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

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

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

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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...

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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [LaMontt](#) on Fri, 05 Oct 2007 05:47:34 GMT
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Cool..Great work Mike..

How's that cool DAQ Comtroller project going?

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

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Posted by [LaMontt](#) on Fri, 05 Oct 2007 05:47:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [xpam_mark](#) on Fri, 05 Oct 2007 08:35:32 GMT
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Can't wait to hear it/use it. Bravo Mr. A!

WMW

"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...

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

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

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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

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>
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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:

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

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

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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

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

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>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.
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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [Cujjo](#) on Fri, 05 Oct 2007 13:06:12 GMT
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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
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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [Aaron Allen](#) on Fri, 05 Oct 2007 13:34:17 GMT
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You probably mean Doug Wellington and his DAW controller project.

AA

"LaMont" <jjdpro@gmail.com> wrote in message [news:4705cff6\\$1@linux...](mailto:news:4705cff6$1@linux...)

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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:51:34 GMT
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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> wrote:

>
>
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Posted by [Dimitrios](#) on Fri, 05 Oct 2007 13:56:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mike,
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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 !
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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [mike audet\[1\]](#) on Fri, 05 Oct 2007 14:02:02 GMT
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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:

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>Hi Mike,

>Yes this compressor on fast times sounds cleaner than the stock one !!

>Nice !!

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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,

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>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
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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:

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>Hi Dimitrios,
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>happen soon because it involves DSP coding in Ensoniq assembler - out of
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>>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 !!
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>>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
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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@.....> wrote in message [news:4705b550\\$1@linux...](news:4705b550$1@linux...)
>
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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> wrote:

>I thought this was so cool that I just sent you some money.

>:o)

>

>"Mike Audet" <mike@.....> wrote in message [news:4705b550\\$1@linux...](news:4705b550$1@linux...)

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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,
>
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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> wrote:

>

>Hi Mike,

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

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Subject: Re: *****PARIS Compressor Released plus updates*****
Posted by [PN](#) on Sat, 06 Oct 2007 00:12:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

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,
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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:

>

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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:

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>>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
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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 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 [Gantt Kushner](#) on Sat, 06 Oct 2007 15:07:05 GMT
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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
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>>> These plugins are released as "pay what you can" (ie - not free).
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>>> not a rich man, and I could use the help.
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>>> 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
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This is a multi-part message in MIME format.

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

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.
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>

---=_linux4707a725

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Content-Transfer-Encoding: base64

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

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AA==

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

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

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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 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
>>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 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 [dc\[3\]](#) on Sat, 06 Oct 2007 15:23:09 GMT
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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:
>>> 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
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>>> 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...
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>>>> algo before it was "crunched" to allow 16 compressors to fit on one
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>>>> project
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>>>> you can download these at www.mikeaudet.com/ensoniq.ca or

>>>> once the DNS goes through, simply at ensoniq.ca.
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>>>> These plugins are released as "pay what you can" (ie - not free).

>I'm
>>>> not a rich man, and I could use the help.
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>>>> As always, let me know what you think.
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>>
>>
>>
>

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> 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
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>>
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>

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?

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>>
>>Gantt
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>>>>> I fixed the sample rate bug in this and my previous two plugins!
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>>I'm
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>>>> As always, let me know what you think.
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>>
>
>

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!
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>>>I've just released the "PARIS compressor". It's the original PARIS compressor
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>>
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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...
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>>>...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.
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>>>>I'm really at a loss, though. I haven't had that problem at all.
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>>>>Let me know if it is just one plug or all of them.
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>>>>Mike
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>>>>"PN" <pnl@nospam.com> wrote:
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>>>>>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
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>>"Mike Audet" <mike@...> wrote:
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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> 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
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>On 7 Oct 2007 01:17:57 +1000, "Mike Audet" <mike@....> wrote:
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>>All the best,
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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,
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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> wrote:

>
>Do we have four Mac users other than me whowould be willing to kick in \$20
>each?

>
>Thanks Mike!

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>Gantt

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

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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?

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>>Thanks Mike!

>>

>>Gantt

>>

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

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>>>>over this.

>>>>Did you by chance fix it so that the Mac mismap bug is gone for the Mac

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>>>>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

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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?

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>>>Thanks Mike!
>>>
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>>>>> you can download these at www.mikeaudet.com/ensoniq.ca or
>>>>> once the DNS goes through, simply at ensoniq.ca.
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>>>>> These plugins are released as "pay what you can" (ie - not free).

>
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>>>I'm
>>>>> not a rich man, and I could use the help.
>>>>>
>>>>> As always, let me know what you think.
>>>>>
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>>>
>>
>

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 100 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.

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>>it with no reference projects. Yikes.

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Posted by [chuck duffy](#) on Tue, 09 Oct 2007 20:26:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

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`cduffy@ideacorporation.com`

for the past couple years

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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.

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>>>>>>>>>

> "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

> Thanks again for everything!

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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](#)

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What do you think of my work so far?

All the best,

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> >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:

> >>>>>>>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 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
> >>>>>>>>


```

><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.
> There is no way to point the =
>output of one=20
> instance of an insert plugin,
>to the input of an instance of an =
>insert=20
> on another channel. This was confirmed
>by the guys who =
>wrote the=20
> software and designed the hardware, that's where
>I came up with =
>the=20
> idea for wires.
>
>>Did you ever try compiling the Mac =
>plugs=20
> under Visual Studio 4.2 cross
platform?
>> The reason I =
>thought=20
> that would be the way to go is that the driver =
>requires
>>4.2, and=20
> the troll.h has a zillion entries for translating between=20
> Mac
and
>>PC.
>
>>Well, the reason I went with=20
> CodeWarrior, is that that's what all the mac
>plugs were built =
>with by=20
> the Ensoniq guys.
>
>>I've yet to get a debug =
>version of=20
> a plugin to load in PARIS, too.
>
>>It's not possible, =
>AFAIK. What=20
> is possible, and I used on a minute by minute
>basis is the=20
> following:
>
>>Sprinkle debugprints throughout your code, =
>then pick=20
> up the output with
sysinternals
>debugview, available at <A=20
> =
>www.sysinternals.com
>
=
>>>Thanks=20
> again for=20
> =
>everything!
>>
>>
>>Mike
>>
>>&g=
>t;
>>
>>"chuck=20
> duffy" <c@c.com>=20
> wrote:
>>>
>>>Hi Mike. You are either =
>getting=20
> spam filtered or using my old address.
>> =
>My
>>>address=20
> is
>>>
>>>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
>>>
>>>for the past couple=20
> years
>>>
>>>Wires: no problem sharing the =
>code if I=20
> can find it. Unfortunately there
>>>is no routing =
>from=20
> effect to effect, across channels for inserts in=20
> the
>>>architecture,
>>>so wires is a big =

>hack. =20
> Basically what I do is steal 16 words of shared
>>memory =
>at the=20
> top of an ESP2 and reserve it. Then for each output=20
> wire,
>>I send the audio a sample at a time up to one of =
>the=20
> reserved words of
>memory.
>> For each input wire I =
>
> retrieve the audio a sample at a time from=20
> that
>reserved
>>word. It's dirt simple, but =
>suffers=20
> from a bad side effect. There is
>no
>>shared =
>memory=20
> BETWEEN effects chips. So say that you set up an=20
> output
>wire,
>>and an effect and an input wire, =
>and=20
> everything works great. But then
>you
>>add =
>another=20
> effect, and the effects engine shuffles the algos around=20
> to
>>different
>>ESP2 chips to get a better=20
> allocation. Your input wire can get allocated
>>to =
>one=20
> chip, the output to another. Then things no worky. The fix =
>
> is
>to
>>>remove the input and output wire, then add =
>them=20
> back, and in all likelihood
>>>they will end up on the =
>same chip,=20
> but its a pain.
>>>
>>>I have a great keyed =
>gate and a=20
> sidechain I never released because wires
>>>is not a =
>reliable=20
> method, and there is no other way to route from =
>channel
>>>to=20
> channel among inserts.
>>>
>>>I also can't =
>release the=20
> precision limiter because that is the=20
> property
>>>of
>>>one of the original ensoniq =
>guys, and I=20
> have an ironclad agreement with
>>>him
>>>that I =
>cannot=20
> release it, unless its for sale , and he gets a=20
> cut.
>>>
>>>The one thing I do think we should =
>release=20
> is matts reverb, cause nobody
>>>has heard from here in=20
> =
>years.
>>>
>>>Chuck
>>>
>>>&g=
>t;
>>>
>>>"Mike=20

> Audet" <mike@...> =
>wrote:
>>>
>>>>No=20
> reference =
>projects??!?!?!
>>>
>>>>Chuck,=20
> thank you so much for all the work you did. I'm very, very=20
> aware
>>>>that I'm blessed to have your work to look at =
>and=20
> learn from. I'm having
>>>>such a great time =
>working on=20
> this stuff, and it really is a dream=20
> come
>>true
>>>>to be able to move PARIS=20
> forward.
>>>>
>>>>I've sent you a couple =
>of=20
> emails, but I have a feeling that my=20
> messages
>>>get
>>>>killed by your spam=20
> filter. I would love to work on the precision=20
> limiter,
>>>>and It would be a huge help to have the =
>wires code=20
> to look at. One of
>the
>>>>things I still have =
>no clue=20
> about (among many) is how the routing works.
>>>> I =
>would=20
> really, really, love to add a side chain to a compressor,=20
> and
>>>I
>>>>think that the wires code would be =
>a huge=20
> help.
>>>>
>>>>Thanks again for=20
> =
>everything!
>>>>
>>>>Mike
>>>>&g=
>t;
>>>>PS=20
> - I don't know if you've seen my little site at ensoniq.ca, but=20
> you've
>>>>got a very special thanks right at the=20
> =
>top.
>>>>
>>>>
>>>>
>>>>&=
>gt;>>"chuck=20
> duffy" <c@c.com>=20
> =
>wrote:
>>>>>
>>>>>Mike,
>>>>&g=
>t;>>
>>>>>The=20
> Mac stuff is built under Code Warrior, not visual C++. It's a=20
> real
>>>>nightmare,
>>>>>and if you =
>think it=20
> was hard to grok the Visual C++ side, think=20
> about
>>>doing
>>>>>it with no reference =
>projects.=20
> =
>Yikes.
>>>>>
>>>>>Chuck
>>>>&g=
>t;>>
>>>>>>"Mike=20
> Mullin" <<A=20

<http://msdn2.microsoft.com/en-us/library/ms792790.aspx>

debugview

<http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.msp>

Sprinkling

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

>>>

>>

>>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

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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
>
>Chuck
>
>"Neil" <IOUOI@OIU.com> wrote:
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>>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
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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. :)
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>Thanks again!
>
>Mike
>
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>>
>>debugview
>> <http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.mspx>
>>
>>Sprinkling
>>www.parishilton.com
>>
>>Chuck
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>>"Neil" <IOUOI@OIU.com> wrote:
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>>>>>sysinternals
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>>>>>
>>>>>
>>>>>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

>>>

>>

>