

---

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

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

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

---

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.

---

---

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

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

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

---

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!

>

> 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.  
>

---

---

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:

>  
>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.  
>

---

---

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:

>  
>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.  
>

---

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [xpam\\_mark](#) on Fri, 05 Oct 2007 08:35:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can't wait to hear it/use it. Bravo Mr. A!

WMW

"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  
> 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.  
>

---

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

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

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

---

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

>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

>> 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.

>>  
>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Mike Audet](#) on Fri, 05 Oct 2007 10:59:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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:

>>

>>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.

>>

>

---

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

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

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

---

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:

>

>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.  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Fri, 05 Oct 2007 12:01:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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:

>  
>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  
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:  
>>  
>>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.  
>>  
>

---

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Cujjo](#) on Fri, 05 Oct 2007 13:06:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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:

>  
>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:  
>>  
>>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.  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Aaron Allen](#) on Fri, 05 Oct 2007 13:34:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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...)

>  
> Cool..Great work Mike..  
>  
> How's that cool DAQ Comtroller project going?  
>  
> "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.  
>>  
>

---

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:51:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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?  
>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](mailto:musurgio@otenet.gr)> wrote:

>>  
>>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:  
>>>  
>>>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.

>>>  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:56:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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:

>  
>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 for now.  
>  
>All the best,  
>  
>Mike  
>  
>  
>  
>  
>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>  
>>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:  
>>>

>>>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.  
>>>  
>>  
>

---

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.  
:)

All the best,



Mike

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

>

>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:

>>

>>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 for now.  
>>  
>>All the best,  
>>  
>>Mike  
>>  
>>  
>>  
>>  
>>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>>  
>>>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:  
>>>>  
>>>>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.  
>>>>  
>>>  
>>  
>

---

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:

>

>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 for now.

>

>All the best,

>

>Mike

>

>

>

>

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

>>

>>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:  
>>>  
>>>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.  
>>>  
>>  
>

---

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

Hi Mike,  
the latency from DX does not work realtime.  
t has to have an audio track there beeing played.  
if you use wires out and in then it had to be as eds effect.  
Anyway these are just thoughts.  
I know of the 16 plugz limit.  
But as I see in my mixes putting around 610 eds plugz maxes eds cpu.  
So there is plent of 6-10 slots for this latency adder.  
You can even use this when you use the paris as a mixer only sending audio  
from another computer to it via adat and then adding eds effects.  
then DX latency compensation cannot do anything !!  
Thanks for considering.  
regards,  
Dimitrios

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

>  
>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.  
>:)  
>  
>All the best,  
>  
>Mike  
>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>  
>>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:  
>>>  
>>>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 for now.  
>>>  
>>>All the best,  
>>>  
>>>Mike  
>>>

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

---

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...)  
>  
> 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.  
>

---

---

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:

>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...)

>>

>> 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.  
>>  
>  
>

---

---

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...

>  
> 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.  
>

---

---

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:

>

>Hi Mike,

>the latency from DX does not work realtime.

>t has to have an audio track there beeing played.

>if you use wires out and in then it had to be as eds effect.

>Anyway these are just thoughts.

>I know of the 16 plugz limit.

>But as I see in my mixes putting around 610 eds plugz maxes eds cpu.

>So there is plent of 6-10 slots for this latency adder.

>You can even use this when you use the paris as a mixer only sending audio

>from another computer to it via adat and then adding eds effects.

>then DX latency compensation cannot do anything !!

>Thanks for considering.

>regards,

>Dimitrios

>

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

>>

>>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.

>>:)

>>

>>All the best,

>>

>>Mike

>>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>>  
>>>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:  
>>>>  
>>>>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 for now.  
>>>>  
>>>>All the best,  
>>>>  
>>>>Mike  
>>>>  
>>>>  
>>>>  
>>>>  
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>>>>  
>>>>>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 !!!  
>>>>>>



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!  
>  
> 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.  
>

---

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

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

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

---

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!

>>

>> 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.

>>

>

>

---

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

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

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

---

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?

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 14:32:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

Content-Type: application/octet-stream; name="pcomp.ini"

Content-Transfer-Encoding: base64











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!  
>  
>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  
>>> 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.  
>>>  
>>  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 15:17:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

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

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@....](mailto: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?  
>

---=\_linux4707a725

Content-Type: application/x-zip-compressed; name="Pcompressor1.0a.zip"

Content-Transfer-Encoding: base64

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

UESDBBQAAAAIALuqQzdeHmrF4IAAADwAAAJAAAACGNvbXAUZGxs7H17XJTF  
9/B5dhdYdZFFQdFQ8U55aRFUzC9cZJVMckExrwkJCoqCuHjLG6ApbqalmZUI  
lqWWGZYWliYoCRkZFhYmGibqgyAi14W9PO/MPM9eglXs+35/vz/el+fj8Mzl  
nDNnZs6cOXNm9jF0zm7gA4AABYYByAL2CYB/fqP6D7g2+5wqsvPA7OoqT8P  
nBEbt9IjMSlhcVLUMo+FUcuXJ6g9Xo7xSEpe7hG33CN42nSPZQnRMaMdHbsO  
4WjoNiVePN+//25TuEk57j6H3jKeePf36P0i5bL7W/J2Jenz/QfsPsbBvkPy  
hbvPkHdfAhcetzAWI7XHs0oJMJUSgFeAYLIprxS6D+xG2QMkAhvQczMB/RGj  
sJkkxSQuZvsJP6Y36QQxG+VxoGxabM7Hr8TLqG70zroAkAEdPKUAEvuOANp5  
NgPQHRSPVsesUaP3uhjgGAlzf6bHAyBydFJ0IDoKIHSKsG1XgakPzE8A+jea  
BYMQzGshsLQK28Blj06KiU9YCPCA5C2EbjSNnBB0PI0Pp1P59P5dD6dT+fT  
+XQ+nU/n0/n8jz4Rmsqw9FB9bEAhiGPpzSDWhOrpP/wBNEp9HkjeQxlKvebu  
/lslMK1SmB6qzVPqKYQYy+A/UwsxgFCICdXScYEIK1Q/OB/TM+JSFS6NElBj  
UkmQpZQleUEAhGhAemipJrSUtg9Du82dykpVrAEhM65nETdpuSjCvKHCRaHV  
YbH61kWFpChCH06qNBfdUFaXOG5H7F+fX3ZDqTfF664ry4r7bUbvx0obcgPU  
4jxIMe6GPGUJwKzSir6oHDXzpvS+P5AGm5whLHNQj65vzim8piRMs7e2s2  
xipksYpMWHUcVmJLrMKbykJUqya0Lj0U113SL5Grm8JU8lkqBYSKPSq/OT//  
pjlF1YMotoLNZmFzTbB1N+dn31RmY+oRpZqgeSrcG7tkAOIKGkU1YZHhOGcD  
ydFqlGUlgNY4oz9MuJtGWYfHDCe1KLMer1HSKOl1L1yjLNUgMShlwt1xvZI  
ombJz8ISYB5CLEBYbJTT0FDENulipQiDihBo2HXUK8/Mw70iMqMJrdG6E7Qm  
VLRE3BqxcS5GFntGvPYCRtTaqO/SXBv1pVWKOcQDBFGHCukSinTPDaUWI7am  
s4WtHuPEEpw6jHOU4NTdUna1wilx3I2ILKkaIE+2xbuFid6EYDMm+GKHTDBz  
zEzcCcU4tRhn8JMxcWGOTSaEHBNvEoJGHup7oLFMt8/GRkLJpT1KIYRSPZ72  
DZi/tA6JjbdFjMYONKJpzmT8CmJaTJIFLR5u+NPkhxEEJLvGevwOYsYV0KzP  
s8N5hCKrsjj4Q4KriDbR4fC9s1npNaVZHaZPy3GjLysQAU64C9qUS+hPOywP  
oXd0WD6DXmKrPGsGVpWsmI3CxH6XCLOq3jCq6LTh+I3kRuaJUPTc6VowKJp  
p9m4FwXpykqkIAnUhpqQuyKIMFbtVtljyTCUVTjkKcuAdE1ZurlagTPo0Sir  
kWaKTncE6+mM6n9qRdv6o9NDd6NhRPULwzShu+keIVgdkWpRFuO6Hy8e+bSu  
G0JC5bgrBogALqHIQhOxOy9oFlvj7ryAeSQWujsvMJLEUCIvP5LZ2N2oE3aG  
ItGrKYLHiw3sgTKI5kIVHEAVmCh/PJyljKHfQdCxWwhqES1jUfmx3qQJLA2  
qEvMqEX0Sxh1PUHNpSkWVRB7EqNG5Ia3QX3WjJpL5I+smqCeoI8BKbCLpQnD  
p9oyXDfMhHqKxn7a2HiCepjWsKj2sct6koy2DJ8xox6mP8eokQR1L61iUR1i  
azBqxN62DG80o+6lk4CMFzckLcddCK3mF179AwTs2OrzAoUkFqHPCxKxQoRs  
A/cD2FgQhtFvzSRSqGJFTk8fE5ImoGmFx2YDWkhMOFpNmCA9Atehon1YZNN0  
LbDoFKU+bY0QkrvKbGGhwq02us1YcK0B1R6BKbGopjMD2rVJm7+cPxrAkRm  
qm30Bzcf6Z+7gnkqtmq/JkDQPr7T94gA4yohxobAioKFptZ3QiZcwLLNLyR9  
Mx/VhwyIAFwelsSzVBMkULEguM4Qwc4Zzkw4vbUnWcBskEFQ6SghuUar9tCi  
CG4g8AxF/ctDOIxqiK32LaF2sj2ALQA9E24GsmP/iJAfKgrDXB/pQrgO1ESI  
wrmea8XvtR4cvxwaqj59CgshxKwECS4FC5IWstaqv0JYroMwfSESkXC2gjA6  
vwe7AFq3ow2+SGWWDwuPgnBaY0EWttTHdMI0U3/ZQgy3WWsLftPKKY7INJpq  
zfWbHeO3x+/c9vkdOd3W+AbbGt9DhQelFhDi8cXio2LHguXYInSowiWkQpeW  
66EJX9SyfWxKoKLHWpBsjqe5/jB6VbhJPdgiVOIsXXsr/CWUpY92WvXRN62Q  
2tZPtIcAku3K97A6jKUyIUK43q58M1FhQr4SqXRpoHC9k5m3EUphOs7mZJjN  
IOZvkFhnjchRWSUF/ByOMT5SgPRPTIYzYcQ/zoQlq20Vq1pxt2kJNRFW6PSf  
dkSdiqh0JRE7hCiyJY9Ws1liVr+2y0e2Kd/RotyzRTmyB1Q27AG39NCSPGUp  
y3SJCq/E09glhphgSHRwVmUzw+yMKCMtkRDQUtySUrQqAS4vacLLkbC95eg/  
WI+wwwrdzmoJai0fqD2bn6w9m9Cq0qo9r1m1J5IspS3bl/rn9qD6M5+sfsZo  
rn8HV7/Mqv5SY9v6X9P+Y/1m/S5AmmCHwLn99Y+vFLbuQpvYJLNA2Ssz3+Ydy  
WWPxU9kBHev3FvT+JXyI949bs50O5Ghy2uDyHA/4I/As/Q+eGD7gX8Kz9A8+

MXzAv4Rn6b//xPABHcPPxAhoFu4eg8SvGsdm9gMYUZ1j5GkuvaRpYVS1pE//  
zGNnOFV0wOR5aocfNOMJDEISsmJ+sXV5MVueliOg7fgciKkcoUXV6mSVkoh  
2wYvBWH0J8+z1qilYiv4FKYN/KqO4Fe0hZ/ULvyT6jdRmMnMDqLMOq7I/CZb  
xeq0DUJYL8Y7PIRVzYQLJyiFGx28s8uPEYJoWITSEJHT62+RmqoRoyOCRGLa  
8QbEabUmTJR2QZyODAVsdxydwm0ztWhlwsxGVKetE4D6WUyGWG3VnEERRhcl  
2eWPZKUrsecrjJ7GEiDV6NODBLiGCGF6GFolq4mR35PUKbjEw5zIBQixxrPy  
Mdkaf9ZeRP3QFXUz6uCniVnTxnaUmfjhUPBabFPfidKyKbL0sybvKSOh6tXC  
5EWmR6WDeXkPFaVzS7qQLb0UzGtj4rL6vsCGvkeLfiXaoWPpnNzXspVGe3IO  
cHHzSPFRwMX4ohHsjKjm2CElxj5ks03iPSir/V1l6319m/4j3UOsSBV9n3QS  
bgUtsppLLeHTfEHdDzcU4QQKR/BytDxWJYTTiykW3+QmFqWH4oGnv0DEpErh  
ynicqBnFOSLr2JrrNBgfN7KO/gRwmR5nEkGqw1TDTFzV0atloxBNfTrqcURD  
v1O0G0GnTxHgbJQn3CI4A3tZA4XttNdkzbKT52NWH1hbUi3hEcwhN5PIOklw  
p5mnuaAx+2dK24xnGBrQ6TNfTI+p5tw0ZH62cM6gcUL1i8Ox7U8LOLIUVlb0  
Ye3hynB6AJAWL8HOOOVkjGEaxAUvzWXZxf27QQTqnohKTinbg7QDi8fth1H/  
a7AZq0/ZINqMSlb1MLWcvsUCVvgSHgJISrBTtPXor4B0Rt3OUC39PNEHetKt  
6V3xiKApy8MIYa1Ew9RfWMdlO+TQfGQqt7df5tx0os3m8wSb5cLnrBesJT5W  
ZdgPQHqxogeqD7ec9gKug/VWJFI+0NZcxm7NbfGP0fg12bK/UjYISXc5k+H7  
iqVevo2MHOrkHkgGcW+5sL0VQe8MraT7sRYiGV4ljXoMK95qSB5DunsBS0NF  
7zOxWkb8b6XcPMUUDKwRVzEle+eRguSlo01PNbEFzTB/EJiSFnPa4s9k+3+l  
lmTh/ml7wftANQ9aRv0kOxEGjHKrIWfEXlz1PWuSCyO8mpAALbR8CQDNFp  
G+qoZDvUtooVpEkil9sLarYXsKKhyZJAo91PekQZUT1I6UKkr7D+ruiCF4sL  
VDpW/WVkBsnjh6JuKkOShtZk0ojq5G7ENUTGtve+kSupTtX5Fv4Q+MITrlx  
3ySm+ValZ4TTFi9sOyglNaFGGpVwRjgAzVlphMgpVUgWSjEeHNTDhUjDjEAS  
pOUR5guJLwqzLVWKVsWxGeGYDFFSopy/eWxixOUw+ll7bjHBRNck2umyHRWm  
q1C8zAxcNulC24leLPTOCDrc5Del50tIXkUSlztCWani6qQHctRjLpu5U5CK  
lumBARZKfVsPGoaP7TjYQmLGVxLthwFZUmVsC9k6m1jYcmfcD6GFdJwnVrbF  
mohi1D2r0BJfnK4sqLDH61loAcrIRxSkRxRplEUqeqOejDaSWE1oKSuTRPwi  
SrlVqBARaje2gnQIGrT8dCyn4jB23SxR0c+bCnM1obmlhCaixNK9qCU3BFx5  
tkaZjZArntaEloThGmgVj10AEceojAadJgbVj0OC7Ksdqa+lCW8xSGhngaQ  
vVghZi2lgZQlxPYoQsR3CnaQ/hLaULGt9QXRP2p7LGTJvApk9lj4SnE6MQCk  
oXp1f2x4KEU7hNuRthQSWReazYmKP1tpzFb0BN7ZFbORcEqVLMocDyWOBXJE  
FCFEw5PsQMygirGou6VKvdoTITt9jzSUyOI7ofQqwelj09pCk/VkQx+T9QHx  
uAG1Hqt9NPYRLulY09ehZpn8rU+huZiWQ2HXbRv6qAg1fcMgVOL0PQ91BOJJ  
ekGNj4Kdvgc2PeJChbDiO1TTCKVLC32F6ufqYJcpU5PrEBcjoLOvyBV1q0O  
0GA/qzPpby1pLIIVEVrCihYfaHA0tKgpydjDgoS+ojsx+BHX+opMjdKtnfVK  
Rbt0Y1WzeWlc6Erk0MZ6gVb2QzRRdtq0DVpl9tQ4uiDdGhZ7AJ/ZOLpvxiuX  
Gzn9YFw90HsJxbiOxLkRuOvCW6tiNVKn+gpexaefcsO2Cb2lq4kf09xBTCYQ  
WRZb80T48dAQH5XTF0Lca651iLkRrtVkVdKS/qhL8tA4kgwkSKSEj4wlEkF1  
l79Ecf0mTJqA3t6/NqL+Q9OfQjXjfyChy33Dgj0QwQOVaJEDo1WtzVNREug  
qbTTJQRpetXLq0bhk2P6ZiO7XJhMjEoNR6OStS4qD5FKkAhVh5n76SOclybH  
f8FpaxpROHhtQYUjsiwtG8IMWcQgss0cf9MsrBHp1Y0tl+ZSfFSN1X3aBhrU  
Y/D5OFmcUYU02whSLV9Z9hHuO7MMHCSLm7AisGlf2oeo6C+0hC7hR+OI28tH  
SzOJmDqlOp10v1nBz2NJmOXONL6HhTbG9uwNnb5h1sbqTry/7dlif0tQZ9ii  
t8kmPWwxiZBtxjo20VYhHf1FymejiGgUVDB2rShBBEznKTuU+pZ0J7N0OXlt  
W/7NP5QPp6zL0Xru0XY9D2NXcw1WrZUWW8/EMBKVtAtopa4kilCk7mE2mqd4  
sjZtEWtLkwVVHEb31FsWiyZpW1vaoo8QP5L/lj/fDrfJT5rV4hX3T/wEdMCP  
sCU/orRypO1EZn7wyCKLn4hQZRg9kuPmd5YbxCAZkfpMczc3/NrlhpM3UYs0  
tffJ+flFS1pj8hSa01b7Lc7XiH3fGjHnDTQts08AP8QGpL6Ywh1FI7gpxKOC



zDAeo/LVtNiAc/Dm5dDCrwr7Z4Tk3rEuJ6RLXeOrfhrCy/pEB61QUx3h9aL  
sKU8LTvS9vrM+SNYfeIOrDljPu4ZaXVnosCkDz7CVxywBncUWt114OgheVra  
Rp7SKn3SQ7Mt5/nZ9Kxn8CGf0xa8F4/N5U7iH942729Yr3M2/S6uPjQ7PXCW  
eYdSRrv+zTCxWdwZfNZts9t6Z0QRQYoxlc0zlxXRpQgu9jh3+p7GlVUIU5B  
kpiQIs1lufRnCI61iXhICNu4uVuOF90PF+Wzh+K2hst6vAKE7Y/HEh6GEOMR  
CE/EhLe4tJInszSGa9h7ID2sh6ltfeT8D/tt5qAhxr6V/haVaS5TuJPNJyOu  
EJtLQ4Vkv89Nilby3ao2S32I5YFALC5rf+TX48gq0tlfieQlva3+QTtb7JsD  
fFHD7NCoxg2Ne0BGjr3UUU3vGm6tTlp3acf8DLFPfj8k/yt5GbOvvRfzebZ/f  
kgOEXzsTvzPoOGDveXDsz2GTfJKUEf8HvntCkhJaBtwVFpwcQo9ikywpN7o/  
WHYhqOkDqDZNt9YHZn/bYuD2KP+hv43z93Dy19Yf1PiQaHduPScKfwi0sncH  
Q3v2rne2VWaEeT3n8HQidudp6X/TeK4wtvF3z/RpbzwRvLMN8bAqZ1z3tvEG  
kXLSfILN3hXbXgRi2ucaw5BkbKkfSirZiq0AvjJwAK3R4TdU+vEoLhk7QlqS  
9tboBMDHBJ9VUIg1bESL62paZALSUddxDQUtH2v5dXufld8QxEqr/ssqbnH/  
S2dDX7e4/4U2K0tiaSdvwuZ///7X3JVPcP9rkO37X3cZRsvdP9pFWe5/8Wa8  
b3XD660bDENueP2+tJ0bXhcpyw2vbxCO+YbXHBaVH+sY384Nr+1m1CJ6PUY1  
3fAawKIKYifFt3PDK9SMmksHYITTDa+yPwmqXeyG+HZuePUwo56i7TGq6YbX  
MRbVPpa3rJ0bXn+A5YbXTwjafMNRoYvqELttWTs3vA6YUffSu/+0KOL2bniZ  
5ZFdHw1k9PR5VPH7/3zeVvx+x+dtJe+bz9vGUi31HzmNGsEV0kh6JyiFG57i  
uMB5M1wxl6J0oWVtv9vquq+N87SGZzvQL1Ft4S/Zgkfyvt6GvFudzxyBlucz  
bEPN5zNZ0N75zEtgOZ8ZRP3H5zOTH7GbStQocl/C5nqhaWmP6FmXKh7cQPZg  
ER8nsgeLVh74COvzGuYew5jPa4Jc2j+veRVsnNccquK4rKPHNf2Xz2veArPF  
0/Jhx293m/Frex7zct9WyrLFecwpHrustTiPOai17JJOj7Je263PY1D9Gbbq  
/9/3Tw/gGvFk/umBLHQL//S5PiTPpn/a2dRFT+CffoviYJ/APz2bSLfFP/2j  
8xP7p19348a0Q/+0kGXGtn9aaipsxz/9E3Dlbf3TmRWswJv804kNFf5dUQ7  
/uIXOCTUUHHDf8U/TfxLwaTuJ/lvEXgXW/C/2IRv449aAy30P0HNrbdB76Bt  
ei3syfegjT3Zxn90hKXTQR9ZWKLdKBMJ2+e5bej1plrQa1O+rUU5djsK07KR  
IKHREEpDRSu7k2ofEyhBxe22++3MtvrgP/YnLSGO6Tb+JO9yi7D1ebqtbrL4  
kziK/YmvSEB8ReK0B6guMdY6K0mclq74E8W5/QLiP/u/yP+nLjb5X0lb+J/t  
2RH/iJ/CDvj5d/4wd46bVv6wu/ct3Pw0vF1uCD8tbHyZPHIKNJ5bBDvw16D2  
CNRt7Y3g9NBMi32dSee7sf6YG2Dij5lf2Mofk0l3fYQ3n5kt/TFbC638MZ6F  
rfwxmfS1Kg7J2h+jwkh1nK1c+0srf0wmnWFCsvbHPIWRyjgr+XsWiU+QThGk  
pSakaDPSKfreLx06cdr2r7X/JR4bBKP6Qat7x7Y/4fehtu29Pm363+wwwNuU  
lv6NproW/o0velmLh439qYkfqqbt/S9b/Jj3u7vZ2xGWi2D42IPcs88LEHFZ  
eVSpaUewV33wmd3eUCKUBybDPggyHTg5MxepCaX93qg7R/eDVabul+w+sUF  
kr30EPayllisRXrNc2jDsX0zOf3ClhwP/2BQ5aKKFV3Fx16vkRMboY3f5ynd  
kCS7mAws03La2rdLILZLK68xa+FwDlcrYDezycUCu7TQ2q2hib9P/KTQLmZo  
S2eEWDXd/FtJ1PSRtpp+8YIQA/5z1Bn/OWpse6jsVc1WYxKsqbZMNHwfvbFp  
7sa2XReCHaxbEHEk5k4mAPai6AxNm3OBtvhTMf5mm/izrPHRvJ1gQ2+6p4eW  
xq6/yp7BLfHA2m88D1uQyM4rSQ8tNtuExayqf5e7IJDPhtpaKU3VT3iG16at  
FYK6j0VQStEclD+xFbJi1fZ2dcvGkV3bFHJFUCXCRxletrqgDdSQVIB6tqPY  
HxmlcNWe7RhAWNn4IHMAN2k98Q3gEbVCILSaONYnJ4zrGs43zv2gE28GTXCa  
kOWjJSf+Wryr20zhfbt2A7KAtWQbiDWuScf0IK5v8mvhOjx6dUyPipxWEmoa  
e8ZV3VqjuFvpM/bnYhhYS3+PxsZ0hQlfduhmEQ6LZFh54kS/g5j+4wezJ85K  
Hxc2t9HHXw+woY/b/F5NIJZDhWFmDhaRS6EjTOZGF9Rmch0BDxeyejY4sz/d  
QKkdocLtlI7FLSRGCALrYpWQFArxT9dCBJeCnRlGf8XWYsmLIOdt3G9lscoS  
smJqZQ+Z/QMWp9urv5q8Aly57cuzBab17y0b80iEt5+hNL2Db+XXo7GX++gj  
4oWiSHII/Q6b5JGkhN7BJvkkKaNFYZMCKgyh49mkHUnOoOdjY0VJ523GskSx  
VeRRrl++kp2mInKDoBrU7vh2sC+oXcg6LMALNDbqUHdXVpRhlgGRHJN5gdEs

Lp0XFE9iuDSRKYwRqBrfAAitTA+JRVBkdVtjdsbQNuYz5xRR1qVIYVbR9j2V  
UKvLSyFpMG/vdpljH8tYnBcSB2gd7rmXqizxl+0wipagkGliQckzo0joEVWW  
+LN2uEoh63zBU0rlafRHmjuOR23pQ6TTi/Ec3xlaSo+6ZLEX0RbV7D60+IAX  
1lslCnf5eiR2xZjXSTw806vX4xkXR/KG0GOW+wINQXU4B3QI9UO6hGwlsnbi  
PTEL58fj3GA4GUK/R3b1pKSajSL7kcvwf4h3x8XpQfGsvJqH4SWzwsI/hv6n  
Rob88CSNTPqhRSMldBTvUpEy4v+1aqSEpGs2GimjlyirRs6gvwaukTK6m6mR  
0VzGnEqukYntNtJKf4mx/ugdY0t/kfMS7Neb9YHJARzYwn6M5+xHWG8BsMK/  
WoGXN+FOwXYrxWCIT0LxEbo0TKgeYtLU2OtTYc8ul8RIQNNQg3/PJqhw5WDo  
z4C4OPX0BbClccxGBolYDMD9HmQSYuUffg/SHj9z/4Gfp0z8JAna44ej397v  
e/F+s+3+IK1yiMmfhwSvGA0ux918nEKslGMLt5j8qPEbO5ZHBBMmQntQ7MLC  
Tji81cY75JbwaTT51UIYXc1d6sS3cirTeeViVpToLCNeA0vTNpSCuiuyR67e  
Tg8twjZ8ERGOiKLOiBLiy9pkx7nDaHlrt8xs+tCcKVOMPVDHTDcyC7FzUFnG  
mhFI4TRwbONLVuSuMvHmFbPOK8RfогmxQINdcGUVT2vYr4qE0W/d4ba92HIG  
q+iYO5b99CtuVoekxfQ6l1FwxXQgMIU9FwOE2XAHQKBL2k5ky4uS8d2KWob  
TdzHxfjHG639YW33i/h+vq3x+9/3x/oLuAF9ln/sYz6BbuGPHcVSSomPDeSo  
P4k/9jSfg30Cf+yP11v6Yyfosfg9kT/WyOMESen/rCefkyNb/tilpsJ2/LEV  
PK68rT9WfLulP7a01CKEDa7t+GNvIjr9sZtL/yv+WCR/1f93+gN//+I/0B+R  
Jvd/K/2xpvkJ9Yc/9ST6o49pBFrrj2zoWH+UUu3qj4i/WuqPoX9Zhk7q0kJ/  
+DVz+oPCJ830U3+Z9Uf2rf+K/kD2P27tEgHNFBPali0OWjgiROxPNPRoj2C5  
hGztr2zv9yopPxmXeZvfq7Txr7uVt7gfQPz10bds+NfPkw5/0vueq9q570ll  
CWzRt32ftA2/sXRbfk/dtEFvmm16//q+6b8rb3FWMJUUA69tC4/S+7vtl8+  
si1+m/7wtJIIW+Wtzs8tG156NKEu2173j9hDILasBIPNbWqhcrj2mwXQNJ4+  
JTb636m98RSZVjg9vvavJy50PT4muMAeE3DHH3gWbERChT/qhmdBxW9YnFrb  
b9hPk9zWZB+ZHprPapF82r7C8rMpllv2fGFIFEnLcaGlt02bTZT0oEfeNm02  
UXIk3e+2abOJkr5099vcZIOZnxcQzGqI/DwqA9u/EflpF1xQu/M1lelw/Cuq  
Qw6oNhVarLF9aNI8Pagn+sSScQwtA/jn92H0I2LwuBBSHhZSJfQ926QOtib1  
EkuqKlWuY0nlKQvZPSP+HAxp7406gkNa92ypJe7diLuogN0uFqi47vjcDO1L  
U6WWuF2j1dWPfBv7WTQoiW0Gxez0xh3G+e3JZtuXDr5u6vdqzM3Y66ZRqcZs  
DGOTLLAL3ft6Cw/5Yqy/WnjliZT7YHPBFMBRQKeVY2+K0xZ7vExFFGAR5T52  
E4uK0wODUWbaumAm2TV2u5UDE23Xyq9husqCtOyRLLWIAk1QMOroOroEbw8q  
RZoCjRgtAipBephAEyAkC3cBZIVfSzqNXPf6gZDQ8vMqMaXcclUXfLm1rkAT  
FhyOBzu9Q5le9DEzSQ96GUuyMlxyZFk8+trLNWW43jsKasmidpeerFy6gaT  
HyQP/gYv4IYes/WttnfrSXeqnclxAZkL1ITZiZiXHnpKE3oKj+jFm8SxxqXu  
1uAUTVlu9BFSRhYSPZn5evYOC74RE6GXRtBOaQ1kBPQaPJSn6Fe/xgiZmohM  
zFwmo1KT5b8SmQsa5Sk0azQRp7hb0z6sJcl4bTmB1cKGMhQ7TliVqjCpuTWs  
I5P1EGIfLnb3ITDhAahxG/GvIMUKOSNdeVyD/qHUcXynPJ9O4bP3BqxBjmrQ  
P5Q6yoJsJCBF2OxYgnRIETZPwmPLrIbCZQm1iC1ehMsXYQDGNZctK6/EVxxx  
H/nSaSW4ydVc6uPHOFVHUh70YIKmxf1XTfqvmvyWSkBS+S1UtjahzSjtNmlzN  
9d+k0xjhsCbiMO6/w4xqDbausAu/Tf/5lvMpbUMBo16RtqGQUS/VEOVwih78  
2Lrf8rFarf2Wz4RPRf2mRJYaVhVleWXTT/OtIBfCiGV11d/VrDoxZxy6QWQ5  
K4y+Tww3l/JRZIKfoqfeZxd868ULtwTLpgqzjd37Ws69H899t4YtnyKk48iB  
Jb4Z1Mbl2y6RxnZEhrQhYuVEccFOIF+/4C58miZlgw3/bxey3rb0/2Kvt4gM  
G/4agDRUrO6OV9CdoS7066gjKm5jRkJd8B7BDZvlrCFIWf86wL/1f4mvQfLX  
Bj/UHX+HgKPSMf7uf4EvsoF/4kn4N/tXZLb9K+bygl7LQ4XpQstRpLL1ly7M  
8FbSw7ieYs+RvBG2pgvjGk2OQ5DldMW+djE+ZxnJmvOM2mknsbGQOAno+koi  
0R3+PuB/iB+JLX5i/jU/xF5jT4utbUTCjwtxZQvxF7GctpDvfyBu8PQsctNr  
Bl6HdxOVJGS/C2QqwLrL/A0RrEKfMrLrRlVAsnytEQFWsoA9jOyCRXzduGHk  
ruASfqzHr63UbagW61l8eIS3CO/zl/DNGrdNH3Dtj01ERGHKHHGQvpA7H+sh8

w9rs+LTxveL15Ld67NHSGZqoEKvvFW/GpRHs94rfsy7F12Rjt1iVvlxuVYrt  
2NjXrEqDrUrNuoUwNAvv/tFWta8W61b8rePH0OKrxZXcl4ojSlp9prj1B4dL  
uA8OM8TOaPnB4YiSf/jOclnpO8MlxMcd/ux6ellxE2APQH40NOZfOqXfBoY  
r8wsGFpeUY8XM+HuGGNGI2IFdZsvNhfTE0gRGveWX2y2+ixzndVnmfHnjlu1  
N5tlObf1B5adWraXfAI5ovW3krNY5LNW30rOuqnMsvn950wW9ISb7z/zW1SU  
eVOZeT2i9Qecj7Llx60+4Hz0pvloahFxfETijqOb/2ZnAu7DaNLV9N+sudXy  
K8yalt9oNn18uZj9+LK5500fa2apWfJtf5Q5E+9JbH6U+S3Wj2P728prCZrt  
jzK/zP4s2TZiAEHU2qjPy1Z9lu8hOxBE8IHmyUdJh7Xz7eBHFLsTRji/4e0Q  
+1HmngTnH7+H/CVlg3cLE6mEIPko84UjHTGxxMLECwSHfJT59SNPxmQo20yl  
OCYMeENh+iiztEM2yoHdoSKsPIJIQFixOUh0aV57vBDETbaxva85ryPELF9z  
Pv1JR1zE2SjMZY+5YXss6BNsjzFDE5EmYIZmkr/Hyd+j5O9h8jeD/C0ifwvJ  
3wLy5T8LSZ/S/Bf9RABPRzVMPtiATN0FspH1wdmaACBCSZ/PclfX/JXRv7O  
wHplHoy/NpMswkQY1xCUNftibADKiyUF6iEi8mVgJKwXST0/lbsXf3JudmNx  
yEVN8BDh1uzk7hPs3BHwxtGMI35rHFwYspbSdEI39EUZyf7IjMaaz4dYALM/  
wqTJFYZFaR5wCKdih+CP7gP68xGunMZXshhCdfbsCjmqYwIBQ+aDROOIIWbu  
XKGXVif10HTf+qPagblKitOqBBUPTB+8GYpzYPZLS6hZ7NHidM184UxNsuHf  
zQbx1obkLmlyTB8qhQZKbVdmpGXPOiQjK2ky4szpzOF2DZGEdqVwdtJwvAL  
OD0bj7EROxWTRSh//luq6fRj/JGsBkyGnzWMA5WSr2YI8wciAxL/Ks3ZRFtl  
aGOLUila8NjcbJ8wQ+eREZmK+V4/REgl90yTY3BI7soOjGAz/pbCrBb+Lnx/  
IGYMDDP7YIb2GRCXO6MqrewD/MskR7Q3uMj9PqbgJIrjyz0rj5BIEb2EjeTS  
UWzkFD2LjRymp7GRvfQkHMmiMf2Thhb0MSIPXlpWRbKTcNpC3HmhQtzIIV8  
i5DWm5EwvPYTm/C3cXbWGgw/tQV8vm34kwT+KIZ3N8NzPy4ZegqXFeMyaMFw  
FnyH8ir1FvqV9PavMfAsXPCbvKXrEPxmnH3WnJ1VjNPHLWnJWZQ+YElvx+nX  
9Nb8Cz/hupr5mOvqBhzJKsWgUS1rxP6i+Q9xqds5VDqxNT+4PD+PjCf5xeXx  
S6b4EDrDHJfQe81xGb3dHA+h1+N4VgCmfV+HaBP5Oa8j8rMb517VtZGfnyst  
8qO/zMmP98dco54xNWrgx5z8uH3MyY/Tx5z82JP2ZmH6K1rTJ+PIWkCa/D0C  
ULUAYarAeTJzXtZ+nB5pSVfjtLsIHxlepUWWdAZO65utx2PNYY71hMMc64sO  
c6zPx5EsLcbJJzi4v3+uwJm+2Sjzq+YW3HPyT5Aicfme1uX4BpEb2//k7pA+  
1xQfQleb4xK6zByX0cXmOJqvOJ61HdMe38xe3DjzEc4qxllDuKxPSBbk4Pnf  
koMst5ypbzL3x2acrrSki3G6xJzG3uhvikj9xB07NdcU96ADzPGRtl857kt7  
Eh4lF3D7m1iXp7rIjHludJdcU9yDNIw0xUfSj3E8aw1Gm9eE/6/Vzqfz6Xw6  
n86n8+I8Op/Op/P53360PwEXwYYiYLLZTZPjPj+zQeoQuHTfDYvFuUdRiEJ  
hXdRWI/CmxgXhRkYHoUSFGgUjqMgQyH3Rxa3IQ/BorAOhX25AEHoLUah8hJA  
EQpnUXgVhUQUwHwQ+HKDwD7UYhHQYHCMBs0CPcSCm4cTwG57Duae8ei/Fko  
TEFhOwpvorCKg1WO6UdBKnhQqTCKlwpYsSqE8FNhsV0q/OqQyguAbpDCpDB2  
iQsTliVS3aF/LzseQKqQl8rP6c/rAr1SHoBdKk8n7GfKpXipPAM44BSO6nhU  
Ko/hxwEv5UHaJoZJY5CJ3zWlJpXPpG2q2Ja2RpGZtunBriTXhDTKsDftle/O  
pmX7OqVtahqVtmFeDagQhVQBBSABfio/P1VlkXuoKH4ztduFVH42qobPQxDo  
H2olgrRLpZZAf+aXxnOLwwqY3Gx7kE2rzV5YzDDZ98uB+Ywfk1b0WDajFOU7  
/VZngkFcGRbm/KR+FeVv8WeYhZUG/6nV9iDacZqNY5ilj1kYAp9vOF+A4n43  
J37vgOnk6Uv9Xq/9bjkJa0sJzDIUrwn+DCN1QXHFCxczTfVKu188uc2Khxb8  
IFZK7RF80hULPOHhoTUPIf+aB9x26bSL1S3qOm3V9kK9v6ixmm17AYpzbV/4  
mPHfYqJTYvTfiulOAhAj5A2A2QCZCGhPUFIA1zYo8o9QV1KXo3E7Md5vMt7  
VD8dryg4Qf38bsqV5NW/BKoKAQq/8rg6j3dVd+HXParfBq/57XhFkSSo6AR1  
bdjBa++m/N6V/3vy6t9vDvsjUPXHh2OKAYrnVBZ/5XFdeOn6PN714w3XdRf+  
DEn5c4/qzxLljcFrbsQabxyvuPEorEQSVJLwc8kJquTBw5vDDt6MGnjz3ZSb  
v+bf6sq/FeB3K3n1rWMXb90c9pfT0b8CVX8IDf/rwzF/XV1bCIA6qrB0TmXp  
tjmlX3mU3pp4W3jp9pgvbs/j3d5y8fbxhttFB2/rLvw9KOrvkJS/lw/9e4/q



7yzB3yXKO+B6Z/CaO5MS7sQa72iG3TlecefKC3cehZU5NZZJgspU3mUJP5ft  
ci47QZUVZJQ9eHhX+PDusIN3g+3uRg28u6Hu7rspd7/Ou/tr/t2qbfe68u8N  
VdwL8Ls3p/Fe8up7u769d+zivYtv3Ls57F5D6n2no/c9374fqLo/+9r9pOH3  
d0y6/+GY+2eq7I9de58uopGK6cXQowrpYDU9p5Je4UtvM0O/H05/5UHnX6Jv  
TaRr95cLL5X3u1I+5ovvyUvL5/HKE5PLt1ws319VfryhPLukvOhgOR1Yrrvw  
wGnQg0FRD8ampAhJeTB34YPIQx9s/vHBHtWDj7MeZAkeXB7zoET5oEpaAa4V  
zkUVg9dUjKUqJiVUvJhbEWusWDegQjOs4oBrxfGKinNHK668UHHrRsWjsAom  
s9KpsdLDs1ISVBmgrFR5V0Z2q0z4uXLT2spdzpUf7K08QVWem1tZkFF5o7Dy  
wcPKpsaHwocPe//ycNjBh2PnPgy2exh+4GHUwlcJex9uqHv42sSH76Y8PHr8  
4dd5D3MLH/6a/7A082HVtof60Kqu/Krex6qGKqrG5FYF+FWFZITNaayK9a9K  
XI2VmlG169uqA5eqij2s+vpk1cU3qgpfirro5rKr8RIVD6iO++yOno4/chz3y  
fPuRT/OjQNWj0Hcezb72aJHdo6ThjzbKH+2Y9Ghf0KMPxzw60evRmapHP5x5  
dHXto5sjH9FFj+oSqwGqu22t7sVUD1pWPaqwesLw6mB19bTT1XMqqxf1rl7h  
W71+WvW2OdVvzq1+P7z6qKL6K4/qc9rq/EvVv6VX35pYTddU1+6vNvo8FI56  
3HPa435XHntOfDzmi8fyHo8nL30c9t3jebzHiwleJyY/XpfxeMvFx6/ffLy/  
6vGHjY+PNzz++uHj7JLHly88Ljr4+Jb6MR34uMb+se5Cjd2qGqdBNW6XagZF  
1YyorxmbUuNvVxOSUhPWUDN3YU10fs3yoTWrX6nZ/GPNDnHNHIXNge01H2fv  
nPi7JktQkzOg5vKYmt/8a0qUNXcn1IRJaxpH1IJrrVBb61xU2/dY7eA1tSMD  
asdStfLvaicl1E7rV/tibm1kdG2ssXbFm7XrBtSmflKrGVa751DtAdfaw2m1  
xytqT4fWnjta+4Ox9soLtb/vr711o/Z+n9pHYbWNabVMZp3D73VOjXVuPeo8  
POs8feskQXW+k+oCIHUh/nUq77pZg+oiu9UtrqpL+Llu9Sd1m9bWbQup2+Vc  
t+9a3Qd76z4JrTtB1Z0+WXdubt0PUFeQUVckrbtRWHcnqu7Bw7qa5LqmxnpK  
XS98WC+OrO/9S/2ACfXDDtaPYurHzq2XfvkfbF//PT68AP1s2/XRw2sj51f  
n7C3ftWi+g119Vv71782sX5PdP27KfWH3qk/erz+i7P1X+fVn7tSn1tY/9OV  
+l/z669/X1+aWX///fqqbfX18fX60Ab+Mw1d+Q3i4obexr6JzcMVTSM5DeM  
yW2YkNIQ4Ncw6VFDaEbDjBca5jQ2RL3fEOvFsPxmQ/LqhvWODakZDenPNuz6  
tmFfUMOBSw0fTWo4drEhU9bw9cmGc4MbLr7R8KOuofDIht8vNdwc1nAntaH8  
RkO1pKEhtUF/tZHv3thIYaPT0UZXutF9WOOgyEbPttxHX270aW6UDm8MVDVO  
Xt0Y+k7j9DONs681LnjUuMiuMb53Y9LwxjXejRvljVsmNu6Y1Lhb2bgvqPGA  
rPHDMY1HhzWe6NV4it94pqrX/LXGH840/vRu49W1jX/MaLw5svEOr5Euaqw6  
3FiX2NjSp0VmiF2uttWrXOWthejdf9GO2iZ1tNDO6pQ671BO2G4VvGLNlit  
ndJLO+20NiJcO6dSG5mmXdRbu/SYdoWvdtUP2vXTtCm/a7fN0b5Won1zrvbt  
Yu374doPf9QeVWg/P6n9ykObtVN7Tqu9GKnNv6S98rT2t3Rt8X3trYnaOwe0  
dl22apK2dr9We19r9Gnib2wSXmrqLmrqOa3JbVdTvytNg7s2eU5sGrWuacwX  
TeP/bpL3aAoKaJq8tGnq3qaw75pmljbn4zVFDWpaFNC0dG5TYnJT8mtN6zKa  
Nn3VtOViU/rVptdvNu2537S/qun9uqYPG5uOaJuONzSdrG36+mHTd/easkua  
fihsunyh6Zcvm4oONI3XNN1SN92Z10QHNj0c2IRj39Rwt0l3oRneb7Zb1dw1  
tNlpUHPP+ma3S8393moeFNU8fGTziPpmydnmsSnNfsHN/nbNE3ObQ1KaQ+XN  
YQ3NMz9vnrUwObJXc3R+c9zq5uVDM5OuNq9+pXn94ObNPzZvXd68Q9z8+snm  
ParmtyubD2xvPjSw+eOs5k9faD7xd/NX6uYsQfPZN5tzBjT/cKz58pjmK982  
/+bf/MfF5hJlc+kPzXcnNpdnN1dJm2tONTeOaNyD0oGrTrBNJ9TqHBfrnlt0  
vQJ0fY/pBjirBq/RDb+pGxmgkxzSjaV0Exbo5N/pgnrpJiXopuTppvXTTV+h  
ezFXN89VFxmti/5SF2vULXtOt+JNXfJ13boBuo0Ldamf6F69r9MM0+2K1u05  
pHu7RHfAVZcRqjucpuapTteoTvZT3c6VHfmFd25o7qclt0PRt3l4borL+h+  
Xan7fb/uz291t27o/tbp7vRVYzTPQRt1S7VNabpdO/qmEw9P1fv8Lu+2329  
U6PexU7v1kPv3l/v4akflf7+upHyvWSIL2PUu87SS+brA9Q6oMn6kP89VP9  
9Cpv/YwR+ImD9PN66yO76Rca9lur9Etv6RN+1q/8Vr/6E/0ru/Wb1urTovTb  
QvSaUfpdzvo36/T7runfPa3/YK/+wxX6T0L1n3rqT1D6k3/qT5/Un3IVf26u

Pme0/gfQ5xfqCzL0hcv1RVJ9sb3+RqH+r3f1d6L09z31Dx7qq77U1yTrG8bp  
mxr1hq8NINpg52UQPjSljhjEkQYXN0PvXwxPbTUMmGAYVGkYdtDwzDTDKMbg  
dclwdq5hgoNB9qUhYJ4h2M4w+bjh+emGF7SG8AOGmf6G2bcN81MNUQMN0ecN  
sfMNS5sMCXsNK0cbVI0yrHvJsKHOkLLDsLW/YftJw2sTDbuKDHuiDftqDe+m  
GD5wNBx6x/DxYMPR44bjYw1fnDV8FWT4Os/w7fOGc1cMOdMMuYWGfJXhpyuG  
X6Yafs03/B5suP694aavoTTTUdbccP99Q0VPQ9U2w+NmQ328QXvToA81MGeN  
/GeM9m8bu/KNjsuN4mKjS6Cx9zHjU2Jj/2TjwD+NQxVGz0PGkXzjs9HGMbnG  
cYONE1KMslvGAD/jxLeMkx4Zp4QYQzOMKq1xxgvGFz8yzmk0vvS8Mep9Y3SV  
MdbfuPR14/KbxqRnjMmrjWsuGtc7Gje9aEzNMG6ljenPGI9LNU761vgmY9wX  
ZHxni/HAJWOGg/GjScZPthqPXTR+DsZMmfGr1cavTxrPPDCeG2zMnmO8+lxb  
Up7xR53x52eNhS8bf9tr/P2S8XqD8eYwY+kM451U470vjOU3jA/tjdUSY+0c  
Y0OqselTo/6qkWik+O6MfQDTZSEjepVxOsr0yGdcaaaPkHEfxgyYyAyKZlau  
ZzzfZkacZEZfZruMD7NjK8zlx3OKGRMoloJjmYmr2ambGdC32FUnzLTzzAz  
85nZ15h5fzMLHjEvNzOL7Ji47kx8bybBg0kaziSPZtZ4M6/4MhvITEoAs2Ui  
sy2Y2TGJ2TmJ2a1k9gQz+4KYd/yZAZLm4HjmWzHMxyOZo8OYz/ozJ3oxJx2Z  
U3zm6ybmTBVz9m/m/DXmQh7zwxkm/1Pmp3eZKzuYq2uZosXMHZOYPwOYmyOZ  
0t7MHR5zt4KHi5iKs0zVYebxDqYukWmMYJr9GEM/splMBdgCsBVgG9poAuW  
0ADsBHgdYDfAGwB7APaivS7awgK8A/AewPsAHwBkAHyl9tEAHwMcATgG8BnA  
5wBfAJwE+ArgNMDXZHvxLcA5gPMAOQAXAdDuF22Y0X76J7Q1RIsKtOFGe2eA  
PwCuA9wAulXseoA7AHeRgQzwAOAhwCOAGoB6gEaAZgAD/sU9xQPKDighUN0A  
7XMpZ6BcgOoNVF+g+gHIAdRgoIYB9TRQo4CSAOUN1Hig/ICSAxUIVDBQIUA9  
D9Q0oKYDNROoOUC9BNTLQC0CtCOllgG1AqhkoNYBtRHQfpt6FagdQO0Cag9Q  
bwN1AKgMoD4G6hhQJ4D6CqhvgDoLVA5QI4D6CahCoK4B9SdQfwF1F6gHQD0C  
qh6oZkBbcp4d8LoBTwy8XsBzB94g4HkCbzTwfIDnB2gjz5sMvFDgTQfeHOBf  
Am8x8JYDTw28VwBt/HnpwNsNvLeBdxB4nwDvc+CdBt5Z4OUCrwB4RcC7Abw7  
wKsAXh3w9MAXAN8R+K7A7w/8Ycb/Fvi+wA8E/hTgTwf+fOAvAn4C8NcCPw34  
rwF/H/AzgP8Z8E8D/zzwLwO/CPh/Af8B8OtAACDoBoJelBglgIEg8AVBMAHu  
IJgHglgQJIMgBQSvg+BdEBwBwSkQ5IDgFxCUgKAcBI1gZwd2PcFuINg9C3YK  
sAsFu7lgtwTs1oJdOjtB7ujYPcN2OWB3R9gR4OdFuy7gH1fsB8B9jKwDwX7  
BWC/AuzTwP4tsD8C9t+CfQHY/wX2teCANrI9wGEUOASCw0xwWAIOM8BhLzgc  
A4fvwaEIHMpBCCDsBcKRIJwlwjkgXAHCDBAeAuEZEf4F4QPowocu7tBILHSZ  
Bl3ioEsadPkAumRBI9+gyyPo2g26DoeuE6HrAui6Hrq+C12/ga7XoGstdOsB  
3bygmwq6JUC3XdDtC+hWCN0eg6gHiHxANBNEa0D0Hoi+B9Hf4GgPjs+A4zRw  
VIPjO+B4HhzvQXcRdPeG7nOhexp0Pw7di6C7EZw8wSkcnDaA01Fw+g3EAOKR  
IJ4N4m0gPg3iO+DcE5yDwDkJnD8C5yLoYQ89fKHHUujxAfT4FXraQ08Z9FwB  
PY9Az1vg0gtcXgCXV8HIPLg0gasPuCaA62fgeh96DYFeL0OvDOj1F/QeAL0X  
QO9D0PtvcbSkbrHgdhzcHkOf8dBnA/TJhb4i6BsBfT+AvjQ85Q1PbYKnCsC9  
D7gvBvdvoJ8D9JsF/Y5BPz30V0H/w9C/GQaoYMAR8ADwmA0eX8HA7jBwCQzM  
g0HDYNBWHGHQXBk+CwcdgiAiGJMKQ32GoHIZ+DMMcYdgaGHYHhk+D4efAcyR4  
HoCnHeHpTfB0LTwTC8/cghEzYcQVGBkCI3NhVCCMOg+jFTD6PDwbBM/+AJLn  
QXIVvGaD1x0YszxG6MA7HXzcvOdTGCuDsVdh3GIYZ4Tx+8HXG3x/gQnLwa87  
+GWCdDplm0CWAfLnQF4HigzwnwYBAAFfQuAiCOoHQddg4i4IngrKrqC8DJN2  
wuRwCHGDkNvw3OcwZR08PwWmPgVTqyH0ErxEKAT9UsCPOF8L4QzsD0ezCj  
ECLowczj8OL7MOsNmL0d5qTC3I0wbwPM3wQvbYEFGojcB1EfwctfwcJLEF0C  
MQ2wuAfEekHcDFiyFpZ+CPFXyJkBEiSQuAhWHISkeIC7Q3IkrDoCq2tgbQCs  
exNeoWFDIGw8iL0/KdGQ+jNs8Y0tn8K2AbB9P+XwAc1bsLMvvH4YdnvBGxdh  
zxzYWWwf79sL+8fBOKby3E95XwAf1kJEJHybC4bHwsRGO/AzHDSFn6+DzWfCF  
FE4Ohq+c4bQAvjZAlg6+ZeCcEM73hpyRcHES/LAY8nbCj2fgp0q4MgQKF8Kv

R6GoFv4Ihuvvww0d3lqE0gK44w93zwA9AR5kw8Np8KgMalKgfig0FkJzGhgU  
RP3/SNm9RwnVVLclqrucCpZQLk9TvUdQfcdS/Uloj4XU4G3UsFPU0+XUKE9K  
kkB5Z1Pj+1J+Gyj5AyowkgoupUKWUM8bqGnvUdODqJI11JxM6qVV1MuTqUWD  
qSVdqGU6akUjIWyk1jITG5+UmdRr+6kdlyhdvWI9qyk3i6mDjxHZVyiPIZR  
x+5RJ9Kpr/yobxqpsziUzjvUpU3UT0IUyRj1LYX68wPqrx+puzzqwRTq0SGq  
3oFqXk/U/x5et3E8Mc3r9RnPfQNVUCTPczpv9ls8n6U8v928gDzeZCdeaCvx  
+m+8OSpe5F+8xSm85T48tY73ShEvNYeXnsPbXcR7W8c7OI73yVbe5zTvdCTv  
7ENe7i5ewWReUU/ejQbenSpehYFXN4inf4kvOMI3flrveoDffyx/2D3+s5I8  
3zf5ga/xp2Twp//Mn9+Tv0jNT6jir03jp3nzXzPy95XxM+7yP+PzT8v459/k  
X7bjF73F/2si/0F3fp2WqP9hgl7xgoFXBaNmCnx1guBsgeoTwbwTgtjfBckD  
BSmvC17vL3j3quDIecGpQ4Kc84JfeIKSOEF5g6DxmJ1dqI3PVLuBR+2ebbBT  
xNuFdrWbe9VuSY7d2ht26QPs9r9ud3S43TeVdnk37f5otqOVdtqz9l1etu87  
zn7EBHvZUvvQn+0XRNqvGGKf1sf+rQD7I+/afzvcvoC2/+umfa2Dg/0ihz56  
h1H5DoE/Ocy0d1iy1mHTUle93RyOjXD4/IWHon4O5dVE/YcKRxYLJ34onHNc  
uKJBmL5ZeChUeGae8OrnwgctU/D7dXGXdxn7YZdpL3SJC+qStqnLB4luWb91  
+e1h0ftU3az6zpc0HViWNcFD7uuv971Xdeu33zU9Vpa19pvuvXw7+bl3k01  
rVvC9W67vu32RX23wh3dHq8V9cgV+cSLZiaJ1vwheu890fc5or9DHO29HZ9J  
cZw21IE9zfGdq47nv3O859Rd9HN3b233ubu7p+3rflzUvai2u/F5J8/eTuEv  
Om1wdDoqdfqtlKj/d8WzM8XblOLTs8R3Kp17Us5B7zonZTI/NNe5aFsPe2kP  
33U9lip7fPB+j1+39rQ39pQJe6440vPljZ63PnHp1dXlBaHLqx+6nP/TpelL  
V58RrgmTXT9zcL2f0GvIxl4v+/bK+KDXX1/2HpDce0FF70Muvf+udRua7hZ7  
3e34XbfHJ/qMH99nQ2qf3Df6ihb1jeD3/WBpX/rgU94fPrVp1VMF/d37vOe+  
+LH7Nx79HEb1m+XW79i9fvq3+6tG9z/8Rf/mpwaoVg04kkPUv4/HV1EDu+8Y  
uCRzYF7xoGH8QVvHDrqbOHjSN4OPdR8iWj0ksW7I7zuGyqVDP+42zFE/bl3z  
sDsvDJ/29fBzUz1HungeED/tqHx60+mna6OfiZ35zK3XR8x0GnHl1sgQw8jc  
FaMCZaPOR49WVlw+//uzQZ7P/nBP8nxPydWvGZf9rozf8zyhDE6O+/0wT5u  
BT6fOoyV/T72qv+4xcpxxofj98t9vcf7/vL3hOWBft3n+GV6SacXSJtGyzLm  
y59bIK8br8io9J+WRT/r/bOCii0H9XIKuRU3clRk81UHZdYnycumknQmTw91D  
3KpCbpc/97nrlHWrn5/Sa+pT2qnVg0lvHXjhYPy0de+oZnmG+Q4M77sjnFk6  
/d6PMwo/jzjnPvP4gBffPzvrjebZ2/+ek7p27sb8eRv+mL/p85e2hC3QFETu  
Gxb10aKXv3pr4aVvo0tuxTR0XdxjUqzXO3Ezui9Z+/nSDzfGX9mxzHAjQblu  
cVHCioO5SSVpavfTyZELVx3Zv7pm3tqA79a9+f0rdMKGwOsbd9pvYpjXI4N4  
syult6N3KgrrUViFQilKu1F+tQuK+4L4aTEyNIDaA4UAFcJdsfFhemZls2+f  
AFMOiqDR3awYsLUiLkV/Nf+A8SA+GQriUvQuHQvisCkgfhWFUh8Qq1DYjElm  
CpUlxvEFEDs9j+pHcOejQJwRgupFeIXTQJyN3hsRLxIEG8AFHYL1nAriWBSO  
oqBENJai8AYK1ajcA9FRoVA9CNF0QzRQKEShGocZIBb3QfT6sPTFFVEeimej  
oEKhGqWzUdiMQsZTqC9QkKcW2x2VoyBGoRCIC9F7cz/UJ/1Rm9A7G4XEAQgf  
pT1QEHugOEqr0FuCQgYKiSjAQISL3pHoLUehG4XdKHggXqvRG//u1WMwwkMB  
j1XVcttj5RrGjIWAHwvTeqzIOEVBGWcpi6t6DsTXy9vimsYuG41D4uQnG7uA  
ybbHbkncfzZ2GQpEQ8HSIHKE6uFNsfAi6YAXjDMFvbfI+PMWxvD7SXnpqO9x  
Pu6/f4LBwxc/NlgXRT5ZX2Ic3JfIUf85/9Z9aXV2/CzaQvoLU2EKPxXi7FLh  
IkMqby84krNjh5Vq0+nxkL4O3OmxQ+oQXhfom3IPEGST6fTYIZXCB76W0+Mm  
9vR4JfBS7pIj7uk1LY+Onao/LTN0bE9QscHwqn8HBQe2zhAdkpLdUjBNVEp  
1aI8ps058pcwxPocmfnlPhvPuw3SX2pPsWfK14G58tvptKJH0jqwB+muO5kL  
i43seeuViyfTiqqkp3B+999O5ZnOfKcNzm/37LWYrVaa+dyZjZmz33KrM9/s  
GnLmO+HmxBOmM98Jr3/1WYsz38+tznyPMX7suXNahqlev+5ph9o/d6b92HNn  
Czzh4a41D/S/5gGfO/tN65nboq6Prc+dH8umms+dUdx07vwD4x98n+bOnQ3+  
yJLvsB8Hq33t2PPo0N3d55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55H



d55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55Hd55H/z95Hu1h  
t6cP/uxW6Rnr82XLg89DMxNBjOHwh4SE37YpV5jlll1Hb0zzLveu4t6N3BtW  
sO8u3LvHCpY+/uBXbAf0J6xgyyRW8Ps7gl/j4COt4PM7gH+Hg9/NwWPetB3A  
Z1vR9fiObYvku5bwGM76bXooLoR815b+luGW+tfYKMcPpldtVX8GV3/mv6w/  
3wb9PSMtdLUcXeHZf0fX42xbuoVjLHRVZ1m6kf+S7hobdCO9LXSPcnSz/iXd  
Qht0qzi6+LPmaPfa7jiokth7A7O598tJlvHz7QBvMwdnj9KRHcBIJLFix5LY  
tp1Gb9zWHPTGvP2M3mgphutW9WZ2QK86yTKfizuAE69ky/qsZOsdyr1Hc+/x  
3DuAez/HvcNXWrX+/bpJ660jFvk9yxuYiv4fxq37TbouWRa6GZxdPP/Jd1S  
G3S9J1rois+zdD3O/zu6vufb0s1UWuk/ju6af0l3tw26iZMsdLM5uoX/ki5t  
g66Ro4tlzi27/fEtXcnOh3LuXcO9dVbyMasDfLHaAre5AziJ2jKPjnYAp1Kz  
ZbPVbF/eqNl5tELNzqMNaNYepVvVq+2A3kErOI+c9uG+VFvGISShrXtWK/h/  
GodEG/QVM630P0c381/SzbdB9+IsK/3P0Rve+Hd0PS60pbtxDkvXDsVVNsrx  
Q+gls2Vdktm6XZPZcRqYzI7TqGSL/O3vgM5Ejs5Ujs4sjk40ervkWmBVKH52  
M4C7Vd4qFM9FeWcvWvL88hEuyhtiBfcByitAefFWcJlfkQ5CeZut8rJQnifK  
m2WVF4m/l7EZbD7/v3xXwwFi4sNjqKDEtaExyxGYxey/tz0BZPWKFcmxsc  
Xzo6Oj4eLoEqMH0GLUqSr0wdmFCUjQHNv2dHB2XMDfHuTopIX5q3MtJUUIr  
CQJMpfyTMNG45QHL05bFRD+njlkWEBARqAwMnKIOei5ouhoVoxyUHBMQMA+  
ovxXJ8WpY1ojBLEI09ogQBSuITehSd0WPmGINfAUDH0X/OOiW0FOmTUhZlL+  
q2KWRycktaYsNNN/iDoJtApbvniGOCAAAQMIYjK8jh1qyaFtAVGVX4K/i8n  
rFFFJS17AUHPSHgUogCig2NWLgwICEOV20SCj81YGFKITgpMSopaGx6zqAUy  
wV0Vs1CN+FyfzrTCCAHAjQsWRMcsikqOVy+lho9PWLgAMZoYH6WOcRgikQyR  
BAbgBzVHBv7+XIZNCqtUkla6onxJlil4MWHZsuTlcQujcD2m4k8pf3XSjKSo  
hTEBAAbMDZ6kCg+cgHG/KPxELB5li3NwAU6lly607dAWqKch6dFEdlSg/kc1/  
rnX+GEstqDvb1IEHFFZT/itj1IHL0xGPY1cui1MHxsfj3lmJe5DkxZvbMysk  
BHW6HFFFcvTc8pVqJMOr1Vxvt4AIDTBBBbAy1RP3k43+ywP/aExIYbR58CyY  
rUYvgoNcgET234zdJ2Y5YeXKMv6mfqhGsrpSuUatwOkNQTuTPNMnxitJpO2  
PyxaEx00SpuuY8vgACIkAAkzohNlkZC8Dn0uFR6rgE6ltS05clJKhjY5Im  
JsQsQusTygmOiY9aC/Y4tjAlcb8UpqvR30lrCP1dqL/GmedmGNEFkgDVuEDy  
Jn8C5qCO3WMBLigYITWB/8KYJNRV3qZZvmB1nDo2auXKuMXL0YQH6E75owkd  
j4WzISrwljMsdPrMic+Fz2A54sUnLPaSgBOqcQxCUAXOeg7DPAcLfkxcs2ZS  
EhrckChELSYJvuchUvExywHW8uJWrkxEEwACAYOHkpyrVyzMcyR9Qwqf4m3  
KckmBuAN3jlyhogeL2ZNnBrpXWpBYnJSzEKUTfjg2IAIVB+KJCwnYK9SC7iY  
E7UA6xt1TNlyeB8WREUvSV6pXrAoOm4VWn+o51BRXFR83LqYiUh1omkaPx0J  
FWZheSiXi6TW2ZBDTY2JWtUGHOZDcNzKqJfjY/BgR0VzmnwiYnMIPK8Mf0E5  
1XsMyyn7eAUl8P/QBh9ettgbOOxH6QMoZKAwworWO7Jukju1BH1xjHpsfJb7  
tWRmBEWtjIHOp/PpfDqfzuc/f9JdQOwrBXGmH4gfoXDhBRcnTkdbiWgQv7i8  
1f4MbdokaSgPv3eBWFkIcAtZmDi0FiQkqyERL/TlssJ58QkJS6Ni0aqA4kkx  
8TFYZ0ep1VFocYckYgsAqlmNkBCPYRB+fMyqGLJWoLhHwiKPZTHLkMpn06Ex  
aGHCZQuXJZrjccu56G8g3l7E8pl4XW3mwoQXHrc4Vm1FZ2rMlpyEzd8BZPdA  
e16PONOailxMD2lgeiDbx89j6EoM54ETKO4RnxAVjSBa5CUvN+ea85LUHjFo  
c7MWWuWR1RzxuBjBosiu8/OAmJWJgdHRXBoZ7p5PeyyKiouPiUY8eSSuRNsp  
rozQ8vBA8ISix9A4RE9NoJCpttLDnIN7j2QReA+PZVFLcatQUUzS8qh4hJGI  
IBYmLF/OruN+HiuTFvoNjUP/PJBZycbawUW0nwSZk5fsQ6y8ZH8O4kj8/zb9  
apKXqSiE4/GYyo13OHQ+nU/n0/l0Pp1P59P5dD6dT+fT+XQ+/zMP2omtRy+h  
xHFSX+lvmS95T/K15KrkpqRcUi8Z7DXba4XX+17TvlU83/Y545Pjk+fzs0+Z  
z/ax+8b2Gjdl3PZxO8d9MO6zcfnjro+7N44/3mX8wPGK8dPGzxu/dvyO8W+P  
PzX+h/G/jvfzXe6rmFAsdZPNku2XDVNcVjQoVvmjSj0AQtbR/5izY0rGfOq9  
aOxbY8eNt/eNRfDbfV/3ve7b4Osz4c8Jfn6f+A33H+cv8w/yD/FX+c/yj/HP

9b/sf8O/zP8hpiMhP2wBd8lQyWiJVBlInSZKkSHZK3kJt+UVSK9FKwGuo1wgv  
Hy8/r4leq8bYe+/zzhtbOPbe2N7jpo5LGXd/XC9fL9/jvpd8b/se8Lvo96tf  
mR9P6iwdLB0jnSSNI26X7pP2kk2RLZELyDbLdso+IX0ny5fdITXI+HIPuZdc  
lZ8rj5evle+TH5GfkgsvlXVTFfb+Y/3x9fJlXNclySSvmmai/Phm3avyR8SXj  
nX0noZY5T3htwpcTfp4w1G+Cn7+fh9RH6iedK02QJqPaPpVmSq9K70orpCGy  
7bITsjyZQVYo5ytWKwoV/f0P+5/3b8DtVgH4oNdWyfNeG72+96r1+mhM8Zjd  
3qe8C7yvefca+/u4mRNmKq4pdAqR/yT/F/0rMA5i6BR62Us+kRyXrPXa5PXO  
GIF3V+9h3le9+T4uPtd8Csf9NS5yfML4lb5rff7Zvme873i+8jXccKICc9N  
2DZhz4QDEy5PuD4h1C/WT+232e81v2/9fvSr98N9VSalK8cokhRrFBsVWxQ7  
FLsV+xQHFB8qjpoKE4pLil+VRQRbinKFA8U1UgC+P5d/Z3QmAb7T/GP8H/Z  
f4n/Gv8N/qn+2/zf9D/of8z/ezTChf41mOdEgFnoJZBESTZLUiW7JAckZyXu  
XmFeKV4nvX72uu3V7OU8ZuAYrzGBY+LH7Bhzb4x+zDzvDd5veB/yPumdG1pm  
59PXx89nn88xn7M+V31u+zz28Ru7Yiz+cVQlhcQH9b2vVCYNkAZLQ6RTpSrp  
DOks6TxppDRaGivdLz0gzZAelh6VHkejkqaJT0rzZbmSvOIBdJCaZG0WFOi  
LZWWswlppbRaWifVSvVSkAlkQplIjpa5yNxx7jIP2RCZp2ykTCLzkfnKZLIA  
WbAsRDZVppLNQHNinixSFi2LlcXLEmVq2RrZeiRIW9C4vybbLduLZswBWYbs  
sOyo7LgsU3ZKliU7K8uW5SIJLJAVyYplJbJSWZmMlIXKqmV1Mq1MLwO5QC6U  
i+RiuYvcTe6OZHSl3FM+Ui6R+8h95TJ5gDxYHiKfKlfJZ8hnyefJI+XR8lGk  
wYlytXyNfl18s3yLflv8Nflu+v75fvkBeYb8sPyo/Lg8E0l3lvysPFueK8+X  
F8gL5UXyYnmJvFREJqfllfJqeZ1cK9fLQSFQCBUIhVjhonBTuCs8FEMUnmhW  
SBQ+CI+FTBGgCFaEoDmiUsxQzFLMU0QqohWxinhFokKNZGe9YjOSnu2K15D8  
7FXsRxKUoTiMZOi4lhNJUZbirCJbkavIVxSguVCEJKpEUYPkilZUIqmqU2gV  
egX4C/yF/iJ/sb+Lv5u/u78HlqFMgLPoIT+hbEL1BJGfi5+73/9p3wyZEwaC  
KHwCEVGBiEBUVESeeLuDYLaZOQQ/AIFEIhAVFUgElglZUYGIRCAqEPyAiEpE  
RWRFRAWiEonol/0Vnbnn7/b2e/vWXWbehpbxbKb20k1zZXs72tkaa+1myXOf  
MzHjHKy5A0q63tDpC/eYp4tjulXQoR2d+CL/HomnZJ2T7YI0VyRZkOKO1GpS  
+iahK+n0SCYIk5wMpuz1jf0d2McP3+4Cmlf7htuGKhzCMbThGlz9t0ccHpHB  
Y4gx5liiQMkMn5iFD5zRoMUNiWQCgclS1rKVUmpppJWLDNTrSGc61wUzstKN  
VrrXdz2p677v+S5fCR7QR4oBKz2xTs5KE979ifupV55zUVFRUVFRUVFR/1q/  
UESDBBQAAAAIAHpxRjftOwvhfQUAADIEAAAJAaaaAcGNvbXAuaW5p7VndT9tl  
EH8OEv/DKM/Xyk5CrvXpHgrtnSIFgQLIHqqqWtubeMtm12dvgAr1f7+Z3fVH  
wAQC5eFaHJTsrte/+Z6dwZ9MoaX8vLtzWYtSaHXlvuoC/oRBsyKUXQloRaU4  
xkn/gyq1Ev/2d3fo8wmkiEtAmFhfTVRp3ktJu/JEL/PXqZR9twvv8vlzjXEE  
+Yk5wPv7+opWAHJWLIGX+UQd68IACDXtXp61I49Wxq7rlZnesd7sn0vNEllu  
oQ654QW0rmtYChW9ejt+HQAs2VUU0AAgnUtTLTfX9y7UZJnfhP0BqCiD5Bdc  
bkldvbFAFtVRSEzhR52gJit4mWmZbgBdY3Uwotk9qAUzQsPa5VBDB0WoYWAB  
LOqoZjW8G5QZw5LzDtCgDbomfxDWrOKwm1UuOSv5FqjlelVKw05UqfU5yzi7  
pdYWKg4HQYvXjWpF41uXmvK56fV6Hg2clTzar9d4E+65C2ImFtkWGNUHYCWA  
ySn7hkAfJxiwuBDC+nUNI9FoPAblohEJZwT6bNQ/fjebnMAJEucaKNz7qHhi  
Y18XKS8ifIAIPOhKpVA1JGFFUFrgV0L9Vg2Rxdllw2gt91lXP6SUVjNSIVo  
0mp6qvPW7B+RmiwKh2NngQddW260JrFxd3aAatDmy7nScSsSr0ESR2CiMbmC  
YXEUVJo8rXaRBpla8Ojt79ajlPyS8uSY5ISVEqacxjLqp/v9B3PnFXvCTYnM  
cHDJhsX6gsNIJplMFkwoECXGTLpKeloa3lZJVnabHdZkb/KFIX2vFp5kDyvZ  
Z7Sr7+BMLA/rfIKTaOgzKPrwHv4MAPpR+HDht7uloE8KSJDYhfDZCQ48wYGn  
++wEfYYGT3hbgt6fDrSi8sL5IDO0nuPBm6+MdzGjKtC183RVCLUAKhvQ2an8  
eKynXSRDt1Z52pdTseSnLJa8dZw08RYOvM8NKp97Z3c9XuhMX8KclcZKX0mE  
5RP+5FqJlQMfc3ZePI7EkVvrELE521phRTKSiMM6O8/ctucQMtFUQMK80Mun  
irnn1uqc0RyxLfu98fYbVbJNq111vhy4M6vOl8N2vix5srUaZjYblmBFzbQ2

EH+DIEv2jbyYVMJWKXo9K/RKpXahFEg7w2zq1LEmp0tjZxN2dc24htnxL1K  
ziMbQC45OjnDkc1LP+xceJd+XZX+aLAHAXP29qFbGrbgf2AZcY6qWOUwR/vb  
bVKjY9wV0i3Jq6L5LKGi7GL64b2roVvFtDe0iQajACSLuZUE/kYy/caZ0RqY  
ZFTUr1n/cJUzhXWGWZagi3MM/r/JB2GtR7LVrLaeCa093GLTpHpHC8UEsLglq  
pc6YpMKJSika1mc24fQhY2V22Gyi6UQIBc3DccWpJelsiSkS0EzwwWe5rVgd  
dLJqa7p1VsePYdXi3Mdr7fiWaBe3LnSxUVwJmulgdv2d7fjqfq+rrWuvtrq3  
riL7f9a8PQ/qS0v4C7WEdR8G93RirT5sOApu9GEH9QI9ow0j2tseCw1YBEut  
XBdmB64He2IL9mB2WifJS2/10Ittc30Vo/yt.J+0t8J9a0L+tN3VmpQvzVVn  
c/UrdVfbNle3zn/HUFFtqfuse7osYvFp/dV9/crm3sr3KUAR0TQq1edTzkyS  
cftaa3fHTqpXVsd2cuu6Ro80+kyLhB8odCYXkeuvulrDgN6p1Wai91elwK9s  
4zNJo6AK6Or2bO12uHZbqClseFqoGdx+2leUUhhDmduXIVa4j5M6LEyEX5fW  
QJn9vvs/+ximhTI1t/PSuMVb/7WvC9B4gbTweRVZ7e4vKp7jG3qyRa7lh2IU  
fEvgm0z8sY87q3k7bbDSRjvVVkrusNFGJXeY4Ik6ZgUWhm2ItVV8/DQFJ49Q  
7+7Of1BLAQIUABQAAAAIALuqQzdeHmrF4IAAADwAAAJAAAAAAAAAAAAAAAAIAAA  
AAAAAABwY29tcC5kbGxQSwECFAAUAAAACAB6V0Y30zsL4X0FAAAyHgAACQAA  
AAAAAAAAACA AAAAJUQAACGNvbXAuaW5pUESFBgAAAAACAIAbgAAAK1WAAAA  
AA==

---=\_linux4707a725--

---

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

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

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

---

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.  
>>  
>

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [dc\[3\]](#) on Sat, 06 Oct 2007 15:23:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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!  
>>>>  
>>>> 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.  
>>>>  
>>>> 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 [Ted Gerber](#) on Sat, 06 Oct 2007 15:53:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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:

>>  
>>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:  
>>>Deeeeewwwwwwwwd..... 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  
  
>>>> 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.  
>>>>  
>>>  
>>>  
>>>  
>>  
>>  
>  
>

---

---

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Sat, 06 Oct 2007 16:13:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
>>>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  
>>>  
>>>> 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.  
>>>>  
>>>>  
>>>>  
>>>  
>>  
>  
>

---

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> 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!  
>>>  
>>>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.  
>>>  
>>  
>

---

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  
>>>  
>>>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?  
>>

---

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 \$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  
>>>  
>>>> 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.  
>>>>  
>>>>  
>>>>  
>>>  
>>  
>

---

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  
>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 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?  
>>>>>>  
>>>>>>

---

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 !!!  
>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> 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  
>>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 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?  
>>>>

---

---

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  
>>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](mailto: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  
>>  
>>>> 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.  
>>>>  
>>>  
>>>  
>>  
>>  
>>  
>

---

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

>>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:

>>>>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

>>



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.

>

>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 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  
>>>>>>  
>>>>>> 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 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.  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>  
>>  
>

---

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 119 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??!?!?!?!?

>

>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:  
>>>>>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!  
>>>>>>  
>>>>>> 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.  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>  
>>>>  
>>>  
>>  
>

---

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](#)

Hi Mike. You are either getting spam filtered or using my old address. My  
address is

`cduffy@ideacorporation.com`

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 likelihood 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:  
>>>>>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!  
>>>>>>>  
>>>>>>> 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).  
>>>>>>>





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

>

>Hi Mike. You are either getting spam filtered or using my old address.

My

>address is

>

>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 likelihood

>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 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!  
>>>>>>>>>>



> "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!

>

>

> Mike

>

>

>

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

>>

>> Hi Mike. You are either getting spam filtered or using my old address.

> My

>> address is

>>

>> cduffy@ideacorporation.com

>>

>> 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 likelihood  
>>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:  
>>>>>>>Deeeeewwwwwwwwwd..... 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  
>>>>>>>>  
>>>>>>>>> compressor  
>>>>>>>>> algo before it was "crunched" to allow 16 compressors to fit on  
>one



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

pab

---

---

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](#)

---

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

"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.

>  
>>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  
>>>  
>>>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 likelihood

>>>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:  
>>>>>>>Deeeeewwwwwwwwwd..... 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  
>>>>>>>  
>>>>>>>>> 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  
>>>>>>>>>



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  
>plugins 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 =  
likelihood  
>>>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:  
>>>>>>>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 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 =







input, and you can do it using only the box markup  
 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  
 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  
 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!  
 Mike <chuckduffy@c.com>  
 wrote: Hi Mike. You are either getting spam filtered or using my old address.  
 My address is cduffy@ideacorporation.com for the past couple

years<BR>&gt;&gt;<BR>&gt;&gt;Wires: no problem sharing the =  
code if I=20  
can find it.&nbsp; Unfortunately there<BR>&gt;&gt;is no routing =  
from=20  
effect to effect, across channels for inserts in=20  
the<BR>&gt;&gt;architecture,<BR>&gt;&gt;&gt;so wires is a big =  
hack.&nbsp;=20  
Basically what I do is steal 16 words of shared<BR>&gt;&gt;memory =  
at the=20  
top of an ESP2 and reserve it.&nbsp; Then for each output=20  
wire,<BR>&gt;&gt;&gt;I send the audio a sample at a time up to one of =  
the=20  
reserved words of<BR>&gt;&gt;memory.<BR>&gt;&gt;&gt; For each input wire I =  
  
retrieve the audio a sample at a time from=20  
that<BR>&gt;&gt;reserved<BR>&gt;&gt;&gt;word.&nbsp; It's dirt simple, but =  
suffers=20  
from a bad side effect.&nbsp; There is<BR>&gt;&gt;no<BR>&gt;&gt;&gt;shared =  
memory=20  
BETWEEN effects chips.&nbsp; So say that you set up an=20  
output<BR>&gt;&gt;wire,<BR>&gt;&gt;&gt;and an effect and an input wire, =  
and=20  
everything works great.&nbsp; But then<BR>&gt;&gt;you<BR>&gt;&gt;&gt;add =  
another=20  
effect, and the effects engine shuffles the algos around=20  
to<BR>&gt;&gt;different<BR>&gt;&gt;&gt;ESP2 chips to get a better=20  
allocation.&nbsp; Your input wire can get allocated<BR>&gt;&gt;&gt;to =  
one=20  
chip, the output to another.&nbsp; Then things no worky.&nbsp; The fix =  
  
is<BR>&gt;&gt;to<BR>&gt;&gt;&gt;remove the input and output wire, then add =  
them=20  
back, and in all likelihood<BR>&gt;&gt;&gt;they will end up on the =  
same chip,=20  
but its a pain.<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;I have a great keyed =  
gate and a=20  
sidechain I never released because wires<BR>&gt;&gt;&gt;is not a =  
reliable=20  
method, and there is no other way to route from =  
channel<BR>&gt;&gt;&gt;to=20  
channel among inserts.<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;I also can't =  
release the=20  
precision limiter because that is the=20  
property<BR>&gt;&gt;&gt;of<BR>&gt;&gt;&gt;&gt;one of the original ensoniq =  
guys, and I=20  
have an ironclad agreement with<BR>&gt;&gt;him<BR>&gt;&gt;&gt;that I =  
cannot=20  
release it, unless its for sale , and he gets a=20

cut.<BR>&gt;&gt;<BR>&gt;&gt;The one thing I do think we should =  
release=20  
is matts reverb, cause nobody<BR>&gt;&gt;has heard from here in=20  
=  
years.<BR>&gt;&gt;<BR>&gt;&gt;Chuck <BR>&gt;&gt;<BR>&gt;&gt;&g=  
t;<BR>&gt;&gt;<BR>&gt;&gt;&gt; "Mike=20  
Audet" &lt;mike@...&gt; =  
wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;No=20  
reference =  
projects?!?!?!?!<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Chuck,=20  
thank you so much for all the work you did.&nbsp;I'm very, very=20  
aware<BR>&gt;&gt;&gt;&gt;that I'm blessed to have your work to look at =  
and=20  
learn from.&nbsp;I'm having<BR>&gt;&gt;&gt;&gt;such a great time =  
working on=20  
this stuff, and it really is a dream=20  
come<BR>&gt;&gt;true<BR>&gt;&gt;&gt;&gt;to be able to move PARIS=20  
forward.<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;I've sent you a couple =  
of=20  
emails, but I have a feeling that my=20  
messages<BR>&gt;&gt;get<BR>&gt;&gt;&gt;&gt;killed by your spam=20  
filter.&nbsp;I would love to work on the precision=20  
limiter,<BR>&gt;&gt;&gt;&gt;and It would be a huge help to have the =  
wires code=20  
to look at. One of<BR>&gt;the<BR>&gt;&gt;&gt;&gt;things I still have =  
no clue=20  
about (among many) is how the routing works.<BR>&gt;&gt;&gt;&gt; I =  
would=20  
really, really, love to add a side chain to a compressor,=20  
and<BR>&gt;&gt;I<BR>&gt;&gt;&gt;&gt;think that the wires code would be =  
a huge=20  
help.<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Thanks again for=20  
=  
everything!<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Mike <BR>&gt;&gt;&gt;&g=  
t;<BR>&gt;&gt;&gt;&gt;PS=20  
- I don't know if you've seen my little site at ensoniq.ca, but=20  
you've<BR>&gt;&gt;&gt;&gt;got a very special thanks right at the=20  
=  
top.<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;=&gt;&gt;&gt;&gt;&gt;  
duffy" &lt;<A href=3D"mailto:c@c.com">c@c.com</A>&gt;=20  
=  
wrote:<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;&gt;Mike, <BR>&gt;&gt;&gt;&g=  
t;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;&gt;The=20  
Mac stuff is built under Code Warrior, not visual C++.&nbsp;It's a=20  
real<BR>&gt;&gt;&gt;&gt;&gt;nightmare,<BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;and if you =  
think it=20  
was hard to grok the Visual C++ side, think=20

about<BR>&gt;doing<BR>&gt;&gt;&gt;&gt;it with no reference =  
projects.=20  
=  
Yikes.<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Chuck <BR>&gt;&gt;&gt;=  
t;&gt;&gt;<BR>&gt;&gt;&gt;&gt; "Mike=20  
Mullin" &lt;<A=20  
=  
href=3D"mailto:lunarlordship@sympatico.ca">lunarlordship@sympatico.ca</A>=  
&gt;=20  
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;l=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;(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 sample rate; even when they are  
 working at 44.1K. Not these. They  
 operate at the same sample rate as the project.  
 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  
> >>>>>>>>>



> >>>>>>>>> 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).  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>>>>>>>l'm  
 > >>>>>>>>> not a rich man, and I could use the help.  
 > >>>>>>>>>  
 > >>>>>>>>> As always, let me know what you think.  
 > >>>>>>>>>=20  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>>>>>>  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>>  
 > >>>  
 > >>>  
 > >>  
 > >  
 > >  
 >  
 >  
 >  
 >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 6.00.2800.1400" name=3DGENERATOR>  
 ><STYLE></STYLE>  
 ></HEAD>  
 ><BODY bgColor=3D#ffffff>  
 ><DIV><FONT face=3DArial size=3D2>Hey Mike,</FONT></DIV>

```

><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>>> =
>"order" and=20
> "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 =  
>output of one=20  
> 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 =  
>wrote the=20  
> software and designed the hardware, that's where<BR>>I came up with =  
>the=20  
> idea for wires.<BR>><BR>>>Did you ever try compiling the Mac =  
>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  
> the troll.h has a zillion entries for translating between=20  
> 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=  
>t;<BR>>><BR>>>"chuck=20  
> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20  
> wrote:<BR>>>><BR>>>>Hi Mike. You are either =  
>getting=20  
> 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 =  
>code if I=20  
> can find it. Unfortunately there<BR>>>>is no routing =  
>from=20  
> effect to effect, across channels for inserts in=20  
> the<BR>>>>architecture,<BR>>>>so wires is a big =

>hack. =20  
> Basically what I do is steal 16 words of shared<BR>>>memory =  
>at the=20  
> top of an ESP2 and reserve it. Then for each output=20  
> wire,<BR>>>I send the audio a sample at a time up to one of =  
>the=20  
> reserved words of<BR>>memory.<BR>>> For each input wire I =  
>  
> retrieve the audio a sample at a time from=20  
> that<BR>>reserved<BR>>>word. It's dirt simple, but =  
>suffers=20  
> from a bad side effect. There is<BR>>no<BR>>>shared =  
>memory=20  
> BETWEEN effects chips. So say that you set up an=20  
> output<BR>>wire,<BR>>>and an effect and an input wire, =  
>and=20  
> everything works great. But then<BR>>you<BR>>>add =  
>another=20  
> effect, and the effects engine shuffles the algos around=20  
> to<BR>>>different<BR>>>ESP2 chips to get a better=20  
> allocation. Your input wire can get allocated<BR>>>to =  
>one=20  
> chip, the output to another. Then things no worky. The fix =  
>  
> is<BR>>to<BR>>>remove the input and output wire, then add =  
>them=20  
> back, and in all likelihood<BR>>>they will end up on the =  
>same chip,=20  
> but its a pain.<BR>>><BR>>>I have a great keyed =  
>gate and a=20  
> sidechain I never released because wires<BR>>>is not a =  
>reliable=20  
> method, and there is no other way to route from =  
>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 =  
>working on=20  
> this stuff, and it really is a dream=20  
> come<BR>>>true<BR>>>>>to be able to move PARIS=20  
> forward.<BR>>>>><BR>>>>>I've sent you a couple =  
>of=20  
> 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=  
>t;>><BR>>>>>>The=20  
> Mac stuff is built under Code Warrior, not visual C++. It's a=20  
> real<BR>>>>>nightmare,<BR>>>>>>and if you =  
>think it=20  
> was hard to grok the Visual C++ side, think=20  
> about<BR>>>>doing<BR>>>>>>it with no reference =  
>projects.=20  
> =  
>Yikes.<BR>>>>>><BR>>>>>>Chuck<BR>>>>>&g=  
>t;>><BR>>>>>>>"Mike=20  
> Mullin" <<A=20

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







> not a rich man, and I could use the=20  
> =  
>help.<BR>>>>>>>>>>>><BR>>>>>>=  
>>>>>>=20  
> As always, let me know what you=20  
> think.<BR>>>>>>>>>>=20  
> =  
><BR>>>>>>>>>><BR>>>>>>>>>>>&=  
>gt;><BR>>>>>>>>><BR>>>>>>>>>&g=  
>t;<BR>>>>>><BR>>>>>><BR>>>>>>=  
>;<BR>>>><BR>>>><BR>><BR></BLOCKQUOTE>  
><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>and=20  
>you?<BR><A=20  
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>

Subject: Re: \*\*\*\*\*PARIS Compressor Released plus updates\*\*\*\*\*  
Posted by [IOUOI](#) on Wed, 10 Oct 2007 14:15:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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  
>>  
>  
>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 16:59:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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

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

---

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

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:  
>>>>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

>>>

>>

>