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Subject: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Mike Audet](#) on Fri, 05 Oct 2007 03:53:52 GMT

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Hey all,

I've got some new goodies!

I've just released the "PARIS compressor". It's the original PARIS compressor algo before it was "crunched" to allow 16 compressors to fit on one EDS100 card. I've added meters (of course) AND

I fixed the sample rate bug in this and my previous two plugins!

If you hadn't heard, almost all the PARIS effects assume 48k for their calculations, even when they are working at 44.1K. Not these. They operate at the project sample rate. Can you hear a difference? You tell me!

you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).

These plugins are released as "pay what you can" (ie - not free). I'm not a rich man, and I could use the help.

As always, let me know what you think.

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Aaron Allen](#) on Fri, 05 Oct 2007 04:45:07 GMT

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---

Deeeewwwwwwwwd..... As soon as these 15-18 hr days cease, I will be all over this.

Did you by chance fix it so that the Mac mismap bug is gone for the Mac users?

Question: can I run 'this' compressor also w/o causing problems on the crunched version that shipped with the Paris rigs?

AA

"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

>

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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [LaMontt](#) on Fri, 05 Oct 2007 05:47:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool..Great work Mike..

How's that cool DAQ Comtroller project going?

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

>  
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Posted by [LaMontt](#) on Fri, 05 Oct 2007 05:47:34 GMT  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [xpam\\_mark](#) on Fri, 05 Oct 2007 08:35:32 GMT  
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Can't wait to hear it/use it. Bravo Mr. A!

WMW

"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Mike Audet](#) on Fri, 05 Oct 2007 10:57:36 GMT

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Hi Aaron,

The PARIS Comp does not replace the stock compressor. You can run them both at the same time. I renamed the algo in the dsp source and recompiled it so that they wouldn't conflict. I guarantee that you will never run the stock compressor again, though.

I would really like to tackle the Mac stuff, but I don't have a Mac running PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform edition just to compile the code. The cheapest I've seen it for is around \$80 plus shipping. If a Mac user wants to send me a copy or the \$100 (I live in Canada and shipping is always stupid expensive), I'll get to work

on it.

But even then, I can't make any promises except to try.

All the best,

Mike

"Aaron Allen" <know-spam@not\_here.dude> wrote:

>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I will be all

>over this.

>Did you by chance fix it so that the Mac mismap bug is gone for the Mac

>users?

>Question: can I run 'this' compressor also w/o causing problems on the

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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Mike Audet](#) on Fri, 05 Oct 2007 10:59:18 GMT  
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Hi Lamont,

I think you have me confused with someone else - or I'm losing it. :)

What is the DAQ Controller project?

"LaMont" <jjdpro@gmail.com> wrote:

>

>Cool..Great work Mike..

>

>How's that cool DAQ Comtroller project going?

>

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

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Dimitrios](#) on Fri, 05 Oct 2007 11:45:01 GMT

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---

Hey Mike !!

Thats brilliant work !!

I am now trying the new comp and will post what I think of it !!

Hey guys send some money to Mike.

I have already and I will send again ...

We need Mike developing and I can see him making nEW PLUGZ for us. !!

Hey Mike.

I can probably give you access to my site (for free of course) and some MB's to upload your stuff.

If you wanna do this email me...

This 48khz versus 44.1 khz thing just k..s me !

I did not know that we had sample rate conversion on the fly !!

This maybe would fix some digital noise thing with eventiter !

Mike can you add a dry wet mix knob on reverbs ??

There is a way to use them on inserts but without this dry/wet thing it is of no real use !!

Thanks for your great efforts and I hope that everyone will reply to this and say at least a thank (some money to him is also better :))you Mike for what you are doing for Paris !!!

Regards,  
Dimitrios

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

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Fri, 05 Oct 2007 12:01:22 GMT  
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Hi Dimitrios,

Thanks for you kind words!

It's not that we had sample rate conversion on the fly, but the math done to change the samples as they came through was all based on a 48k sample rate. So, all the parameters were around 10% wrong. Sample rate is used for more than just what EQ to tweak - there's a lot of math that goes on regarding how the frequencies are affected, an a lot of that involves having the sample rate right.

The FreakQ was always set to 44.1. All the other effects I've seen are set to 48 by default. If eventiter doesn't make the digital noise at 48k, themn I would say that there is a very good chance I can fix it.

As for adding a wet/dry mix, I think I will eventually be able to do that. I found a 100 page spec of the PARIS DSP assembler. I'm going to give it a read, but it will be a while before I can really do much with it. I'm just learning. :)

Thanks also for offering the hosting. I'm all set at [ensoniq.ca](http://ensoniq.ca) for now.

All the best,

Mike

"Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote:

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>Hey Mike !!



>Thats brilliant work !!  
>I am now trying the new comp and will post what I think of it !!  
>Hey guys send some money to Mike.  
>I have already and I will send again ...  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Cujjo](#) on Fri, 05 Oct 2007 13:06:12 GMT  
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---

D are you talking about the "grainy" sound Eventiter has?  
I always want to use it but find it a bit harsh to listen to. It would be  
killer if it was smooooth!

"Dimitrios" <musurgio@otenet.gr> wrote:

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Aaron Allen](#) on Fri, 05 Oct 2007 13:34:17 GMT  
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You probably mean Doug Wellington and his DAW controller project.

AA

"LaMont" <[jjdpro@gmail.com](mailto:jjdpro@gmail.com)> wrote in message [news:4705cff6\\$1@linux...](mailto:news:4705cff6$1@linux...)

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> Cool..Great work Mike..  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:51:34 GMT  
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---

Hi Cujo,  
Yes sometimes it sounds grainy as you say especially on band limited tracks  
like electric guitar that is not evident on vocals !  
So I guess some kind of prefiltering inside eventide could solve that somehow  
I guess !  
Dimitrios

"Cujo" <[chris@applemanstudio.com](mailto:chris@applemanstudio.com)> wrote:

>  
>  
>D are you talking about the "grainy" sound Eventiter has?  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:56:21 GMT  
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---

Hi Mike,  
Yes this compressor on fast times sounds cleaner than the stock one !!  
Nice !!  
Can you please add a dry mix on the compressors ??  
That should have the 2 samples latency as to be in phase .  
You know all ensoniq plugins introduce 2 samples latency !  
That would make a very very important addition !  
Thus you could add (in phase) some uncompressed signal along a squashed one  
!!  
I would love that !!

Also it would be handy a simple latency adder !  
That is if you wanna put a couple of compressors on kick and snare and keep  
the drumtracks in phase you could put the latency adder for the 2 samples  
each introduces and not charge the Eds cpu !

Keep up the great work !  
Regards,  
Dimitrios

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

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Fri, 05 Oct 2007 14:02:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Dimitrios,

I'll look into the mix option - I think that is a good idea, but it won't happen soon because it involves DSP coding in Ensoniq assembler - out of my league at present.

As for the latency plug, why not just use sampleslide? Each EDS card can only have 16 effects at once. Using one of them for something that can be done so well by a dx plugin sounds like a waste to me. Perhaps a stereo one would make sense...

I'm glad you like the plug. I'm reading about WDM drivers right now. I'd love to fix the ADAT card bug in Windows XP. As always, no promises, though.  
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Mike

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 14:04:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear Mike,  
If you are gonna think about doing some new plugz here are some ideas to catch on!

1) I buss adder !!!  
Yes that is a great addition !  
This plug could use the out and in wires but the in wire should be able to accept more than one out wire !!  
Now you can only send one track to another, with another plugin like this we could send all out wires #1# to a in wire #1# and have all drumtracks send to another channle and then add an overall compressor !  
Then the latency adder should be needed as to delay the audiotracks sending to compensate for phase !

Regards,  
Dimitrios

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

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 14:08:50 GMT

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [DJ](#) on Fri, 05 Oct 2007 16:16:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I thought this was so cool that I just sent you some money.  
:o)

"Mike Audet" <[mike@.....](mailto:mike@.....)> wrote in message [news:4705b550\\$1@linux...](news:4705b550$1@linux...)  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [John Macy](#) on Fri, 05 Oct 2007 16:56:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awesome--will download and donate later this afternoon.

Many thanks!

"DJ" <[animix\\_at\\_animas\\_dot\\_net](mailto:animix_at_animas_dot_net)> wrote:

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>:o)

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>"Mike Audet" <[mike@.....](mailto:mike@.....)> wrote in message [news:4705b550\\$1@linux...](news:4705b550$1@linux...)

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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by PN on Fri, 05 Oct 2007 23:12:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mike,

Thanks for your ongoing efforts to provide new Paris stuff.  
I sent you some mojo via paypal.

"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [chuck duffy](#) on Fri, 05 Oct 2007 23:22:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"2 samples latency as to be in phase "

That's so funny and strange. 2 samples?

Chuck

"Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote:

>

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>>>>>Thanks for your great efforts and I hope that everyone will reply to  
>this  
>>>>>and say at least a thank (some money to him is also better :))you Mike  
>>>>>for  
>>>>>>what you are doing for Paris !!!  
>>>>>>

>>>>>Regards,  
>>>>>Dimitrios  
>>>>>  
>>>>>"Mike Audet" <mike@.....> wrote:  
>>>>>>  
>>>>>>Hey all,  
>>>>>>  
>>>>>>I've got some new goodies!  
>>>>>>  
>>>>>>I've just released the "PARIS compressor". It's the original PARIS  
>compressor  
>>>>>>algo before it was "crunched" to allow 16 compressors to fit on one  
>EDS100  
>>>>>>card. I've added meters (of course) AND  
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>>>>>>I fixed the sample rate bug in this and my previous two plugins!  
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>>>>>>If you hadn't heard, almost all the PARIS effects assume 48k for their  
>>>>calculations,  
>>>>>>even when they are working at 44.1K. Not these. They operate at the  
>>>project  
>>>>>>sample rate. Can you hear a difference? You tell me!  
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>>>>>>you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or  
>>>>>>once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
>>>>>>  
>>>>>>These plugins are released as "pay what you can" (ie - not free).

>  
>>I'm  
>>>>>>not a rich man, and I could use the help.  
>>>>>>  
>>>>>>As always, let me know what you think.  
>>>>>>  
>>>>>  
>>>>  
>>>>  
>>>  
>>  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [PN](#) on Sat, 06 Oct 2007 00:12:29 GMT  
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---

Hi Mike,

I unzipped the new plugs into `c:\windows\system32\ensoniq\plugins` dir.

However, I'm not seeing the new FX. What am I doing wrong?

"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

>  
> Hey all,  
>  
> I've got some new goodies!  
>  
> I've just released the "PARIS compressor". It's the original PARIS  
> compressor  
> algo before it was "crunched" to allow 16 compressors to fit on one EDS100  
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>  
> I fixed the sample rate bug in this and my previous two plugins!  
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> even when they are working at 44.1K. Not these. They operate at the  
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> sample rate. Can you hear a difference? You tell me!  
>  
> you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or  
> once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
>  
> These plugins are released as "pay what you can" (ie - not free). I'm  
> not a rich man, and I could use the help.  
>  
> As always, let me know what you think.  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 01:00:51 GMT

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---

Hmmm...are all of them not showing up? You could try adding  
c:\windows\system32\ensoniq\plugins  
(or whatever the exact text is) into your path. Let me know if you need  
help with that.

I'm really at a loss, though. I haven't had that problem at all.

Let me know if it is just one plug or all of them.

Mike



"PN" <pnl@nospam.com> wrote:

>

>Hi Mike,

>

>I unzipped the new plugs into c:\windows\system32\ensoniq\plugins dir.

>However, I'm not seeing the new FX. What am I doing wrong?

>

>

>

>"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

>>

>> Hey all,

>>

>> I've got some new goodies!

>>

>> I've just released the "PARIS compressor". It's the original PARIS

>> compressor

>> algo before it was "crunched" to allow 16 compressors to fit on one EDS100

>> card. I've added meters (of course) AND

>>

>> I fixed the sample rate bug in this and my previous two plugins!

>>

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>> sample rate. Can you hear a difference? You tell me!

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>> once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).

>>

>> These plugins are released as "pay what you can" (ie - not free). I'm

>> not a rich man, and I could use the help.

>>

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>>

>

>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by Erling on Sat, 06 Oct 2007 10:07:45 GMT

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---

Hei Mike

I have the same problem in WinXP. The two others are showing up but not the new Paris compressor. ...In WinME, all three are showing up...

...but my donation will show up for you when I again can find out how to use my PayPal after some years ;-)

Thousand thanks for your "vintage work" here with Paris:-)

Erling

On 6 Oct 2007 11:00:51 +1000, "Mike Audet" <mike@....> wrote:

>  
>Hmmm...are all of them not showing up? You could try adding  
c:\windows\system32\ensoniq\plugins  
>(or whatever the exact text is) into your path. Let me know if you need  
>help with that.

>  
>I'm really at a loss, though. I haven't had that problem at all.

>  
>Let me know if it is just one plug or all of them.

>  
>Mike

>  
>  
>"PN" <pnl@nospam.com> wrote:

>>  
>>Hi Mike,

>>  
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>>However, I'm not seeing the new FX. What am I doing wrong?

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 14:32:16 GMT  
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---

This is a multi-part message in MIME format.

---=\_linux47079c70  
Content-Type: text/plain  
Content-Transfer-Encoding: 7bit

Hi Erlio and Paul,

Give this ini file a try. I had some initial problems - I had been editing

the ini files in notepad, and it seems to add some formatting that PARIS doesn't like. I opened the ini in visual studio and pasted into a new file. Hopefully, that will strip out any ugly formatting that is left. Worse comes to worse, I'll just type the whole thing again.

Let me know how it goes.

Mike

erlilo <erling.lovik@lyse.net> wrote:

>Hei Mike

>

>I have the same problem in WinXP. The two others are showing up but  
>not the new Paris compressor. ...In WinME, all three are showing up...

>

>...but my donation will show up for you when I again can find out how  
>to use my PayPal after some years ;-)

>

>Thousand thanks for your "vintage work" here with Paris:-)

>

>Erling

>

>On 6 Oct 2007 11:00:51 +1000, "Mike Audet" <mike@....> wrote:

>

>>

>>Hmmm...are all of them not showing up? You could try adding  
c:\windows\system32\ensoniq\plugins

>>(or whatever the exact text is) into your path. Let me know if you need  
>>help with that.

>>

>>I'm really at a loss, though. I haven't had that problem at all.

>>

>>Let me know if it is just one plug or all of them.

>>

>>Mike

>>

>>

>>"PN" <pnl@nospam.com> wrote:

>>>

>>>Hi Mike,

>>>

>>>I unzipped the new plugs into c:\windows\system32\ensoniq\plugins dir.

>>>However, I'm not seeing the new FX. What am I doing wrong?

---=\_linux47079c70

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Content-Transfer-Encoding: base64









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OiJMb29rYWwhYWQilCBYyW5nZToyMSAgICAgbmxZGVjUGw6MyAgdW5pdHNM  
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ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg  
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OTYgbWF4VmFsOjAgdGI0bGU6IilgaGFzaE1pblZhbDotOTYgaGFzaEluY3JW  
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TCB7IGV4dFBvcnRlZDowIH0NCiAgICAgICAgICAgICAgICAgICAgICAgICAgICAg  
MSB9DQogICAgcGFyYyBpbkxwIHRoZSBzaWRlY2hhaW4uliB9DQoNCiAgICBwYXJt  
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dGNoDQoNCg0KcGF0Y2ggcENvbXBQYXRjaCAgICAgICAgICAgICAgICAgICAgICAg  
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MA0KICAgIHhcm0gb3V0IHsgZXh0UG9ydElkOjAgdDo1MCAgICAgICAgICAgICAg  
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DQoNCg==

---=\_linux47079c70--

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Gantt Kushner](#) on Sat, 06 Oct 2007 15:05:19 GMT  
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Hi Mike,

First off, thanks for doing all this work! Those of us who still use Paris every day salute you! Now, I'm a Mac guy. I downloaded the plugins from your website and they looked OK on my desktop. Are they PC only? I'm not seeing the Stereo Comp in my FX list. I have NoLimit w/ the meter.

Thanks again!

gantt

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

>  
>Hey all,  
>  
>I've got some new goodies!  
>  
>I've just released the "PARIS compressor". It's the original PARIS compressor algo before it was "crunched" to allow 16 compressors to fit on one EDS100 card. I've added meters (of course) AND  
>  
>I fixed the sample rate bug in this and my previous two plugins!  
>  
>If you hadn't heard, almost all the PARIS effects assume 48k for their calculations, even when they are working at 44.1K. Not these. They operate at the project sample rate. Can you hear a difference? You tell me!  
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>you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
>  
>These plugins are released as "pay what you can" (ie - not free). I'm not a rich man, and I could use the help.  
>  
>As always, let me know what you think.  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Gantt Kushner](#) on Sat, 06 Oct 2007 15:07:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Do we have four Mac users other than me who would be willing to kick in \$20 each?

Thanks Mike!

Gantt

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



>  
>I would really like to tackle the Mac stuff, but I don't have a Mac running  
>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform  
>edition just to compile the code. The cheapest I've seen it for is around  
>\$80 plus shipping. If a Mac user wants to send me a copy or the \$100 (I  
>live in Canada and shipping is always stupid expensive), I'll get to work  
>on it.  
>But even then, I can't make any promises except to try.  
>  
>All the best,  
>  
>Mike  
>  
>"Aaron Allen" <know-spam@not\_here.dude> wrote:  
>>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I will be all  
>  
>>over this.  
>>Did you by chance fix it so that the Mac mismap bug is gone for the Mac  
>  
>>users?  
>>Question: can I run 'this' compressor also w/o causing problems on the  
  
>>crunched version that shipped with the Paris rigs?  
>>  
>>AA  
>>  
>>  
>>"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...  
>>>  
>>> Hey all,  
>>>  
>>> I've got some new goodies!  
>>>  
>>> I've just released the "PARIS compressor". It's the original PARIS  
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>>> algo before it was "crunched" to allow 16 compressors to fit on one EDS100  
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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 15:17:57 GMT  
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---

This is a multi-part message in MIME format.

---=\_linux4707a725  
Content-Type: text/plain  
Content-Transfer-Encoding: 7bit

Ooops! I uploaded an ini file for a new version of the plug that I'm still testing!

Try this one, and let me know how it goes.

Sorry about the confusion, guys.

All the best,

Mike

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

>  
>  
>  
>Hi Erlio and Paul,  
>  
>Give this ini file a try. I had some initial problems - I had been editing  
>the ini files in notepad, and it seems to add some formatting that PARIS  
>doesn't like. I opened the ini in visual studio and pasted into a new file.  
> Hopefully, that will strip out any ugly formatting that is left. Worse

>comes to worse, I'll just type the whole thing again.  
>  
>Let me know how it goes.  
>  
>Mike  
>  
>  
>erlilo <erling.lovik@lyse.net> wrote:  
>>Hei Mike  
>>  
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>>not the new Paris compressor. ...In WinME, all three are showing up...  
>>  
>>...but my donation will show up for you when I again can find out how  
>>to use my PayPal after some years ;-)  
>>  
>>Thousand thanks for your "vintage work" here with Paris:-)  
>>  
>>Erling  
>>  
>>On 6 Oct 2007 11:00:51 +1000, "Mike Audet" <mike@....> wrote:  
>>  
>>>  
>>>Hmmm...are all of them not showing up? You could try adding  
c:\windows\system32\ensoniq\plugins  
>>>(or whatever the exact text is) into your path. Let me know if you need  
>>>help with that.  
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>>>Let me know if it is just one plug or all of them.  
>>>  
>>>Mike  
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>>>"PN" <pnl@nospam.com> wrote:  
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>>>>Hi Mike,  
>>>>  
>>>>I unzipped the new plugs into c:\windows\system32\ensoniq\plugins dir.  
>>>>However, I'm not seeing the new FX. What am I doing wrong?  
>

---=\_linux4707a725

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Content-Transfer-Encoding: base64

Content-Disposition: attachment; filename="Pcompressor1.0a.zip"

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AAAAAAAAACAAAAAJUQAACGNvbXAuaW5pUESFBgAAAAACAIAbgAAAK1WAAAA  
AA==

---=\_linux4707a725--

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 15:19:33 GMT

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Gi Gantt,

They are PC only, at least for now. Are you running them on a PC and having the two latest ones not show up in PARIS?

"Gantt Kushner" <[ganttmann@comcast.net](mailto:ganttmann@comcast.net)> wrote:

>

>Hi Mike,

>

>First off, thanks for doing all this work! Those of us who still use Paris

>every day

>salute you! Now, I'm a Mac guy. I downloaded the plugins from your website and

>they looked OK on my desktop. Are they PC only? I'm not seeing the Stereo

>Comp in my FX list. I have NoLimit w/ the meter.

>

>Thanks again!

>

>gantt

>

>"Mike Audet" <[mike@.....](mailto:mike@.....)> wrote:

>>

>>Hey all,

>>

>>I've got some new goodies!  
>>  
>>I've just released the "PARIS compressor". It's the original PARIS compressor  
>>also before it was "crunched" to allow 16 compressors to fit on one EDS100  
>>card. I've added meters (of course) AND  
>>  
>>I fixed the sample rate bug in this and my previous two plugins!  
>>  
>>If you hadn't heard, almost all the PARIS effects assume 48k for their  
calculations,  
>>even when they are working at 44.1K. Not these. They operate at the project  
>>sample rate. Can you hear a difference? You tell me!  
>>  
>>you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or  
>>once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
>>  
>>These plugins are released as "pay what you can" (ie - not free). I'm  
>>not a rich man, and I could use the help.  
>>  
>>As always, let me know what you think.  
>>  
>

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [dc\[3\]](#) on Sat, 06 Oct 2007 15:23:09 GMT  
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Count me in.

2 more please!

DC

"Gantt Kushner" <[ganttmann@comcast.net](mailto:ganttmann@comcast.net)> wrote:

>  
>Do we have four Mac users other than me whowould be willing to kick in \$20  
>each?

>  
>Thanks Mike!

>  
>Gantt

>  
>"Mike Audet" <[mike@...](mailto:mike@...)> wrote:

>>  
>>I would really like to tackle the Mac stuff, but I don't have a Mac running  
>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform

>> edition just to compile the code. The cheapest I've seen it for is around  
>> \$80 plus shipping. If a Mac user wants to send me a copy or the \$100 (I  
>> live in Canada and shipping is always stupid expensive), I'll get to work  
>> on it.  
>> But even then, I can't make any promises except to try.  
>>  
>> All the best,  
>>  
>> Mike  
>>  
>> "Aaron Allen" <know-spam@not\_here.dude> wrote:  
>>> Deeeewwwwwwwwd..... As soon as these 15-18 hr days cease, I will be all  
>>  
>>> over this.  
>>> Did you by chance fix it so that the Mac mismap bug is gone for the Mac  
>>  
>>> users?  
>>> Question: can I run 'this' compressor also w/o causing problems on the  
>  
>>> crunched version that shipped with the Paris rigs?  
>>>  
>>> AA  
>>>  
>>>  
>>> "Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...  
>>>>  
>>>> Hey all,  
>>>>  
>>>> I've got some new goodies!  
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>>>> I've just released the "PARIS compressor". It's the original PARIS  
  
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>>>> you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or



>>>> once the DNS goes through, simply at ensoniq.ca.  
>>>>  
>>>> These plugins are released as "pay what you can" (ie - not free).

>I'm  
>>>> not a rich man, and I could use the help.  
>>>>  
>>>> As always, let me know what you think.  
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>>>  
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>

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Ted Gerber](#) on Sat, 06 Oct 2007 15:53:42 GMT  
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I'm in for \$100, plus I'm in Toronto all the time and can get the cash to Mike ASAP.

Mike- let me know what I can do to help

Peace,

Ted

"Gantt Kushner" <[ganttmann@comcast.net](mailto:ganttmann@comcast.net)> wrote:

>  
>Do we have four Mac users other than me whowould be willing to kick in \$20  
>each?

>  
>Thanks Mike!

>  
>Gantt

>  
>"Mike Audet" <[mike@...](mailto:mike@...)> wrote:

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>>I would really like to tackle the Mac stuff, but I don't have a Mac running  
>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform  
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>>\$80 plus shipping. If a Mac user wants to send me a copy or the \$100 (I  
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>>on it.

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>>All the best,  
>>  
>>Mike  
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>>>Did you by chance fix it so that the Mac mismap bug is gone for the Mac  
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>>>crunched version that shipped with the Paris rigs?  
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>>>> Hey all,  
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>>>> As always, let me know what you think.  
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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 16:13:05 GMT  
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Hi Ted,

We just need a copy of Visual Studio 4.2 cross platform for the Mac. At least, I think we do. I'm taking an educated guess at that. If you can find one on ebay, we can give it a try. There was one there last week, but when I checked yesterday, I didn't see one.

This is very cool!

Mike

"Ted Gerber" <tedgerber@rogers.com> wrote:

>  
>I'm in for \$100, plus I'm in Toronto all the time and can get the cash to  
>Mike ASAP.

>  
>Mike- let me know what I can do to help

>  
>Peace,

>  
>Ted

>  
>  
>  
>  
>  
>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>  
>>Do we have four Mac users other than me whowould be willing to kick in  
\$20  
>>each?

>>  
>>Thanks Mike!

>>  
>>Gantt  
>>  
>>"Mike Audet" <mike@...> wrote:  
>>>  
>>>I would really like to tackle the Mac stuff, but I don't have a Mac running  
>>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform  
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>>>But even then, I can't make any promises except to try.  
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>>>All the best,  
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>>>>Question: can I run 'this' compressor also w/o causing problems on the  
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>>>>crunched version that shipped with the Paris rigs?  
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>>>>AA  
>>>>  
>>>>  
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>>>>> Hey all,  
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>>>>> I've got some new goodies!  
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>>>>> compressor  
>>>>> algo before it was "crunched" to allow 16 compressors to fit on one  
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>>>> If you hadn't heard, almost all the PARIS effects assume 48k for their  
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>>>> calculations,  
>>>> even when they are working at 44.1K. Not these. They operate at the  
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>>>> you can download these at [www.mikeaudet.com/ensoniq.ca](http://www.mikeaudet.com/ensoniq.ca) or  
>>>> once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
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>>>> These plugins are released as "pay what you can" (ie - not free).

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>>I'm  
>>>> not a rich man, and I could use the help.  
>>>>  
>>>> As always, let me know what you think.  
>>>>  
>>>>  
>>>>  
>>>  
>>  
>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Gantt Kushner](#) on Sat, 06 Oct 2007 16:17:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hi Mike,

No. I'm Mac only. I've thought about switching to PC in hopes of squeezing another year or two out of Paris but the learning curve scares me! On the other hand, I'd be able to run the newer Waves and UAD-1 FX.

Gantt

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

>  
>Gi Gantt,  
>  
>They are PC only, at least for now. Are you running them on a PC and having  
>the two latest ones not show up in PARIS?  
>

>"Gantt Kushner" <[ganttmann@comcast.net](mailto:ganttmann@comcast.net)> wrote:

>>  
>>Hi Mike,  
>>  
>>First off, thanks for doing all this work! Those of us who still use Paris  
>>every day  
>>salute you! Now, I'm a Mac guy. I downloaded the plugins from your websiteand  
>>they looked OK on my desktop. Are they PC only? I'm not seeing the Stereo  
>>Comp in my FX list. I have NoLimit w/ the meter.  
>>  
>>Thanks again!  
>>  
>>gantt  
>>  
>>"Mike Audet" <mike@.....> wrote:  
>>>  
>>>Hey all,  
>>>  
>>>I've got some new goodies!  
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>>>I've just released the "PARIS compressor". It's the original PARIS compressor  
>>>also before it was "crunched" to allow 16 compressors to fit on one EDS100  
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>>>once the DNS goes through, simply at [ensoniq.ca](http://ensoniq.ca).  
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>>>These plugins are released as "pay what you can" (ie - not free). I'm  
>>>not a rich man, and I could use the help.  
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>>>As always, let me know what you think.  
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>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by Erling on Sat, 06 Oct 2007 18:18:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hi Mike,

I have now tested with both inifiles and it seems to be no luck for me at all to open the new ParisCompressor with any of these in WinXP. I see there are some bmp files inside the pluginmap that is needed to show up different EDS-plugins. Can it be a bmp-file that's missing?

Erling

On 7 Oct 2007 01:17:57 +1000, "Mike Audet" <mike@....> wrote:

>  
>Ooops! I uploaded an ini file for a new version of the plug that I'm still  
>testing!  
>  
>Try this one, and let me know how it goes.  
>  
>Sorry about the confusion, guys.  
>  
>All the best,  
>  
>Mike  
>  
>  
>  
>"Mike Audet" <mike@....> wrote:  
>>  
>>  
>>  
>>Hi Erling and Paul,  
>>  
>>Give this ini file a try. I had some initial problems - I had been editing  
>>the ini files in notepad, and it seems to add some formatting that PARIS  
>>doesn't like. I opened the ini in visual studio and pasted into a new file.  
>> Hopefully, that will strip out any ugly formatting that is left. Worse  
>>comes to worse, I'll just type the whole thing again.  
>>  
>>Let me know how it goes.  
>>  
>>Mike  
>>  
>>  
>>erlilo <erling.lovik@lyse.net> wrote:  
>>>Hei Mike  
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>>>I have the same problem in WinXP. The two others are showing up but  
>>>not the new Paris compressor. ...In WinME, all three are showing up...  
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>>>...but my donation will show up for you when I again can find out how

>>>to use my PayPal after some years ;-)  
>>>  
>>>Thousand thanks for your "vintage work" here with Paris:-)  
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>>>>Hmmm...are all of them not showing up? You could try adding  
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>>>>I'm really at a loss, though. I haven't had that problem at all.  
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>>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [steve the artguy](#) on Sat, 06 Oct 2007 18:42:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll support it, just on principle

-steve

"DC" <dc@spammersinhell.com> wrote:  
>  
>Count me in.  
>  
>2 more please!  
>  
>DC  
>  
>  
>"Gantt Kushner" <ganttmann@comcast.net> wrote:



>>  
>>Do we have four Mac users other than me whowould be willing to kick in  
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>>Thanks Mike!  
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>>>  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Sun, 07 Oct 2007 15:15:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hey,  
I am on XP and all Mike's plugins and updates work like a charm !!  
He even made a wet AND dry knob for the compressor !!!  
He is finalizing it but as I beta tested it I am sure this will be a killer  
!!  
Support Mike, please !  
Regards,  
Dimitros

erlilo <[erling.lovik@lyse.net](mailto:erling.lovik@lyse.net)> wrote:  
>  
>Hi Mike,

>  
>I have now tested with both inifiles and it seems to be no luck for me  
>at all to open the new ParisCompressor with any of these in WinXP. I  
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>Erling  
>  
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>>Try this one, and let me know how it goes.  
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>>Sorry about the confusion, guys.  
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>>All the best,  
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>>"Mike Audet" <mike@....> wrote:  
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>>>>>>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by Erling on Sun, 07 Oct 2007 15:48:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mike sent me this that fixed the problem for me in XP:

quotation marks). Make sure you have the semi colon between the new  
entry and what was there before."

I have donated and will donate more after what's happening here with  
new Paris-things:-)

Regards  
Erling

On 8 Oct 2007 01:15:09 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>  
>Hey,  
>I am on XP and all Mike's plugins and updates work like a charm !!  
>He even made a wet AND dry knob for the compressor !!!  
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>>>All the best,

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---

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Mike Mullin](#) on Mon, 08 Oct 2007 14:52:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm in and thanks Mike.  
cheers,  
Mike Mullin

"Gantt Kushner" <[ganttmann@comcast.net](mailto:ganttmann@comcast.net)> wrote:

>  
>Do we have four Mac users other than me whowould be willing to kick in \$20  
>each?

>  
>Thanks Mike!

>  
>Gantt

>  
>"Mike Audet" <[mike@...](mailto:mike@...)> wrote:

>>  
>>I would really like to tackle the Mac stuff, but I don't have a Mac running  
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>>But even then, I can't make any promises except to try.

>>  
>>All the best,

>>  
>>Mike

>>  
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>>>> As always, let me know what you think.  
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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [chuck duffy](#) on Mon, 08 Oct 2007 18:11:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mike,



The Mac stuff is built under Code Warrior, not visual C++. It's a real nightmare, and if you think it was hard to grok the Visual C++ side, think about doing it with no reference projects. Yikes.

Chuck

"Mike Mullin" <lunarlordship@sympatico.ca> wrote:

>

>I'm in and thanks Mike.

>cheers,

>Mike Mullin

>

>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>

>>Do we have four Mac users other than me whowould be willing to kick in \$20

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>>Gantt

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(I

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>>>But even then, I can't make any promises except to try.

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>>>All the best,

>>>

>>>Mike

>>>

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>>>>over this.

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```

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>>>>>
>>>>>
>>>
>>
>

```

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Mike Audet](#) on Mon, 08 Oct 2007 23:38:50 GMT

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

---

No reference projects??!?!?!?!?

Chuck, thank you so much for all the work you did. I'm very, very aware that I'm blessed to have your work to look at and learn from. I'm having such a great time working on this stuff, and it really is a dream come true to be able to move PARIS forward.

I've sent you a couple of emails, but I have a feeling that my messages get killed by your spam filter. I would love to work on the precision limiter, and it would be a huge help to have the wires code to look at. One of the things I still have no clue about (among many) is how the routing works. I would really, really, love to add a side chain to a compressor, and I think that the wires code would be a huge help.

Thanks again for everything!

Mike

PS - I don't know if you've seen my little site at [ensoniq.ca](http://ensoniq.ca), but you've got a very special thanks right at the top.

"chuck duffy" <c@c.com> wrote:

>

>Mike,

>

>The Mac stuff is built under Code Warrior, not visual C++. It's a real nightmare,

>and if you think it was hard to grok the Visual C++ side, think about doing it with no reference projects. Yikes.

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---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [PN](#) on Tue, 09 Oct 2007 00:20:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Mike,

Adding the path fixed the problem with not being able to see the FX.  
The new comp is great!

However, I'm having one other small problem with FreakQ.  
It only displays the left output meter for some reason.

I just downloaded v1.6 to see if it was 1.5 that had the problem.  
Apparently on my PC they both do.  
My PC is using WinXP pro sp1.

Please let me know if you have any suggestions.  
Thanks again for all of your support.

-Paul

"Mike Audet" <mike@....> wrote in message news:4707a725\$1@linux...

>

> Oops! I uploaded an ini file for a new version of the plug that I'm

> still

> testing!

>

> Try this one, and let me know how it goes.

>

> Sorry about the confusion, guys.

>

> All the best,

>

> Mike

>

>

>

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

>>

>>

>>

>>Hi Erlio and Paul,

>>

>>Give this ini file a try. I had some initial problems - I had been

>>editing

>>the ini files in notepad, and it seems to add some formatting that PARIS

>>doesn't like. I opened the ini in visual studio and pasted into a new

>>file.

>> Hopefully, that will strip out any ugly formatting that is left. Worse

>>comes to worse, I'll just type the whole thing again.

>>

>>Let me know how it goes.

>>

>>Mike

>>

>>

>>erlilo <erling.lovik@lyse.net> wrote:

>>>Hei Mike

>>>  
>>>I have the same problem in WinXP. The two others are showing up but  
>>>not the new Paris compressor. ...In WinME, all three are showing up...  
>>>  
>>>...but my donation will show up for you when I again can find out how  
>>>to use my PayPal after some years ;-)  
>>>  
>>>Thousand thanks for your "vintage work" here with Paris:-)  
>>>  
>>>Erling  
>>>  
>>>On 6 Oct 2007 11:00:51 +1000, "Mike Audet" <mike@....> wrote:  
>>>  
>>>>  
>>>>Hmmm...are all of them not showing up? You could try adding  
>>>>c:\windows\system32\ensoniq\plugins  
>>>>(or whatever the exact text is) into your path. Let me know if you need  
>>>>help with that.  
>>>>  
>>>>I'm really at a loss, though. I haven't had that problem at all.  
>>>>  
>>>>Let me know if it is just one plug or all of them.  
>>>>  
>>>>Mike  
>>>>  
>>>>  
>>>>"PN" <pnl@nospam.com> wrote:  
>>>>>  
>>>>>Hi Mike,  
>>>>>  
>>>>>I unzipped the new plugs into c:\windows\system32\ensoniq\plugins dir.  
>>>>>However, I'm not seeing the new FX. What am I doing wrong?  
>>  
>

## File Attachments

---

1) [clip\\_image002.jpg](#), downloaded 111 times





---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [Ted Gerber](#) on Tue, 09 Oct 2007 01:19:26 GMT

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

---

Hi Mike-

In light of this, what would you like me to do vis a vis directing funds?

Happy Thanksgiving

Ted

Feel free to call me @ 416.821.7084

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

>

>No reference projects??!?!?!?!?

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>Chuck, thank you so much for all the work you did. I'm very, very aware

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [chuck duffy](#) on Tue, 09 Oct 2007 20:26:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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for the past couple years

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> "order" and "flags" parameters that aren't defined anywhere, and I can't  
> find an example of them being used, either.

You can chain output to input, and you can do it using only the box markup code in the ini file. Basically it allows you to chain two or more plugs together, output of one to input of another. This serves to form a 'composite' plugin definition. But that's just the definition of the plug, not the instance.

There is no way to point the output of one instance of an insert plugin, to the input of an instance of an insert on another channel. This was confirmed by the guys who wrote the software and designed the hardware, that's where I came up with the idea for wires.

> Did you ever try compiling the Mac plugs under Visual Studio 4.2 cross platform?  
> The reason I thought that would be the way to go is that the driver requires  
> 4.2, and the troll.h has a zillion entries for translating between Mac and  
> PC.

Well, the reason I went with CodeWarrior, is that that's what all the mac plugs were built with by the Ensoniq guys.

> I've yet to get a debug version of a plugin to load in PARIS, too.

It's not possible, AFAIK. What is possible, and I used on a minute by minute basis is the following:

Sprinkle debugprints throughout your code, then pick up the output with sysinternals debugview, available at [www.sysinternals.com](http://www.sysinternals.com)

> Thanks again for everything!

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Dude! WTF did you just say???? And is that legal here in the USA???

pab

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Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Wed, 10 Oct 2007 02:25:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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Great work!

Tom

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wrote:<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;I'm in =  
and=20  
thanks=20  
=  
Mike.<BR>&gt;&gt;&gt;&gt;&gt;cheers, <BR>&gt;&gt;&gt;&gt;&gt;Mike =  
  
Mullin<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;"Gantt =  
Kushner"=20  
&lt;<A =  
href=3D"mailto:ganttmann@comcast.net">ganttmann@comcast.net</A>&gt;=20  
=  
wrote:<BR>&gt;&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;&gt;Do =  
we=20  
have four Mac users other than me whowould be willing to=20  
=  
kick<BR>&gt;&gt;in<BR>&gt;&gt;&gt;&gt;&gt;\$20 <BR>&gt;&gt;&gt;&gt;&gt;&gt;=  
&gt;each?<BR>&gt;&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;&gt;=  
Thanks=20  
=  
Mike!<BR>&gt;&gt;&gt;&gt;&gt;&gt; <BR> &gt;&gt;&gt;&gt;&gt;&gt;Gant =  
t<BR>&gt;&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;&gt; "Mike=20  
Audet" &lt;mike@...&gt;=20  
=  
wrote:<BR> &gt;&gt;&gt;&gt;&gt;&gt;&gt;& &gt; <BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;=  
&gt;I=20  
would really like to tackle the Mac stuff, but I don't have a=20  
Mac<BR>&gt;&gt;&gt;running<BR> &gt;&gt;&gt;&gt;&gt;&gt;& &gt;PARIS =  
and I'm=20  
pretty sure that I need a copy of Visual C++ 4.2=20  
=  
cross<BR>&gt;&gt;&gt;&gt;platform<BR> &gt;&gt;&gt;&gt;&gt;&gt;& &gt;edit=  
ion=20  
just to compile the code.&nbsp; The cheapest I've seen it=20  
for<BR>is<BR>&gt;&gt;&gt;around<BR> &gt;&gt;&gt;&gt;&gt;&gt;& &gt;\$80 =  
plus=20  
shipping.&nbsp; If a Mac user wants to send me a copy or=20  
=  
the<BR>\$100<BR>&gt;&gt;&gt;&gt;&gt;&gt;& &gt;(I <BR> &gt;&gt;&gt;&gt;&gt;&gt;& &gt;=  
live=20



I've got some new  
 goodies!  
 I've just released the "PARIS compressor". It's the  
 original PARIS  
 compressor also before it was  
 "crunched" to allow 16 compressors to fit  
 on one EDS100 card. I've added meters (of course)  
 AND  
 I fixed the sample rate bug in this and my previous two  
 plugins!  
 If you hadn't heard, almost all the PARIS effects assume 48k  
 for their  
 calculations, even when they are  
 working at 44.1K. Not these. They  
 operate at the  
 project sample rate. Can you  
 hear a difference? You tell  
 me!  
 you can download these at <http://www.mikeaudet.com/ensoniq.ca>  
 or  
 simply at  
 ensoniq.ca.





Mike

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>  
>  
>Hey Mike,  
>I'm installing my mecs tomorrow. If all goes well I'll be trying the =  
>newest  
>versions of all your work. If they sound as good as they look I'll be a  
>happy camper! Your ideas (and Dimitrios') are making Paris breath a =  
>little  
>easier again. Every little bit helps. I have tons of mixes to get to =  
>and  
>will be using the comps and NoLimit quite a bit.

>  
>Great work!  
>Tom

>  
> "Mike Audet" <mike@....> wrote in message news:470c3826\$1 @linux...

>  
> Hi Chuck,  
>  
> It must have been extremely cool picking the brains of the PARIS =  
>designers.  
> Was there a particular version of code warrior that they used for the  
=

>mac  
> plugs? It would be great to get those out, too.

>  
> What do you think of my work so far?

>  
> All the best,

>  
> Mike  
> =20

>  
> "chuck duffy" <c@c.com> wrote:

> >  
> >>I did come across a function in boxTranslator that says  
> >>it connects the output of one plugin to an input of another, >but it  
=  
>uses  
> >> "order" and "flags" parameters that aren't defined anywhere, and I

=  
>can't  
> >>find an example of them being used, either.  
> >

> >You can chain output to input, and you can do it using only the box =  
>markup  
> >code in the ini file. Basically it allows you to chain two or more =  
>plugs  
> >together, output of one to input of another. This serves to form a =  
>'composite'  
> >plugin definition. But that's just the definition of the plug, not =  
>the instance.  
> > There is no way to point the output of one instance of an insert =  
>plugin,  
> >to the input of an instance of an insert on another channel. This =  
>was confirmed  
> >by the guys who wrote the software and designed the hardware, that's  
=  
>where  
> >I came up with the idea for wires.  
> >  
> >>Did you ever try compiling the Mac plugs under Visual Studio 4.2 =  
>cross  
> platform?  
> >> The reason I thought that would be the way to go is that the driver  
=  
>requires  
> >>4.2, and the troll.h has a zillion entries for translating between =  
>Mac  
> and  
> >>PC.  
> >  
> >Well, the reason I went with CodeWarrior, is that that's what all the  
=  
>mac  
> >plugs were built with by the Ensoniq guys. =20  
> >  
> >>I've yet to get a debug version of a plugin to load in PARIS, too.  
> >  
> >It's not possible, AFAIK. What is possible, and I used on a minute by  
=  
>minute  
> >basis is the following:  
> >  
> >Sprinkle debugprints throughout your code, then pick up the output =  
>with  
> sysinternals  
> >debugview, available at [www.sysinternals.com](http://www.sysinternals.com)  
> >  
> >>Thanks again for everything!  
> >>  
> >>

> >>Mike  
> >>  
> >>  
> >>  
> >>"chuck duffy" <c@c.com> wrote:  
> >>>  
> >>>Hi Mike. You are either getting spam filtered or using my old =  
>address.  
> >> My  
> >>>address is=20  
> >>>  
> >>>c d u f f y @ i d e a c o r p o r a t i o n . c o m  
> >>>  
> >>>for the past couple years  
> >>>  
> >>>Wires: no problem sharing the code if I can find it. Unfortunately  
=  
>there  
> >>>is no routing from effect to effect, across channels for inserts in  
=  
>the  
> >>architecture,  
> >>>so wires is a big hack. Basically what I do is steal 16 words of =  
>shared  
> >>>memory at the top of an ESP2 and reserve it. Then for each output  
=  
>wire,  
> >>>I send the audio a sample at a time up to one of the reserved words  
=  
>of  
> >memory.  
> >>> For each input wire I retrieve the audio a sample at a time from =  
>that  
> >reserved  
> >>>word. It's dirt simple, but suffers from a bad side effect. There  
=  
>is  
> >no  
> >>>shared memory BETWEEN effects chips. So say that you set up an =  
>output  
> >wire,  
> >>>and an effect and an input wire, and everything works great. But =  
>then  
> >you  
> >>>add another effect, and the effects engine shuffles the algos =  
>around to  
> >>different  
> >>>ESP2 chips to get a better allocation. Your input wire can get =

>allocated  
> >>>to one chip, the output to another. Then things no worky. The fix  
=  
>is  
> >to  
> >>>remove the input and output wire, then add them back, and in all =  
>likelyhood  
> >>>they will end up on the same chip, but its a pain.  
> >>>  
> >>>I have a great keyed gate and a sidechain I never released because  
=  
>wires  
> >>>is not a reliable method, and there is no other way to route from =  
>channel  
> >>>to channel among inserts.  
> >>>  
> >>>I also can't release the precision limiter because that is the =  
>property  
> >>of  
> >>>one of the original ensoniq guys, and I have an ironclad agreement  
=  
>with  
> >>him  
> >>>that I cannot release it, unless its for sale , and he gets a cut.  
> >>>  
> >>>The one thing I do think we should release is matts reverb, cause =  
>nobody  
> >>>has heard from here in years.  
> >>>  
> >>>Chuck  
> >>>  
> >>>  
> >>>  
> >>>"Mike Audet" <mike@...> wrote:  
> >>>>  
> >>>>No reference projects??!?!?!?!  
> >>>>  
> >>>>Chuck, thank you so much for all the work you did. I'm very, very  
=  
>aware  
> >>>>that I'm blessed to have your work to look at and learn from. I'm  
=  
>having  
> >>>>such a great time working on this stuff, and it really is a dream  
=  
>come  
> >>true  
> >>>>to be able to move PARIS forward.

> >>>>  
> >>>>I've sent you a couple of emails, but I have a feeling that my =  
>messages  
> >>>get  
> >>>>killed by your spam filter. I would love to work on the precision  
=  
>limiter,  
> >>>>and It would be a huge help to have the wires code to look at. One  
=  
>of  
> >the  
> >>>>things I still have no clue about (among many) is how the routing  
=  
>works.  
> >>>> I would really, really, love to add a side chain to a compressor,  
=  
>and  
> >>I  
> >>>>think that the wires code would be a huge help.  
> >>>>  
> >>>>Thanks again for everything!  
> >>>>  
> >>>>Mike  
> >>>>  
> >>>>PS - I don't know if you've seen my little site at ensoniq.ca, but  
=  
>you've  
> >>>>got a very special thanks right at the top.  
> >>>>  
> >>>>  
> >>>>  
> >>>>"chuck duffy" <c@c.com> wrote:  
> >>>>>  
> >>>>>Mike,  
> >>>>>  
> >>>>>The Mac stuff is built under Code Warrior, not visual C++. It's  
=  
>a real  
> >>>>nightmare,  
> >>>>>and if you think it was hard to grok the Visual C++ side, think =  
>about  
> >>doing  
> >>>>>it with no reference projects. Yikes.  
> >>>>>  
> >>>>>Chuck  
> >>>>>  
> >>>>>"Mike Mullin" <lunarlordship@sympatico.ca> wrote:  
> >>>>>>

> >>>>>I'm in and thanks Mike.  
> >>>>>cheers,  
> >>>>>Mike Mullin  
> >>>>>  
> >>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:  
> >>>>>  
> >>>>>>Do we have four Mac users other than me whowould be willing to  
=  
>kick  
> >>in  
> >>>>>\$20  
> >>>>>>each?  
> >>>>>>  
> >>>>>>Thanks Mike!  
> >>>>>>  
> >>>>>>Gantt  
> >>>>>>  
> >>>>>>"Mike Audet" <mike@...> wrote:  
> >>>>>>>  
> >>>>>>>I would really like to tackle the Mac stuff, but I don't have  
=  
>a Mac  
> >>>running  
> >>>>>>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2  
=  
>cross  
> >>>>platform  
> >>>>>>>edition just to compile the code. The cheapest I've seen it =  
>for  
> is  
> >>>around  
> >>>>>>>\$80 plus shipping. If a Mac user wants to send me a copy or =  
>the  
> \$100  
> >>>>>(I  
> >>>>>>>live in Canada and shipping is always stupid expensive), I'll  
=  
>get  
> >to  
> >>>>work  
> >>>>>>>on it.  
> >>>>>>>But even then, I can't make any promises except to try.  
> >>>>>>>  
> >>>>>>>All the best,  
> >>>>>>>  
> >>>>>>>Mike  
> >>>>>>>  
> >>>>>>>"Aaron Allen" <know-spam@not\_here.dude> wrote:

> >>>>>>>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I  
=  
>will  
> >>be  
> >>>>>all  
> >>>>>>>  
> >>>>>>>over this.  
> >>>>>>>Did you by chance fix it so that the Mac mmap bug is gone =  
>for  
> the  
> >>>>Mac  
> >>>>>>>  
> >>>>>>>users?  
> >>>>>>>Question: can I run 'this' compressor also w/o causing =  
>problems  
> on  
> >>>the  
> >>>>>>>  
> >>>>>>>crunched version that shipped with the Paris rigs?  
> >>>>>>>  
> >>>>>>>AA  
> >>>>>>>  
> >>>>>>>  
> >>>>>>>"Mike Audet" <mike@.....> wrote in message =  
>news:4705b550\$1@linux...  
> >>>>>>>>>  
> >>>>>>>>> Hey all,  
> >>>>>>>>>  
> >>>>>>>>> I've got some new goodies!  
> >>>>>>>>>  
> >>>>>>>>> I've just released the "PARIS compressor". It's the =  
>original  
> PARIS  
> >>>>>>  
> >>>>>>>>> compressor  
> >>>>>>>>> algo before it was "crunched" to allow 16 compressors to =  
>fit on  
> >>one  
> >>>>>>EDS100  
> >>>>>>>>> card. I've added meters (of course) AND  
> >>>>>>>>>  
> >>>>>>>>> I fixed the sample rate bug in this and my previous two =  
>plugins!  
> >>>>>>>>>  
> >>>>>>>>> If you hadn't heard, almost all the PARIS effects assume =  
>48k for  
> >>>their  
> >>>>>>>>





```

><DIV><FONT face=3DArial size=3D2>I'm installing my mecs =
>tomorrow. If all=20
>goes well I'll be trying the newest</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>versions of all your work. If =
>they sound as=20
>good as they look I'll be a</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>happy camper! Your ideas (and =
>Dimitrios') are=20
>making Paris breath a little</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>easier again. Every little bit=20
>helps. I have tons of mixes to get to and</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>will be using the comps and NoLimit =
>quite a=20
>bit.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>Great work!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></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:470c3826$1 @linux">news:470c3826$1 @linux</A>...</DIV><BR>Hi=20
> Chuck,<BR><BR>It must have been extremely cool picking the brains of =
>the=20
> PARIS designers.<BR> Was there a particular version of code =
>warrior=20
> that they used for the mac<BR>plugs? It would be great to get =
>those out,=20
> too.<BR><BR>What do you think of my work so far?<BR><BR>All the=20
> best,<BR><BR>Mike<BR> <BR><BR>"chuck duffy" <<A=20
> href=3D"mailto:c@c.com">c@c.com</A>> wrote:<BR>><BR>>>I =
>did come=20
> across a function in boxTranslator that says<BR>>>it connects =
>the output=20
> of one plugin to an input of another, >but it uses<BR>>> =
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> "flags" parameters that aren't defined anywhere, and I =
>can't<BR>>>find=20
> an example of them being used, either.<BR>><BR>>>You can chain =
>output to=20
> input, and you can do it using only the box markup<BR>>>code in the =
>ini=20
> file. Basically it allows you to chain two or more=20
> plugs<BR>>>together, output of one to input of another. This =
>serves to=20
> form a 'composite'<BR>>>plugin definition. But that's just the =

```

>definition of=20  
> the plug, not the instance.<BR>> There is no way to point the =  
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> instance of an insert plugin,<BR>>to the input of an instance of an =  
>insert=20  
> on another channel. This was confirmed<BR>>by the guys who =  
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>the=20  
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>plugs=20  
> under Visual Studio 4.2 cross<BR>platform?<BR>>> The reason I =  
>thought=20  
> that would be the way to go is that the driver =  
>requires<BR>>>4.2, and=20  
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> Mac<BR>and<BR>>>PC.<BR>><BR>>>Well, the reason I went with=20  
> CodeWarrior, is that that's what all the mac<BR>>plugs were built =  
>with by=20  
> the Ensoniq guys. <BR>><BR>>>I've yet to get a debug =  
>version of=20  
> a plugin to load in PARIS, too.<BR>><BR>>>It's not possible, =  
>AFAIK. What=20  
> is possible, and I used on a minute by minute<BR>>basis is the=20  
> following:<BR>><BR>>>Sprinkle debugprints throughout your code, =  
>then pick=20  
> up the output with<BR>sysinternals<BR>>debugview, available at <A=20  
> =  
><A href=3D"http://www.sysinternals.com">www.sysinternals.com</A><BR>><BR>=  
>>>Thanks=20  
> again for=20  
> =  
>everything!<BR>>><BR>>><BR>>>Mike<BR>>><BR>>>&g=  
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> spam filtered or using my old address.<BR>>> =  
>My<BR>>>>address=20  
> is <BR>>>><BR>>>>c d u f f y @ i d e a c o r p o r a =  
>t i o n=20  
> . c o m<BR>>>><BR>>>>for the past couple=20  
> years<BR>>>><BR>>>>Wires: no problem sharing the =  
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>from=20  
> effect to effect, across channels for inserts in=20  
> the<BR>>>>architecture,<BR>>>>so wires is a big =

>hack. =20  
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>at the=20  
> top of an ESP2 and reserve it. Then for each output=20  
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>the=20  
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>  
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> from a bad side effect. There is<BR>>no<BR>>>shared =  
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> BETWEEN effects chips. So say that you set up an=20  
> output<BR>>wire,<BR>>>and an effect and an input wire, =  
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> everything works great. But then<BR>>you<BR>>>add =  
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> to<BR>>>different<BR>>>ESP2 chips to get a better=20  
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>one=20  
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> is<BR>>to<BR>>>remove the input and output wire, then add =  
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> but its a pain.<BR>>><BR>>>I have a great keyed =  
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>channel<BR>>>to=20  
> channel among inserts.<BR>>><BR>>>I also can't =  
>release the=20  
> precision limiter because that is the=20  
> property<BR>>>of<BR>>>one of the original ensoniq =  
>guys, and I=20  
> have an ironclad agreement with<BR>>>him<BR>>>that I =  
>cannot=20  
> release it, unless its for sale , and he gets a=20  
> cut.<BR>>><BR>>>The one thing I do think we should =  
>release=20  
> is matts reverb, cause nobody<BR>>>has heard from here in=20  
> =  
>years.<BR>>><BR>>>Chuck<BR>>><BR>>>&g=  
>t;<BR>>><BR>>>"Mike=20

> Audet" <mike@...> =  
>wrote:<BR>>>><BR>>>>>No=20  
> reference =  
>projects??!?!?!<BR>>>><BR>>>>>Chuck,=20  
> thank you so much for all the work you did. I'm very, very=20  
> aware<BR>>>>>that I'm blessed to have your work to look at =  
>and=20  
> learn from. I'm having<BR>>>>>such a great time =  
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> this stuff, and it really is a dream=20  
> come<BR>>>true<BR>>>>>to be able to move PARIS=20  
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> emails, but I have a feeling that my=20  
> messages<BR>>>>get<BR>>>>>killed by your spam=20  
> filter. I would love to work on the precision=20  
> limiter,<BR>>>>>and It would be a huge help to have the =  
>wires code=20  
> to look at. One of<BR>>the<BR>>>>>things I still have =  
>no clue=20  
> about (among many) is how the routing works.<BR>>>>> I =  
>would=20  
> really, really, love to add a side chain to a compressor,=20  
> and<BR>>>>I<BR>>>>>think that the wires code would be =  
>a huge=20  
> help.<BR>>>>><BR>>>>>Thanks again for=20  
> =  
>everything!<BR>>>>><BR>>>>>Mike<BR>>>>>&g=  
>t;<BR>>>>>PS=20  
> - I don't know if you've seen my little site at ensoniq.ca, but=20  
> you've<BR>>>>>got a very special thanks right at the=20  
> =  
>top.<BR>>>>><BR>>>>><BR>>>>><BR>>>>>&=  
>gt;>>"chuck=20  
> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20  
> =  
>wrote:<BR>>>>>><BR>>>>>>Mike,<BR>>>>>&g=  
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> Mac stuff is built under Code Warrior, not visual C++. It's a=20  
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>think it=20  
> was hard to grok the Visual C++ side, think=20  
> about<BR>>>>doing<BR>>>>>>it with no reference =  
>projects.=20  
> =  
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>t;>><BR>>>>>>>"Mike=20  
> Mullin" <<A=20











<http://msdn2.microsoft.com/en-us/library/ms792790.aspx>

debugview

<http://www.microsoft.com/technet/sysinternals/Miscellaneous/DebugView.msp>

Sprinkling

[www.parishilton.com](http://www.parishilton.com)

Chuck

"Neil" <IOUOI@OIU.com> wrote:

>

>Paul Braun <cygnus\_nospam@ctgonline.org> wrote:

>>On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:

>>>

>>>Sprinkle debugprints throughout your code, then pick up the output with

>sysinternals

>>>debugview, available at [www.sysinternals.com](http://www.sysinternals.com)

>>>

>>

>>Dude! WTF did you just say???? And is that legal here in the USA???

>

>No kidding... last time I sprinkled debugprints anywhere it

>cost me a \$500 fine & a day in jail.

>

>:D

>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Wed, 10 Oct 2007 17:37:06 GMT

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---

Thanks for this, Chuck. At first, I was just throwing exceptions to see if a block of code was being run. Then, I found your fprintf code, and built in a running log of what was going on.

This sounds a lot better. :)

As for the reverb, I actually spent a couple of days trying to get it running, but it was one of the first things I did, and I'm not sure if the problem was that I didn't know what I was doing, or if the compiled object code was broken. Do you have a copy of the dsp source for that one? The posted code only had the compiled .o file.

Thanks again!

Mike

"chuck duffy" <c@c.com> wrote:

>  
>For more info on  
>  
>dbgprint  
><http://msdn2.microsoft.com/en-us/library/ms792790.aspx>  
>  
>debugview  
> <http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.msp>  
>  
>Sprinkling  
>[www.parishilton.com](http://www.parishilton.com)  
>  
>Chuck  
>  
>"Neil" <IOUOI@OIU.com> wrote:  
>>  
>>Paul Braun <cygnus\_nospam@ctgonline.org> wrote:  
>>>On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:  
>>>>  
>>>>Sprinkle debugprints throughout your code, then pick up the output with  
>>sysinternals  
>>>>debugview, available at [www.sysinternals.com](http://www.sysinternals.com)  
>>>>  
>>>  
>>>Dude! WTF did you just say???? And is that legal here in the USA???  
>>  
>>No kidding... last time I sprinkled debugprints anywhere it  
>>cost me a \$500 fine & a day in jail.  
>>  
>>:D  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [chuck duffy](#) on Wed, 10 Oct 2007 23:00:01 GMT  
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I never had the code for the reverb, but I do have a working compiled version including presets that were imported from the DP/PRO. I have to find it of course.

Chuck

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

>

>Thanks for this, Chuck. At first, I was just throwing exceptions to see  
if  
>a block of code was being run. Then, I found your fprintf code, and built  
>in a running log of what was going on.  
>  
>This sounds a lot better. :)  
>  
>As for the reverb, I actually spent a couple of days trying to get it running,  
>but it was one of the first things I did, and I'm not sure if the problem  
>was that I didn't know what I was doing, or if the compiled object code  
was  
>broken. Do you have a copy of the dsp source for that one? The posted  
code  
>only had the compiled .o file.  
>  
>Thanks again!  
>  
>Mike  
>  
>  
>"chuck duffy" <c@c.com> wrote:  
>>  
>>For more info on  
>>  
>>dbgprint  
>><http://msdn2.microsoft.com/en-us/library/ms792790.aspx>  
>>  
>>debugview  
>> <http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.mspx>  
>>  
>>Sprinkling  
>>[www.parishilton.com](http://www.parishilton.com)  
>>  
>>Chuck  
>>  
>>"Neil" <IOUOI@OIU.com> wrote:  
>>>  
>>>Paul Braun <cygnus\_nospam@ctgonline.org> wrote:  
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>>

>