
Subject: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 16:39:41 GMT

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Hi All,

I just thought I'd let you know that I got one of the two hall algorithms working this morning. I forgot to implement a rather important control, but I don't expect it will be difficult to finish. I also have to make the interface layout work a bit better.

I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it is an updated version of it. But, it sounds incredibly smooth, full, and wide. Just listening to the outputs is awesome. It sounds beautiful all by itself. To my ears, it is an improvement over the dp/4 hall, but that may be because of its 24 bit input and output, or because all the analog circuitry is bypassed.

Anyway, it's coming soon, and it rocks!!!!

All the best,

Mike

Subject: Re: Hall reverb almost done

Posted by [Robert](#) on Sun, 30 Mar 2008 17:11:00 GMT

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Good stuff Mike...!!!

"Mike Audet" <mike@..> wrote in message news:47efc24d\$1@linux...

>

> Hi All,

>

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> working this morning. I forgot to implement a rather important control,
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> Anyway, it's coming soon, and it rocks!!!!
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> All the best,
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> Mike

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Sun, 30 Mar 2008 19:25:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'll live in the glory of others...sigh...

On 31 Mar 2008 02:39:41 +1000, "Mike Audet" <mike@..> wrote:

>
>Hi All,
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>Mike

Subject: Re: Hall reverb almost done
Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:14:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear Mike,
Thanks for what you are doing here for us !!!
You know that I donated for the amp some money.
I will add some more for the amp and then for the reverb...or maybe once for
both when convenient...

Regarding the different amp versions I got confused with what is the best !!

I tried to make some corrections to be able to load all three changing the name but what I succeeded with is that I have now three plugins under the same name (could not effectively change that !) and although being able to audition all I don't know which is what !

Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can be inserted that way ?

This way I can try all and hear which sounds best to my ears...

Thanks again!

Dimitrios

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

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Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:24:12 GMT

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

hi Dimitrios,

Thank you for all your feedback and support! I sent you an email with build 1.4 attached, but I think we've got some email issues for some reason between us.

I just sent you a copy of 1.4 from my hotmail account. Let me know if this

doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron Allen pointed me in the direction of how to improve it, and deserves a lot of credit for this upgrade.

All the best!

Mike

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

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>>Mike
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Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:25:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok...the email to your account bounced.

Send me an email at johnwaynefan at hotmail dot com, and I'll reply to it.

All the best!

Mike

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

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Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Thanks !
Dimitrios

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

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Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:58:25 GMT

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Actually, renaming the files is a bit of a job. The esp file has to be renamed, then several references to it, the gui has to be renamed and changed, etc., etc.

If you want to make 1.4 sound like one without the input attenuation, just

place a compressor before it and use the compressor output gain knob to smack the input on the amp. I much prefer the plugin the way it is.

I will have a killer reverb for you soon, though. :)

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

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Subject: Re: Hall reverb almost done
Posted by [Kerry Galloway](#) on Sun, 30 Mar 2008 23:29:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hope you don't mind, but I took the liberty of putting your site at the top of the links at the blog, Mike.

- Kerry

<http://ensoniqparis.blogspot.com/>

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Mon, 31 Mar 2008 00:44:45 GMT
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Thanks so much, Kerry!

Thank you also for working to keep PARIS alive. I look forward to reading your blog. Let me know if I can help at all.

Cheers!

Mike

Kerry Galloway <kerrygalloway@telus.net> wrote:
>I hope you don't mind, but I took the liberty of putting your site at
>the top of the links at the blog, Mike.
>
>- Kerry
>
><http://ensoniqparis.blogspot.com/>

Subject: Re: Hall reverb almost done

Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 05:52:41 GMT

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You're most welcome.

As mentioned, I left *owning* PARIS years back (and as mentioned am coming back). But I never left *using* it - I've been "house bassist" for many years for a tiny PARIS-based studio with a couple of JUNO nominations and a couple of decent-size acts behind it (Sweatshop Union and a remix for REM), and they always let me pretty much run my own sessions and edit my own tracks, so my rudimentary PARIS basics are fairly current.

However, it's on a Mac (as was my own rig) which ruled out a ton of developments, so I can't wait to get PARIS installed on a PC rig to explore more options, including your full range of plug-ins.

Shoot me your email privately if you have a sec.

- Kerry

In article <47f033fd\$1@linux>, "Mike Audet" <mike@..> wrote:

> Thanks so much, Kerry!
>
> Thank you also for working to keep PARIS alive. I look forward to reading
> your blog. Let me know if I can help at all.
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> Cheers!
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> Mike
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> Kerry Galloway <kerrygalloway@telus.net> wrote:
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Subject: Re: Hall reverb almost done

Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 06:00:42 GMT

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Not having my rig yet, I'm not able to check this - are you porting presets too so the plugs start off with a library?

Or is this a really dumb question? It wouldn't be the first in my life.

- K

In article <47efc24d\$1@linux>, "Mike Audet" <mike@..> wrote:

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> All the best,
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Subject: Re: Hall reverb almost done
Posted by [rick](#) on Mon, 31 Mar 2008 13:43:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

the prompt on my computer says...
"the application failed to start because the stock .dll was not found.
reinstalling the application may fix this problem.

i tried adding the line that bill had said to and there was no change.
by the way all the other stock fx run fine.

On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:

>
>Actually, renaming the files is a bit of a job. The esp file has to be renamed,
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Subject: Re: Hall reverb almost done
Posted by [Tom Bruhl](#) on Mon, 31 Mar 2008 23:07:17 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_002B_01C8935A.0E62E100
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

I'm ready for a new sweeter Paris verb Mike. Can't wait !
Tom
"Mike Audet" <mike@..> wrote in message news:47efc24d\$1@linux...

Hi All,

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Anyway, it's coming soon, and it rocks!!!!

All the best,

Mike

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_002B_01C8935A.0E62E100

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html"; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>I'm ready for a new sweeter Paris verb =
Mike.&nbsp;=20
Can't wait !</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</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" &lt;mike@..&gt; wrote in message <A=20
  =
href=3D"news:47efc24d$1@linux">news:47efc24d$1@linux</A>...</DIV><BR>Hi=20
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>
> Anyway, it's coming soon, and it rocks!!!!
>
> All the best,
>
> Mike
>
>
>I choose Polesoft Lockspam to fight spam, and you?
><http://www.polesoft.com/refer.html>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>I'm ready for a new sweeter Paris verb
=
>Mike. =20
>Can't wait !</DIV>
><DIV>Tom</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:47efc24d\$1@linux">news:47efc24d\$1@linux...</DIV>
Hi=20
> All,

I just thought I'd let you know that I got one of the two
=
>hall=20
> algorithms
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> important control,
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>.html </DIV></BODY></HTML>
>
>

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 00:38:10 GMT
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Hi Rick,

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Good luck!

Mike

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Posted by [rick](#) on Tue, 01 Apr 2008 08:51:08 GMT

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i'll try again after my mri this morning. and just to be sure i'll post the previous line with the added line. i guess i don't get if the originals show up with the system32\ensoniq\plugins path yours don't.

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Subject: Re: Hall reverb almost done
Posted by [rick](#) on Tue, 01 Apr 2008 14:36:58 GMT
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mike,

got it sussed out today. i deleted the entire previous entries and started from scratch...works fine now...thanks. can't wait for aunty m to pass so i can send you some more worthless american money for your plugs.

;o)

On 1 Apr 2008 20:34:31 +1000, "Mike Audet" <mike@..> wrote:

>
>Hi Rick,
>
>I can't be sure, but I think someone hard coded "system\ensoniq\plugins"
>into the code that loads additional plugins. I'm actually a bit curious
>if copying the entire Ensoniq folder into the system folder would solve this
>problem just as well as the path statement.
>
>Or, it could have nothing to do with that. But, the path trick works.
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