Subject: Re: Lots of good groundwork already done :-) Posted by animix on Mon, 30 Oct 2006 13:48:15 GMT View Forum Message <> Reply to Message Chuck, I don't know diddly about this coding stuff, but this is something I dug up last week. http://dssi.sourceforge.net/why-use.html If it helps, then good on ya. Your efforts are much appreciated. ;0) DJ "chuck duffy" <c@c.com> wrote in message news:4545fe18\$1@linux... > Guys, > Found lots of bits and pieces of what I want to do. > The most interesting find was a 64 X 64 virtual WDM driver. Source is available > (not sure how much \$), and it wraps up nicely with ASIO4ALL, at very low > latency. Honestly this is huge, if it pans out I will post some test packages > so we can test it between things like cubase and wavelab. This would give > us the base of 64 ASIO virtual ins/outs, the hardest part of the entire project. > > So the next items to tackle: > 1. See if I can find source for a single channel asio compliant VST/VSTI > host. This would be expanded to 32 channels, with latency compensation. > 2. See if I can find source for a VST plugin that is also an asio client. > > > > > Chuck

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Chuck

Subject: Re: Lots of good groundwork already done :-)
Posted by Dimitrios on Mon, 30 Oct 2006 16:18:31 GMT
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Dear Chuck,

I have the code of a vst chainer plugin will that help?

It is called vst multifx.

It has though some 16 bit versus 24 bit bug ,but not sure ...

Regards,

DImitrios

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Subject: Re: Lots of good groundwork already done :-)
Posted by Dimitrios on Mon, 30 Oct 2006 16:18:42 GMT
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Subject: Re: Lots of good groundwork already done :-)
Posted by emarenot on Mon, 30 Oct 2006 17:16:37 GMT

View Forum Message <> Reply to Message Sounds awesom Chuck. Rock on! MR "chuck duffy" <c@c.com> wrote in message news:4545fe18\$1@linux... > Guys, > Found lots of bits and pieces of what I want to do. > The most interesting find was a 64 X 64 virtual WDM driver. Source is available > (not sure how much \$), and it wraps up nicely with ASIO4ALL, at very low > latency. Honestly this is huge, if it pans out I will post some test packages > so we can test it between things like cubase and wavelab. This would give > us the base of 64 ASIO virtual ins/outs, the hardest part of the entire project. > So the next items to tackle: > 1. See if I can find source for a single channel asio compliant VST/VSTI > host. This would be expanded to 32 channels, with latency compensation. > 2. See if I can find source for a VST plugin that is also an asio client. > > > >

Subject: Re: Lots of good groundwork already done :-)
Posted by Rob Arsenault on Mon, 30 Oct 2006 18:12:42 GMT
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> Chuck

Good stuff Chuck, if there is anything at all we can do meantime, ask on dude...!!

Rob_A

```
"Mike R." <emarenot@yahoo.com> wrote in message news:4546047a@linux...
> Sounds awesom Chuck.
> Rock on!
> MR
>
> "chuck duffy" <c@c.com> wrote in message news:4545fe18$1@linux...
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