
Subject: Working on the Mac plugins...

Posted by [Mike Audet](#) on Sun, 15 Jun 2008 16:14:01 GMT

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Hi Guys,

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I started out with 300 compile errors (which I think is the maximum) and slowly widdled it down to 2. When I solved the last 2, another 300 appeared because the compilation process could now progress further (and hit more problems).

Chuck has been completely run off his feet and not even on the continent much of the time. When he gets a chance, the Mac will come. It's a huge kindness for him to offer to send it. Until then, I'm learning a lot about C++ through these efforts, so it is a joy for me to do it. It would also be nice to leave VC++ 6.0 behind for a more modern compiler on the PC, which could follow from this work.

I don't have any firm release dates, but I want you guys to know that I am trying, and one way or another, we will get there. :)

All the best,

Mike

Subject: Re: Working on the Mac plugins...

Posted by [Ted Gerber](#) on Sun, 15 Jun 2008 17:55:52 GMT

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Strictly top drawer!

Ted

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

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Subject: Re: Working on the Mac plugins...

Posted by [excelav](#) on Sun, 15 Jun 2008 21:12:04 GMT

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Hi Mike! Glad to here your working on the Mac side. If you get a chance,

would you take a close look at the Paris compressor, BT pointed out that there is something wrong with the Mac version of the compressor?

Thanks
James

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

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Subject: Re: Working on the Mac plugins...

Posted by [mike mullin\[1\]](#) on Sun, 15 Jun 2008 22:17:25 GMT

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Thanks Mike for all your efforts.

cheers,

Mike

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

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Subject: Re: Working on the Mac plugins...

Posted by [Michael Kraynak](#) on Mon, 16 Jun 2008 12:21:27 GMT

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This is terrific news, thanks.

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

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Subject: Re: Working on the Mac plugins...
Posted by [DC](#) on Tue, 17 Jun 2008 16:15:41 GMT
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Yeah baby!

DC

Subject: Re: Working on the Mac plugins...
Posted by [Tommy Detamore](#) on Tue, 17 Jun 2008 18:08:19 GMT
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Awesome Mike...! Thanks...

TD

Subject: Re: Working on the Mac plugins...
Posted by [mike audet\[3\]](#) on Tue, 17 Jun 2008 22:59:34 GMT
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Hi James,

What I will do is compile my version of the compressor, and we can see if it makes a difference. There may be bugs in the mac driver, but I'm hopeful everything will work the same on the mac as on the pc.

All the best,

Mike

"James McCloskey" <excelsm@hotmail.com> wrote:

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Subject: Re: Working on the Mac plugins...

From what I understood it was not the algo/comp, but rather a mmap of a parameter.

AA

"Mike Audet" <mike@..> wrote in message news:485841d6\$1@linux...

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