
Subject: Mike Audet can you do that ?????

Posted by [Dimitrios](#) on Sat, 01 Mar 2008 01:52:40 GMT

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Hi Mike,

Craig has done this beofre having all eds reverbs as mono inserts on any
Pris track !

Now wht was missing to be of real use is to have a wet/mix ratio !!!

Can you add that ?

Here is what Craig has psoted for the mono eds thing:

For those who want the existing reverbs to be available as mono inserts,
open stockfx.ini in a text editor (e.g. notepad). This file is in
c:\windows\system32\ensoniq\plugins on XP (and ME I think), and in
c:\windows\system\ensoniq\plugins on older Win OSs. Not sure where it is
on
a mac - sherlock will tell you.

Add the following lines of text AFTER THE LAST LINE already in the file:

```
; BEGIN HERE
; Extra mono patches for the existing reverbs. Remove lines from here to
; the bottom of the file if things go pear-shaped.
;
;-----
patch ePlatePatch2
;-----
    box espPlateBox plateBox0 0
        parm outL { extPortId:0 }
        parm in  { extPortId:0 }

    ui little allLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Plate Rev"
shortTitle:"Plate" dline:"Plate" bgPattern:patchBg statusBtnFl:1 }
        box plateBox0 ui0 { l:1 t:1 }
    endui
endpatch

;-----
patch eSmroomPatch2
;-----
    box espSmroomBox smroomBox0 0
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    ui little allLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Room Rev"
shortTitle:"Room" dline:"Room" bgPattern:patchBg statusBtnFl:1 }
```

```

    box smroomBox0 ui0 { l:1 t:1 }
endui
endpatch

;-----
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;-----
box espNonlinBox nonlinBox0 0
    parm outL { extPortId:0 }
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ui little alLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Non Lin Rev"
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endpatch

; END HERE

```

Have fun,

Matt.

Almost forgot this one. Add this at the bottom of stockfx.ini to get a mono tap delay in the insert menu. The mono output is just the left channel of the normal stereo output, so you will need to pan taps left to hear them:

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ui little alLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Tap Delay"
shortTitle:"TapDly" dline:"Tapped Delay" bgPattern:patchBg }
    box tappedBox0 ui0 { l:1 t:1 }
endui
endpatch

; END HERE

```

Happy holidays,

Matt.

Subject: Re: Mike Audet can you do that ?????

Posted by [mike audet\[1\]](#) on Sun, 02 Mar 2008 02:02:00 GMT

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Hi Dimitrios,

I can take a look at this. I'm pretty tied up right now between school and working on the Amp4 algo. I am really stoked about hearing it and getting it out to you guys. I'm also hoping that the class A emulation section could be transplanted out and used as a stand-alone effect to give tracks a bit of analog glow.

Did you get my email about a week ago?

All the best!

Mike

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

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Subject: Re: Mike Audet can you do that ?????
 Posted by [Dimitrios](#) on Sun, 02 Mar 2008 10:48:43 GMT
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Cannot wait to hear the amp ??!!
 Beacuse my emails to you bounce back I had posted here back then so you can
 read it.
 I am attaching here:

My email is bouncing my emails to you !
 So here is my answer
 Hey Mike !!
 Thats great news!!!
 I will try that and let you know !
 I am waiting to hear that amp sim !!
 One thing to encounter is the EQ4 when used as hih pass or low pass then

something is wrong until I change the Q factor from 1 to 2 or something.
Can you inform as what is the default Q needed to be entered to have the

EQ bypassing when selecting lowpass - hihgpass and having the frequency
all the way up or down.

Can this EQ4 have a mono version too ??

It would be great to have one as an insert on a audio track !

Thanks again.

Regards,

Dimitrios

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

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>of analog glow.

>

>Did you get my email about a week ago?

>

>All the best!

>Mike

>

>

>

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

>>

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>>Craig has done this beofre having all eds reverbs as mono inserts on any

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>>Have fun,

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>> endui
>>endpatch
>>
>>
>>; END HERE
>>
>>
>>Happy holidays,
>>
>>Matt.
>

```

Subject: Re: Mike Audet can you do that ?????
Posted by [Dimitrios](#) on Sun, 02 Mar 2008 10:53:14 GMT
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Dear Mike,
Are the ensoniq dp algorithms copatible with ensoniq ?
Ensoniq dp2 DP4 dp Pro ?
There were some nice algorithms for ensoniq ASR-10 from Waveboy in disks.
Do you think these can be translated to Ensoniq Paris ?
Thanks again for all your efforts.
Regards

Dimitrios

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

>

>Hi Dimitrios,

>

>I can take a look at this. I'm pretty tied up right now between school and

>working on the Amp4 algo. I am really stoked about hearing it and getting

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>be transplanted out and used as a stand-alone effect to give tracks a bit of analog glow.

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>Did you get my email about a week ago?

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>All the best!

>Mike

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>

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>>Matt.
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```

Subject: Re: Mike Audet can you do that ?????
 Posted by [Aaron Allen](#) on Sun, 02 Mar 2008 16:23:00 GMT
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I have found that setting up a free gmail account for my band to work out of
 is really really handy. You guys might also find this to be true on
 collaborative efforts? I set it up, gave everyone the password/user info and
 when I seq a tune, I toss the 'to learn' with lyrics, instructions, etc.. up
 there in an email.

AA

"Mike Audet" <mike@....> wrote in message news:47cacac5\$1@linux...
 >
 > Hi Dimitrios,
 >
 > I sent you something new to look at not to long ago. It must have

> disappeared
> into the ether.
>
> Are you on skype? That would be a great way to communicate on development
> ideas.
>
> Alternatively, you can send email to johnwaynefan@hotmail.com, but I don't
> check it as often.
>
> I'll resend my last message.
>
> All the best,
>
> Mike
>
>
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> "Dimitrios" <musurgio@otenet.gr> wrote:
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Subject: Re: Mike Audet can you do that ?????
Posted by [mike audet\[1\]](#) on Sun, 02 Mar 2008 16:41:57 GMT
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>>>Almost forgot this one. Add this at the bottom of stockfx.ini to get a
>mono
>>>tap delay in the insert menu. The mono output is just the left channel
>of
>>>the normal stereo output, so you will need to pan taps left to hear them:
>>>
>>>; BEGIN HERE
>>>; Mono tapped delay patch
>>>;-----
>>>patch eTappedPatch2
>>>;-----
>>> box espTappedBox tappedBox0 0
>>> parm outL { extPortId:0 }
>>> parm in { extPortId:0 }
>>>
>>> ui little allLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Tap Delay"
>>>shortTitle:"TapDly" dline:"Tapped Delay" bgPattern:patchBg }
>>> box tappedBox0 ui0 { l:1 t:1 }
>>> endui

```

```
>>>endpatch
>>>
>>>
>>>; END HERE
>>>
>>>
>>>Happy holidays,
>>>
>>>Matt.
>>
>
```
