
Subject: PARIS 64 bit update

Posted by [mikeaudet](#) on Sun, 06 Feb 2011 02:40:18 GMT

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

Hi All,

I am so sorry that I haven't posted anything in so long. Some of the reasons are personal (I've been a hermit), but a lot of it lately is that I keep hoping to make a big announcement, and the work is just taking too long to keep putting off posting until it's done.

I've been working extremely hard on the 64 bit driver. I've been so focused, I've been missing meals and losing sleep. I was hoping to have it done by Friday, but programming hates schedules for some reason, and it's not done yet.

Just a recap, the 64 bit driver is hard because:

- 1) the PARIS application allocates the memory used to communicate with the EDS cards, and I can't fix that.
- 2) The eds cards can only talk to the first 4GB of memory (32 bits worth of addressing)
- 3) On a 64 bit system, the memory the application will be allocating could very well be above the 4 GB line, so the EDS card won't be able to talk to the the buffer it's given.

What I've accomplished so far is:

- 1) I've created soundbuffers in the scherzo that are guaranteed to be in the first 4GB of memory, so the EDS card can see them, and I've successfully passed these buffers back to the PSCL.
- 2) I've removed the code from the Scherzo that is illegal and bug checks on 64 bit systems and replaced it with legal and safe approaches.
- 3) I've identified places in the PSCL where I think I change the buffer that the eds card is sent, replacing it with one of my new ones. I've also Identified where I can copy the data back to the buffer that the PARIS application thinks is being sent to the EDS cards. This is called double buffering, and I've almost got it working.
- 4) I've created what I call a soundbuffer manager that keeps track of what new buffer goes with what old buffer and does the copying.

What I left is finishing the soundbuffer manager and dealing with the 64 bit to 32 bit pointer translation.

But, the hard, hard part is the double buffering, and I'm either almost finished that, or I'm about to find out that I have to go back to the drawing board because this approach isn't going to work. I really, really hope it works!

I've done my very best and put in tones and tones of time. I'm very sorry if people have given up hope or are frustrated waiting. I wish this was easier, and if I had the PARIS application source code, I'd be done. It would have been so simple. But alas....

I'll keep you guys posted as to my progress. I'm trying not to be a hermit anymore, so I'll make a much greater effort to communicate.

Best wishes to all,

Mike

Subject: Re: PARIS 64 bit update
Posted by [thesandbox1](#) on Sun, 06 Feb 2011 04:41:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike,
Your efforts for this community are above and beyond anything anyone of us could even think possible at this point. Something that was not this good would have been long dead and gone by now.
Thanks for being a major part of PARIS's second half of life.

Matt Barber
www.sandboxproductions.com

File Attachments

1) [IMG_2352.JPG](#), downloaded 1076 times



Subject: Re: PARIS 64 bit update
Posted by [echopraxia](#) on Sun, 06 Feb 2011 06:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

excellent news! Your almost there!

Subject: Re: PARIS 64 bit update
Posted by [Ted Gerber](#) on Sun, 06 Feb 2011 18:00:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Class act all around!! Thanks for the great work!

Subject: Re: PARIS 64 bit update
Posted by [Philip](#) on Sun, 06 Feb 2011 20:33:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Take your time. Your efforts are supremely appreciated and your work on the project so far is tantamount to genius, as far as I'm concerned.

You owe the Paris community nothing; yet, few have contributed on the scale that you have.

In other words,

YOU DA MAN!

Keep up the good work.

-Phil

Subject: Re: PARIS 64 bit update
Posted by [dnafe](#) on Sun, 06 Feb 2011 23:07:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike no apologies are necessary.

Thank you and a big thank you to your family

Subject: Re: PARIS 64 bit update
Posted by [mani1147](#) on Mon, 07 Feb 2011 14:38:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Way to go Mike, we're all cheering you on buddy.

Thanks
Rob_Ay

Subject: Re: PARIS 64 bit update
Posted by [Oui_Oui](#) on Wed, 09 Feb 2011 22:51:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your dedication is GREATLY appreciated even though I only understood 1/10th of what you said.
Thank You

I'm relatively new to the forum... Will the source code ever be had or is that door closed and locked?

Subject: Re: PARIS 64 bit update
Posted by [dnafe](#) on Thu, 10 Feb 2011 00:44:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

For reasons of National Security ID won't say....well they could but then they'd have to kill us

Subject: Re: PARIS 64 bit update
Posted by [rokuez](#) on Thu, 17 Feb 2011 11:19:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Philip wrote on Sun, 06 February 2011 12:33Take your time. Your efforts are supremely appreciated and your work on the project so far is tantamount to genius, as far as I'm concerned.

!!

Subject: Re: PARIS 64 bit update
Posted by [danielcornelius](#) on Tue, 19 Jun 2012 16:18:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hope the 64 bit is working. Good Job, thx for that !
