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Subject: Just an update...

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

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---

Hi Everyone,

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

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

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

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

Hope you're all doing well.

Mike

---

---

Subject: Re: Just an update...

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

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---

Get a rope.....

AA

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

>

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

>

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

>

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

>

> lol

>

---

Subject: Re: Just an update...

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

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

lol

---

Subject: Re: Just an update...

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

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---

Great stuff Mike, keep up the good work dude.

Rob

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

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---

Subject: Re: Just an update...

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

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---

Thanks, Rob!

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

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

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

All the best!

Mike

"Rob Arsenault" <mani1147athotmaildotcom> wrote:

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

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---

Subject: Re: Just an update...  
Posted by [Aaron Allen](#) on Mon, 10 Mar 2008 03:29:33 GMT  
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---

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

AA

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

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

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

[http://www.bossus.com/go/boss\\_classics/images/hm2.jpg](http://www.bossus.com/go/boss_classics/images/hm2.jpg)

AA

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

>

> Hi Aaron,

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Subject: Re: Just an update...  
Posted by [mike audet\[3\]](#) on Mon, 10 Mar 2008 04:50:25 GMT  
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---

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Subject: Re: Just an update...

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

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---

Hey Mike,

Did you ever get a Mac to work with?

Gantt

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

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

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---

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

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Mike

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---

Subject: Re: Just an update...

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

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F\*#n Awesome.

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

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

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Subject: Re: Just an update...  
Posted by [Martin Harrington](#) on Mon, 10 Mar 2008 08:08:30 GMT  
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---

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

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

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

> the mac version of Paris on your Athlon?  
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> "Mike Audet" <mike@..> wrote:  
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Posted by [excelav](#) on Mon, 10 Mar 2008 08:44:11 GMT  
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Posted by [mike audet\[3\]](#) on Mon, 10 Mar 2008 14:39:57 GMT  
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---

Hi James,

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

"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote:

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Posted by [excelav](#) on Mon, 10 Mar 2008 17:32:28 GMT  
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Mike, I've got a vary old version of code warrior that should run on OS 9, it's yours if you want it. I just have to find it.

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

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Subject: Re: Just an update...  
Posted by [mike audet\[3\]](#) on Tue, 11 Mar 2008 14:42:09 GMT  
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---

Hi Dimitiros.

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

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

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

Cheers!

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Subject: Re: Just an update...  
Posted by [mike audet\[3\]](#) on Tue, 11 Mar 2008 23:31:04 GMT  
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Hi Dimitrios,

DSP/FX may be able to do it, but only if the new algos weren't too cpu demanding for the dsp card.

You would need the source code and the compiler for the dsp card. Then, you would need to change the ui code to accommodate the new algos.

It may be possible. But, you'd need to get the tools and the source from DSP/FX.

Cheers!  
Mike

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

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>Dear Mike,  
>Are you talking about translating DSPFX algorithm tom Paris ?  
>I am talking about translating the DX effect to DSP effect of the same company  
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>You know dspfx started by making some great sounding isa dsp cards and then  
>they dropped their support after having only 4-5 plugins-algorithms working  
>for the dsp card.  
>Then when they made new algorithms they were only working with the DX version  
>and not with the cards.  
>Someone told me that they would needed to get translated to another programming  
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>Is that possible ???  
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