
Subject: Just an update...

Posted by [mike audet\[1\]](#) on Sun, 09 Mar 2008 15:35:33 GMT

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

Hi Everyone,

I just thought I'd post an update so that you don't think I've forgotten about you.

The crazy snow has been good for PARIS development. I've coded a back end and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there must be differences in the way memory is handled between the two platforms, because it disables most other plugins as soon as it loads (and it doesn't work, either).

I had to sort out how PARIS references tables compared to the DP/Pro, which I figured out last night. I thought that would fix the plug, but it didn't. There must be something else.

Anyway, I'm working on it. I'm sure that what I learn from this effort will make the rest of the dp/pro ports that much easier.

Hope you're all doing well.

Mike

Subject: Re: Just an update...

Posted by [Aaron Allen](#) on Sun, 09 Mar 2008 16:34:23 GMT

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

Get a rope.....

AA

"Neil" <OIIO@OI.com> wrote in message news:47d40cdc\$1@linux...

>

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

>

>>it disables most other plugins as soon as it loads (and it
>>doesn't work, either).

>

> Oh, so what you're saying is that it has PACE built-in?

>

> lol

>

Subject: Re: Just an update...

Posted by [Neil](#) on Sun, 09 Mar 2008 17:14:20 GMT

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

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

>it disables most other plugins as soon as it loads (and it
>doesn't work, either).

Oh, so what you're saying is that it has PACE built-in?

lol

Subject: Re: Just an update...

Posted by [Robert](#) on Sun, 09 Mar 2008 18:41:09 GMT

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

Great stuff Mike, keep up the good work dude.

Rob

"Mike Audet" <mike@....> wrote in message news:47d3f5b5\$1@linux...

>

> Hi Everyone,

>

> I just thought I'd post an update so that you don't think I've forgotten
> about you.

>

> The crazy snow has been good for PARIS development. I've coded a back and
> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
> must be differences in the way memory is handled between the two
> platforms,
> because it disables most other plugins as soon as it loads (and it doesn't
> work, either).

>

> I had to sort out how PARIS references tables compared to the DP/Pro,
> which

> I figured out last night. I thought that would fix the plug, but it
> didn't.

> There must be something else.

>

> Anyway, I'm working on it. I'm sure that what I learn from this effort
> will

> make the rest of the dp/pro ports that much easier.

>

> Hope you're all doing well.

>

> Mike

Subject: Re: Just an update...

Posted by [mike audet\[3\]](#) on Sun, 09 Mar 2008 19:56:37 GMT

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

Thanks, Rob!

I just got the amp to load and run. I've got some bugs to fix - my gain code is fubared for some reason. But, it sounds like a very aggressive, metal focused guitar amp. It works best for leads.

It's not going to replace my Marshall JCM 800, but it will have its place in the tool box.

I should have it out by the end of the week.

All the best!

Mike

"Rob Arsenault" <mani1147athotmaildotcom> wrote:

>Great stuff Mike, keep up the good work dude.

>Rob

>

>"Mike Audet" <mike@....> wrote in message news:47d3f5b5\$1@linux...

>>

>> Hi Everyone,

>>

>> I just thought I'd post an update so that you don't think I've forgotten about you.

>>

>> The crazy snow has been good for PARIS development. I've coded a back and

>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there

>> must be differences in the way memory is handled between the two

>> platforms,

>> because it disables most other plugins as soon as it loads (and it doesn't work, either).

>>

>> I had to sort out how PARIS references tables compared to the DP/Pro,

>> which

>> I figured out last night. I thought that would fix the plug, but it

>> didn't.

>> There must be something else.

>>

>> Anyway, I'm working on it. I'm sure that what I learn from this effort

>> will

>> make the rest of the dp/pro ports that much easier.

>>
>> Hope you're all doing well.
>>
>> Mike
>
>

Subject: Re: Just an update...
Posted by [Aaron Allen](#) on Mon, 10 Mar 2008 03:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

heeeeyyy... i'm stoked.
is it a HM-2 kinda cool, or sumpthin else?

AA

"Mike Audet" <mike@..> wrote in message news:47d4abcf\$1@linux...

>
> Oh my god! I just ran my Les Paul through this thing and got the coolest,
> crunchiest roots rock distortion! This thing RULES!
>
> I had been testing it with stuff I had recorded before. With a live
> guitar....it's
> amazing. It responds just like a tube amp. I have some gui cleanup and
> some debugging code to remove, and it is ready to go.
>
> Holy shit!
>
> Mike
>
>
> "Mike Audet" <mike@..> wrote:
>>
>>Thanks, Rob!
>>
>>I just got the amp to load and run. I've got some bugs to fix - my gain
>>code is fubared for some reason. But, it sounds like a very aggressive,
>>metal focused guitar amp. It works best for leads.
>>
>>It's not going to replace my Marshall JCM 800, but it will have its place
>>in the tool box.
>>
>>I should have it out by the end of the week.
>>
>>All the best!
>>
>>Mike

>>
>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>>>Great stuff Mike, keep up the good work dude.
>>>Rob
>>>
>>>"Mike Audet" <mike@...> wrote in message news:47d3f5b5\$1@linux...
>>>>
>>>> Hi Everyone,
>>>>
>>>> I just thought I'd post an update so that you don't think I've
>>>> forgotten
>>>> about you.
>>>>
>>>> The crazy snow has been good for PARIS development. I've coded a back
>>and
>>>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately,
>>>> there
>>>> must be differences in the way memory is handled between the two
>>>> platforms,
>>>> because it disables most other plugins as soon as it loads (and it
>>>> doesn't
>>>> work, either).
>>>>
>>>> I had to sort out how PARIS references tables compared to the DP/Pro,
>>
>>>> which
>>>> I figured out last night. I thought that would fix the plug, but it
>
>>>> didn't.
>>>> There must be something else.
>>>>
>>>> Anyway, I'm working on it. I'm sure that what I learn from this effort
>>
>>>> will
>>>> make the rest of the dp/pro ports that much easier.
>>>>
>>>> Hope you're all doing well.
>>>>
>>>> Mike
>>>
>>>
>>
>

Subject: Re: Just an update...
Posted by [Aaron Allen](#) on Mon, 10 Mar 2008 03:42:35 GMT

Roland HeavyMetal pedal.. super heavy capability with high overtones and 2 band EQ. 'The" 80's metal head sound.

http://www.bossus.com/go/boss_classics/images/hm2.jpg

AA

"Mike Audet" <mike@..> wrote in message news:47d4b001\$1@linux...

>

> Hi Aaron,

>

> I don't know the HM-2, but it sounds to me like a mesa boogie vibe, or

> something

> similar. It's different than my Marshall, and I've always been a Marshall

> guy so I'm not to familiar with other amps. But, I'm really into this

> one.

>

> I've got some VC controls to move around and one to remove. Should have

> it out soon.

>

> Mike

>

> "Aaron Allen" <know-spam@not_here.dude> wrote:

>>heeeeyyy... i'm stoked.

>>is it a HM-2 kinda cool, or sumpthin else?

>>

>>AA

>>

>>"Mike Audet" <mike@..> wrote in message news:47d4abcf\$1@linux...

>>>

>>> Oh my god! I just ran my Les Paul through this thing and got the

>>> coolest,

>>> crunchiest roots rock distortion! This thing RULES!

>>>

>>> I had been testing it with stuff I had recorded before. With a live

>>> guitar....it's

>>> amazing. It responds just like a tube amp. I have some gui cleanup and

>>> some debugging code to remove, and it is ready to go.

>>>

>>> Holy shit!

>>>

>>> Mike

>>>

>>>

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

>>>>

>>>>Thanks, Rob!
>>>>
>>>>I just got the amp to load and run. I've got some bugs to fix - my gain
>>>>code is fubared for some reason. But, it sounds like a very aggressive,
>>>>metal focused guitar amp. It works best for leads.
>>>>
>>>>It's not going to replace my Marshall JCM 800, but it will have its
>>>>place
>>>>in the tool box.
>>>>
>>>>I should have it out by the end of the week.
>>>>
>>>>All the best!
>>>>
>>>>Mike
>>>>
>>>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>>>>>Great stuff Mike, keep up the good work dude.
>>>>>Rob
>>>>>
>>>>>"Mike Audet" <mike@....> wrote in message news:47d3f5b5\$1@linux...
>>>>>>
>>>>>> Hi Everyone,
>>>>>>
>>>>>> I just thought I'd post an update so that you don't think I've
>>>>>> forgotten
>>>>>> about you.
>>>>>>
>>>>>> The crazy snow has been good for PARIS development. I've coded a
>>>>>> back
>>>>>>and
>>>>>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately,
>>>>>>
>>>>>> there
>>>>>> must be differences in the way memory is handled between the two
>>>>>> platforms,
>>>>>> because it disables most other plugins as soon as it loads (and it
>>>>>>
>>>>>> doesn't
>>>>>> work, either).
>>>>>>
>>>>>> I had to sort out how PARIS references tables compared to the DP/Pro,
>>>>>>
>>>>>> which
>>>>>> I figured out last night. I thought that would fix the plug, but it
>>>>>>
>>>>>> didn't.
>>>>>> There must be something else.

>All the best!
>
>Mike
>
>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>>Great stuff Mike, keep up the good work dude.
>>Rob
>>
>>"Mike Audet" <mike@....> wrote in message news:47d3f5b5\$1@linux...
>>>
>>> Hi Everyone,
>>>
>>> I just thought I'd post an update so that you don't think I've forgotten
>>> about you.
>>>
>>> The crazy snow has been good for PARIS development. I've coded a back
>and
>>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>> must be differences in the way memory is handled between the two
>>> platforms,
>>> because it disables most other plugins as soon as it loads (and it doesn't
>>> work, either).
>>>
>>> I had to sort out how PARIS references tables compared to the DP/Pro,
>
>>> which
>>> I figured out last night. I thought that would fix the plug, but it

>>> didn't.
>>> There must be something else.
>>>
>>> Anyway, I'm working on it. I'm sure that what I learn from this effort
>
>>> will
>>> make the rest of the dp/pro ports that much easier.
>>>
>>> Hope you're all doing well.
>>>
>>> Mike
>>
>>
>

Subject: Re: Just an update...
Posted by [mike audet\[3\]](#) on Mon, 10 Mar 2008 04:50:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Aaron,

I don't know the HM-2, but it sounds to me like a mesa boogie vibe, or something similar. It's different than my Marshall, and I've always been a Marshall guy so I'm not too familiar with other amps. But, I'm really into this one.

I've got some VC controls to move around and one to remove. Should have it out soon.

Mike

"Aaron Allen" <know-spam@not_here.dude> wrote:

>heeeeyyy... i'm stoked.

>is it a HM-2 kinda cool, or sumpthin else?

>

>AA

>

>"Mike Audet" <mike@..> wrote in message news:47d4abcf\$1@linux...

>>

>> Oh my god! I just ran my Les Paul through this thing and got the coolest, >> crunchiest roots rock distortion! This thing RULES!

>>

>> I had been testing it with stuff I had recorded before. With a live >> guitar....it's

>> amazing. It responds just like a tube amp. I have some gui cleanup and >> some debugging code to remove, and it is ready to go.

>>

>> Holy shit!

>>

>> Mike

>>

>>

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

>>>

>>>Thanks, Rob!

>>>

>>>I just got the amp to load and run. I've got some bugs to fix - my gain >>>code is fubared for some reason. But, it sounds like a very aggressive, >>>metal focused guitar amp. It works best for leads.

>>>

>>>It's not going to replace my Marshall JCM 800, but it will have its place >>>in the tool box.

>>>

>>>I should have it out by the end of the week.

>>>

>>>All the best!

>>>

>>>Mike

Subject: Re: Just an update...

Posted by [Gantt Kushner](#) on Mon, 10 Mar 2008 04:55:50 GMT

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

Hey Mike,

Did you ever get a Mac to work with?

Gantt

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

>

>Hi Everyone,

>

>I just thought I'd post an update so that you don't think I've forgotten

>about you.

>

>The crazy snow has been good for PARIS development. I've coded a back and

>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there

>must be differences in the way memory is handled between the two platforms,

>because it disables most other plugins as soon as it loads (and it doesn't

>work, either).

>

>I had to sort out how PARIS references tables compared to the DP/Pro, which

>I figured out last night. I thought that would fix the plug, but it didn't.

> There must be something else.

>

>Anyway, I'm working on it. I'm sure that what I learn from this effort
will

>make the rest of the dp/pro ports that much easier.

>

>Hope you're all doing well.

>

>Mike

Subject: Re: Just an update...

Posted by [mike audet\[3\]](#) on Mon, 10 Mar 2008 06:05:37 GMT

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

Hi Gantt,

I actually got a copy of OS 9 to run in an emulator on my PC. As soon as I get the development Mac from Chuck, I'll clone the development environment there and compile until they're all done.

It's kind of cool watching OS 9 boot up on my X2 Athlon.

I'll let you know the minute I have more news.

Mike

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

>

>Hey Mike,

>

>Did you ever get a Mac to work with?

>

>Gantt

>

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

>>

>>Hi Everyone,

>>

>>I just thought I'd post an update so that you don't think I've forgotten
>>about you.

>>

>>The crazy snow has been good for PARIS development. I've coded a back
>>and

>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>must be differences in the way memory is handled between the two platforms,
>>because it disables most other plugins as soon as it loads (and it doesn't
>>work, either).

>>

>>I had to sort out how PARIS references tables compared to the DP/Pro, which
>>I figured out last night. I thought that would fix the plug, but it didn't.

>> There must be something else.

>>

>>Anyway, I'm working on it. I'm sure that what I learn from this effort
>will

>>make the rest of the dp/pro ports that much easier.

>>

>>Hope you're all doing well.

>>

>>Mike

>

Subject: Re: Just an update...

Posted by [Kim W](#) on Mon, 10 Mar 2008 06:47:34 GMT

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

F*#n Awesome.

This is nearly a dream come true.
I always record DI guit as well as a mic'd cab.
(Sometimes the cab sounds like poop).
During tracking I often run the DI channel through a
Sansamp stompbox for initial "vibe". A bit cumbersome, though.
Some shekels coming your way when it is ready for primetime.
Thanks for your efforts.
Kim

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

>
>Oh my god! I just ran my Les Paul through this thing and got the coolest,
>crunchiest roots rock distortion! This thing RULES!
>
>I had been testing it with stuff I had recorded before. With a live guitar....it's
>amazing. It responds just like a tube amp. I have some gui cleanup and
>some debugging code to remove, and it is ready to go.

>
>Holy shit!

>
>Mike

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

>>
>>Thanks, Rob!

>>
>>I just got the amp to load and run. I've got some bugs to fix - my gain
>>code is fubared for some reason. But, it sounds like a very aggressive,
>>metal focused guitar amp. It works best for leads.

>>
>>It's not going to replace my Marshall JCM 800, but it will have its place
>>in the tool box.

>>
>>I should have it out by the end of the week.

>>
>>All the best!

>>
>>Mike

>>
>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>>>Great stuff Mike, keep up the good work dude.

>>>Rob

>>>

>>>"Mike Audet" <mike@....> wrote in message news:47d3f5b5\$1@linux...

>>>>
>>>> Hi Everyone,
>>>>
>>>> I just thought I'd post an update so that you don't think I've forgotten
>>>> about you.
>>>>
>>>> The crazy snow has been good for PARIS development. I've coded a back
>>and
>>>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>>> must be differences in the way memory is handled between the two
>>>> platforms,
>>>> because it disables most other plugins as soon as it loads (and it doesn't
>>>> work, either).
>>>>
>>>> I had to sort out how PARIS references tables compared to the DP/Pro,
>>
>>>> which
>>>> I figured out last night. I thought that would fix the plug, but it
>
>>>> didn't.
>>>> There must be something else.
>>>>
>>>> Anyway, I'm working on it. I'm sure that what I learn from this effort
>>
>>>> will
>>>> make the rest of the dp/pro ports that much easier.
>>>>
>>>> Hope you're all doing well.
>>>>
>>>> Mike
>>>
>>>
>>
>

Subject: Re: Just an update...
Posted by [Martin Harrington](#) on Mon, 10 Mar 2008 08:08:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

James, I told you how to do it ; >)

On 10/03/08 7:44 PM, in article 47d4e6cb\$1@linux, "James McCloskey"
<excelsm@hotmail.com> wrote:

>
> Hey mike! What emulator are you using? Is it stable? Are you able to run

> the mac version of Paris on your Athlon?
>
> "Mike Audet" <mike@..> wrote:
>>
>> Hi Gantt,
>>
>> I actually got a copy of OS 9 to run in an emulator on my PC. As soon as
>> I get the development Mac from Chuck, I'll clone the development environment
>> there and compile until they're all done.
>>
>> It's kind of cool watching OS 9 boot up on my X2 Athlon.
>>
>> I'll let you know the minute I have more news.
>>
>> Mike
>>
>>
>>
>>
>> "Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>> Hey Mike,
>>>
>>> Did you ever get a Mac to work with?
>>>
>>> Gantt
>>>
>>> "Mike Audet" <mike@....> wrote:
>>>>
>>>> Hi Everyone,
>>>>
>>>> I just thought I'd post an update so that you don't think I've forgotten
>>>> about you.
>>>>
>>>> The crazy snow has been good for PARIS development. I've coded a back
>> and
>>>> and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>>> must be differences in the way memory is handled between the two platforms,
>>>> because it disables most other plugins as soon as it loads (and it doesn't
>>>> work, either).
>>>>
>>>> I had to sort out how PARIS references tables compared to the DP/Pro,
> which
>>>> I figured out last night. I thought that would fix the plug, but it
>>>> didn't.
>>>> There must be something else.
>>>>
>>>> Anyway, I'm working on it. I'm sure that what I learn from this effort

>>> will
>>>> make the rest of the dp/pro ports that much easier.
>>>>
>>>> Hope you're all doing well.
>>>>
>>>> Mike
>>>
>>
>

Subject: Re: Just an update...
Posted by [excelav](#) on Mon, 10 Mar 2008 08:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey mike! What emulator are you using? Is it stable? Are you able to run the mac version of Paris on your Athlon?

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

>
>Hi Gantt,
>
>I actually got a copy of OS 9 to run in an emulator on my PC. As soon as
>I get the development Mac from Chuck, I'll clone the development environment
>there and compile until they're all done.
>
>It's kind of cool watching OS 9 boot up on my X2 Athlon.
>
>I'll let you know the minute I have more news.
>
>Mike

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

>>
>>Hey Mike,
>>
>>Did you ever get a Mac to work with?
>>
>>Gantt
>>

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

>>>
>>>Hi Everyone,
>>>
>>>I just thought I'd post an update so that you don't think I've forgotten

>>>about you.
>>>
>>>The crazy snow has been good for PARIS development. I've coded a back
>and
>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>>must be differences in the way memory is handled between the two platforms,
>>>because it disables most other plugins as soon as it loads (and it doesn't
>>>work, either).
>>>
>>>I had to sort out how PARIS references tables compared to the DP/Pro,
which
>>>I figured out last night. I thought that would fix the plug, but it didn't.
>>> There must be something else.
>>>
>>>Anyway, I'm working on it. I'm sure that what I learn from this effort
>>will
>>>make the rest of the dp/pro ports that much easier.
>>>
>>>Hope you're all doing well.
>>>
>>>Mike
>>
>

Subject: Re: Just an update...
Posted by [mike audet\[3\]](#) on Mon, 10 Mar 2008 14:39:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi James,

The emulator is called "Sheep Shaver". It runs as a Windows Program. It wont run PARIS because it has limited hardware support, but it should run code warrior and compile PARIS code just fine. I got my hands on a copy of code warrior and was all set to give it a run, but the copy I got will compile for OS 9, but only runs in OS 10. I was saddened.

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

>
>Hey mike! What emulator are you using? Is it stable? Are you able to run
>the mac version of Paris on your Athlon?
>

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

>>
>>Hi Gantt,

>>
>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
as
>>I get the development Mac from Chuck, I'll clone the development environment
>>there and compile until they're all done.
>>
>>It's kind of cool watching OS 9 boot up on my X2 Athlon.
>>
>>I'll let you know the minute I have more news.
>>
>>Mike
>>
>>
>>
>>
>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>>Hey Mike,
>>>
>>>Did you ever get a Mac to work with?
>>>
>>>Gantt
>>>
>>>"Mike Audet" <mike@....> wrote:
>>>>
>>>>Hi Everyone,
>>>>
>>>>I just thought I'd post an update so that you don't think I've forgotten
>>>>about you.
>>>>
>>>>The crazy snow has been good for PARIS development. I've coded a back
>>and
>>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>>>must be differences in the way memory is handled between the two platforms,
>>>>because it disables most other plugins as soon as it loads (and it doesn't
>>>>work, either).
>>>>
>>>>I had to sort out how PARIS references tables compared to the DP/Pro,
>which
>>>>I figured out last night. I thought that would fix the plug, but it
didn't.
>>>> There must be something else.
>>>>
>>>>Anyway, I'm working on it. I'm sure that what I learn from this effort
>>>will
>>>>make the rest of the dp/pro ports that much easier.
>>>>
>>>>Hope you're all doing well.

>>>>
>>>>Mike
>>>
>>
>

Subject: Re: Just an update...
Posted by [excelav](#) on Mon, 10 Mar 2008 17:32:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike, I've got a vary old version of code warrior that should run on OS 9, it's yours if you want it. I just have to find it.

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

>
>Hi James,
>
>The emulator is called "Sheep Shaver". It runs as a Windows Program. It
>wont run PARIS because it has limited hardware support, but it should run
>code warrior and compile PARIS code just fine. I got my hands on a copy
>of code warrior and was all set to give it a run, but the copy I got will
>compile for OS 9, but only runs in OS 10. I was saddened.

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

>>
>>Hey mike! What emulator are you using? Is it stable? Are you able to
>run
>>the mac version of Paris on your Athlon?

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

>>>
>>>Hi Gantt,
>>>
>>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
>as
>>>I get the development Mac from Chuck, I'll clone the development environment
>>>there and compile until they're all done.

>>>
>>>It's kind of cool watching OS 9 boot up on my X2 Athlon.

>>>
>>>I'll let you know the minute I have more news.

>>>
>>>Mike
>>>
>>>

A question that might sound stupid but I would like to ask anyway.
Could you import any dspfx plugin to its hardware ???!
It has only some basic ones but lacks some great ones like the Studioverb
and Optimizer etc...
These are DX plugins and need to be compiled to be used with their hardware
ISA DSPFX card.
Let me know.
I will py for that !
Regards,
Dimitrios

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

>
>Hi James,
>
>The emulator is called "Sheep Shaver". It runs as a Windows Program. It
>wont run PARIS because it has limited hardware support, but it should run
>code warrior and compile PARIS code just fine. I got my hands on a copy
>of code warrior and was all set to give it a run, but the copy I got will
>compile for OS 9, but only runs in OS 10. I was saddened.

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

>>
>>Hey mike! What emulator are you using? Is it stable? Are you able to
>run
>>the mac version of Paris on your Athlon?

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

>>>
>>>Hi Gantt,
>>>
>>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
>as
>>>I get the development Mac from Chuck, I'll clone the development environment
>>>there and compile until they're all done.

>>>
>>>It's kind of cool watching OS 9 boot up on my X2 Athlon.

>>>
>>>I'll let you know the minute I have more news.

>>>
>>>Mike

>>>

>>>

>>>

>>>

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

>>>>
>>>>Hey Mike,
>>>>
>>>>Did you ever get a Mac to work with?
>>>>
>>>>Gantt
>>>>
>>>>"Mike Audet" <mike@....> wrote:
>>>>
>>>>>Hi Everyone,
>>>>>
>>>>>I just thought I'd post an update so that you don't think I've forgotten
>>>>>about you.
>>>>>
>>>>>The crazy snow has been good for PARIS development. I've coded a back
>>>>and
>>>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>>>>>must be differences in the way memory is handled between the two platforms,
>>>>>because it disables most other plugins as soon as it loads (and it doesn't
>>>>>work, either).
>>>>>
>>>>>I had to sort out how PARIS references tables compared to the DP/Pro,
>>which
>>>>>I figured out last night. I thought that would fix the plug, but it
>didn't.
>>>>> There must be something else.
>>>>>
>>>>>Anyway, I'm working on it. I'm sure that what I learn from this effort
>>>>will
>>>>>make the rest of the dp/pro ports that much easier.
>>>>>
>>>>>Hope you're all doing well.
>>>>>
>>>>>Mike
>>>>
>>>
>>
>

Subject: Re: Just an update...
Posted by [mike audet\[3\]](#) on Tue, 11 Mar 2008 14:42:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Dimitiros.

We would need the source code for the algorithm, and then we would need to rewrite in in esp2 assembler. I bought a book on dsp programming that I hope

to get to read eventually. That would allow me to write some truly new effects for PARIS.

If we could get the source to an effect, I'd be willing to give it a try. It would be a hell of a challenge, but I'd take it on if the effect was worth it.

I started on the drpro hall last night. I expect it will blow away the dspfx studioverb. :)

Cheers!

Mike

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

>
>Dear Mike,
>A question that might sound stupid but I would like to ask anyway.
>Could you import any dspfx plugin to its hardware ???!
>It has only some basic ones but lacks some great ones like the Studioverb
>and Optimizer etc...
>These are DX plugins and need to be compiled to be used with their hardware
>ISA DSPFX card.
>Let me know.
>I will py for that !
>Regards,
>Dimitrios

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

>>
>>Hi James,
>>
>>The emulator is called "Sheep Shaver". It runs as a Windows Program.
It
>>wont run PARIS because it has limited hardware support, but it should run
>>code warrior and compile PARIS code just fine. I got my hands on a copy
>>of code warrior and was all set to give it a run, but the copy I got will
>>compile for OS 9, but only runs in OS 10. I was saddened.

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

>>>
>>>Hey mike! What emulator are you using? Is it stable? Are you able to
>>run
>>>the mac version of Paris on your Athlon?

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

>>>>
>>>>Hi Gantt,
>>>>
>>>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
>>>>as
>>>>I get the development Mac from Chuck, I'll clone the development environment
>>>>there and compile until they're all done.
>>>>
>>>>It's kind of cool watching OS 9 boot up on my X2 Athlon.
>>>>
>>>>I'll let you know the minute I have more news.
>>>>
>>>>Mike
>>>>
>>>>
>>>>
>>>>
>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>>
>>>>>Hey Mike,
>>>>>
>>>>>Did you ever get a Mac to work with?
>>>>>
>>>>>Gantt
>>>>>
>>>>>"Mike Audet" <mike@....> wrote:
>>>>>>
>>>>>>Hi Everyone,
>>>>>>
>>>>>>>I just thought I'd post an update so that you don't think I've forgotten
>>>>>>>about you.
>>>>>>>
>>>>>>>The crazy snow has been good for PARIS development. I've coded a back
>>>>>>>and
>>>>>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately,
there
>>>>>>>must be differences in the way memory is handled between the two platforms,
>>>>>>>because it disables most other plugins as soon as it loads (and it
doesn't
>>>>>>>work, either).
>>>>>>>
>>>>>>>I had to sort out how PARIS references tables compared to the DP/Pro,
>>>which
>>>>>>>I figured out last night. I thought that would fix the plug, but it
>>didn't.
>>>>>>> There must be something else.
>>>>>>>
>>>>>>>Anyway, I'm working on it. I'm sure that what I learn from this effort

>I started on the drpro hall last night. I expect it will blow away the
dspfx
>studioverb. :)
>
>Cheers!
>
>Mike
>
>"Dimitrios" <musurgio@otenet.gr> wrote:
>>
>>Dear Mike,
>>A question that might sound stupid but I would like to ask anyway.
>>Could you import any dspfx plugin to its hardware ??!!
>>It has only some basic ones but lacks some great ones like the Studioverb
>>and Optimizer etc...
>>These are DX plugins and need to be compiled to be used with their hardware
>>ISA DSPFX card.
>>Let me know.
>>I will py for that !
>>Regards,
>>Dimitrios
>>
>>"Mike Audet" <mike@..> wrote:
>>>
>>>Hi James,
>>>
>>>The emulator is called "Sheep Shaver". It runs as a Windows Program.

>It
>>>wont run PARIS because it has limited hardware support, but it should
run
>>>code warrior and compile PARIS code just fine. I got my hands on a copy
>>>of code warrior and was all set to give it a run, but the copy I got
will
>>>compile for OS 9, but only runs in OS 10. I was saddened.
>>>
>>>
>>>
>>>"James McCloskey" <excelsm@hotmail.com> wrote:
>>>>
>>>>Hey mike! What emulator are you using? Is it stable? Are you able
to
>>>run
>>>>the mac version of Paris on your Athlon?
>>>>
>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>Hi Gantt,

>>>>
>>>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
>>>>as
>>>>I get the development Mac from Chuck, I'll clone the development environment
>>>>there and compile until they're all done.
>>>>
>>>>It's kind of cool watching OS 9 boot up on my X2 Athlon.
>>>>
>>>>I'll let you know the minute I have more news.
>>>>
>>>>Mike
>>>>
>>>>
>>>>
>>>>
>>>>
>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>>
>>>>>Hey Mike,
>>>>>
>>>>>Did you ever get a Mac to work with?
>>>>>
>>>>>Gantt
>>>>>
>>>>>"Mike Audet" <mike@....> wrote:
>>>>>>
>>>>>>Hi Everyone,
>>>>>>
>>>>>>I just thought I'd post an update so that you don't think I've forgotten
>>>>>>about you.
>>>>>>
>>>>>>The crazy snow has been good for PARIS development. I've coded a
back
>>>>>>and
>>>>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately,
>there
>>>>>>must be differences in the way memory is handled between the two platforms,
>>>>>>because it disables most other plugins as soon as it loads (and it
>doesn't
>>>>>>work, either).
>>>>>>
>>>>>>I had to sort out how PARIS references tables compared to the DP/Pro,
>>>>which
>>>>>>I figured out last night. I thought that would fix the plug, but
it
>>>>didn't.
>>>>>> There must be something else.
>>>>>>
>>>>>>Anyway, I'm working on it. I'm sure that what I learn from this effort

>Is that possible ???
>Thanks
>Dimitrios
>
>"Mike Audet" <mike@...> wrote:
>>
>>Hi Dimitrios.
>>
>>We would need the source code for the algorithm, and then we would need
>to
>>rewrite in in esp2 assembler. I bought a book on dsp programming that I
>hope
>>to get to read eventually. That would allow me to write some truly new
>effects
>>for PARIS.
>>
>>If we could get the source to an effect, I'd be willing to give it a try.
>> It would be a hell of a challenge, but I'd take it on if the effect was
>>worth it.
>>
>>I started on the drpro hall last night. I expect it will blow away the
>dspfx
>>studioverb. :)
>>
>>Cheers!
>>
>>Mike
>>
>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>Dear Mike,
>>>A question that might sound stupid but I would like to ask anyway.
>>>Could you import any dspfx plugin to its hardware ???!
>>>It has only some basic ones but lacks some great ones like the Studioverb
>>>and Optimizer etc...
>>>These are DX plugins and need to be compiled to be used with their hardware
>>>ISA DSPFX card.
>>>Let me know.
>>>I will py for that !
>>>Regards,
>>>Dimitrios
>>>
>>>"Mike Audet" <mike@...> wrote:
>>>>
>>>>Hi James,
>>>>
>>>>The emulator is called "Sheep Shaver". It runs as a Windows Program.
>

>>lt
>>>>wont run PARIS because it has limited hardware support, but it should
>run
>>>>code warrior and compile PARIS code just fine. I got my hands on a copy
>>>>of code warrior and was all set to give it a run, but the copy I got

>will
>>>>compile for OS 9, but only runs in OS 10. I was saddened.
>>>>
>>>>
>>>>
>>>>"James McCloskey" <excelsm@hotmail.com> wrote:
>>>>>
>>>>>Hey mike! What emulator are you using? Is it stable? Are you able
>to
>>>>run
>>>>>the mac version of Paris on your Athlon?
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>Hi Gantt,
>>>>>>
>>>>>>I actually got a copy of OS 9 to run in an emulator on my PC. As soon
>>>>as
>>>>>>I get the development Mac from Chuck, I'll clone the development environment
>>>>>>there and compile until they're all done.
>>>>>>
>>>>>>It's kind of cool watching OS 9 boot up on my X2 Athlon.
>>>>>>
>>>>>>I'll let you know the minute I have more news.
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>>>>
>>>>>>>Hey Mike,
>>>>>>>
>>>>>>>Did you ever get a Mac to work with?
>>>>>>>
>>>>>>>Gantt
>>>>>>>
>>>>>>>"Mike Audet" <mike@....> wrote:
>>>>>>>>
>>>>>>>>Hi Everyone,
>>>>>>>>

>>>>>>>I just thought I'd post an update so that you don't think I've forgotten
>>>>>>>about you.
>>>>>>>
>>>>>>>The crazy snow has been good for PARIS development. I've coded a
>back
>>>>>>>and
>>>>>>>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately,
>>there
>>>>>>>must be differences in the way memory is handled between the two
platforms,
>>>>>>>because it disables most other plugins as soon as it loads (and it
>>doesn't
>>>>>>>work, either).
>>>>>>>
>>>>>>>I had to sort out how PARIS references tables compared to the DP/Pro,
>>>>>which
>>>>>>>I figured out last night. I thought that would fix the plug, but
>it
>>>>didn't.
>>>>>>> There must be something else.
>>>>>>>
>>>>>>>Anyway, I'm working on it. I'm sure that what I learn from this
effort
>>>>>>>will
>>>>>>>make the rest of the dp/pro ports that much easier.
>>>>>>>
>>>>>>>Hope you're all doing well.
>>>>>>>
>>>>>>>Mike
>>>>>>>
>>>>>>>
>>>>>
>>>>
>>>
>>
>
