading the charts of guest artists (plus revised-for-broadcast versions of our own material, marked up with Stickies, including new Christmas material) while recording TV shows syndicated to 22 countries.

So - heh, no, there were no drinkies for the bassist until the copious opportunities for publicly falling on my face were safely behind me

Subject: Re: PARIS Bitmaps
Posted by [paris1958](#) on Fri, 01 Jan 2010 06:02:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Kerry,

Happy New Year!!! All the best for 2010!

You're more than welcome to share the bitmaps. They were made for anyone who would enjoy them. I'm going to work on more after a couple of studio projects are completed.

Sound like the gigs are interesting. Yeah...so...the skaters looked nice in their pretty costumes and the tenors sang well, but where's all the attention that the bassist deserved? It's a thankless life sometimes. That's great about the syndicated shows, and thank goodness for Stickies!

Continued success with all your musical adventures.

Jon

Subject: Re: PARIS Bitmaps
Posted by [thesandbox1](#) on Tue, 23 Feb 2010 01:04:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seems to be similar to what I am seeing right now but goes away when going back to the original paris.exe
paris1958 wrote on Mon, 30 November 2009 10:09

I have a PARIS question:

I'm a long time PARIS user (10yrs) I'm having an issue (yes, we all have issues) with v3.0. I don't know if you've ever run into this before. After PARIS is completely loaded and ready for use my

CPU (AMD 64 bit 2.2ghz) starts to hover around 95%. It makes it almost impossible to use PARIS. I don't have any problems when using v2.1 or my PARIS hardware.

Thanks in advance.

JON

Subject: Re: PARIS Bitmaps

Posted by [kerryg](#) on Tue, 23 Feb 2010 01:12:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

What app are you using to install the BMPs in the skinned versions? XNResource Editor, or Resource Tuner?

- K

Subject: Re: PARIS Bitmaps

Posted by [thesandbox1](#) on Tue, 23 Feb 2010 01:21:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

resource tuner. Maybe after I get this sorted I will start over with a couple of the bmps I like and go from there on that end.

Subject: Re: PARIS Bitmaps

Posted by [kerryg](#) on Tue, 23 Feb 2010 01:27:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good to know, keep us posted, we'll be checking things on this end too.
