Subject: No audio + missing internal fx in v3, ASIO works fine
Posted by hungaristan on Fri, 21 Feb 2020 00:56:53 GMT
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Hi,

I'm writing in the hope that some dinosaurs like myself still read these posts in here.

The title says it all:
a friend of mine who knew I kept my PARIS up and running until now asked me to make an OMF export of an old project he made for one of his clients 20 years ago. When I opened it in PARIS, there was no audio just some digital garbage in the main outs.

Then I tried to import some files into a clean project with the same result.

I also noticed that the internal effects were missing.

The
PARIS_FX.DLL,
PARIS_Fx.var,
PARIS_Fx.ini,
ParisGlobalFxLibrary.fxl
PARIS_FxAlEnv.dll
PARIS_FxAm.dll
PARIS_FxAppIF.dll
PARIS_FxCdt.dll
PARIS_FxCdt.idb
PARIS_FxEsplink.dll
PARIS_FxVst.dll
files are in the Paris app folder (I can't remember what else was required to make the fx work).

However, the OMF export worked fine and opened in Cubase with no issues.

And now the tricky parts before suspecting a hardware error:

I could happily play audio through the SPDIF outs of both MECs using Mike's 64bit ASIO driver. (I haven't tried the other outputs yet).

So, it seems the MECs are ok, I don't know to what extent the ASIO driver relies on the EDS cards. Is it possible that sg goes wrong with the cards that affects playback from PARIS, but playback through ASIO is still working fine?

I have the latest W10, 4 EDS cards in a VirtuaVia box, 2 MECs with some I/O modules, 1 C16.

Any suggestions what to check first?

Thanks.

Subject: Re: No audio + missing internal fx in v3, ASIO works fine
Posted by mikeaudet on Mon, 24 Feb 2020 20:53:43 GMT
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The only thing I can think of is that PARIS.exe has been renamed to something else. I've done a bunch of rewrites over the years, so I may have changed this, but I'm pretty sure that I check the process name in order to determine whether or not double buffering is required. PARIS.exe had a class compiled into it that is also part of the PSCL. I was able to change to the version of the class in the PSCL to accommodate 64 bits, but the version compiled into PARIS.exe I obviously can't change. So, I had to improvise.

The ASIO driver uses a similar mechanism for playing back audio as PARIS.exe. Both schedule sound events to play at specific times. The ASIO has the voice events point back at themselves, forming a loop. This helps reduce the work done in a buffer switch because they don't need to be rescheduled. If one works, the other should, too, assuming that the double buffering is active for PARIS.exe.

As for the effects, that's weird. That could happen because a path variable is missing, but the path variable is added automatically by the installer. Basically, the path variable has to include C:\Windows\SysWOW64\Ensoniq\PlugIns so that the PARIS application (or some other component - there are a bunch) can find the effects.

You could also check to make sure that the effects are in that folder. If they are missing, obviously they won't load.

I hope this helps!

Mike

Subject: Re: No audio + missing internal fx in v3, ASIO works fine
Posted by hungaristan on Wed, 26 Feb 2020 04:24:06 GMT
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Thanks Mike, the file name could be a good idea, I'll check it when I'll be at the studio. I do remember renaming the 3.01 exe file to Paris301.exe, but I think I also tried the original 3.0 Paris.exe, although I'm not sure about that. If I can get that sorted, then I might need some more info about the fx, thanks.

Subject: Re: No audio + missing internal fx in v3, ASIO works fine

Posted by hungaristan on Thu, 27 Feb 2020 05:25:20 GMT

You were right, the file did get renamed, but I found some more issues, I wrote you an email, thanks again.