
Subject: Waves v8 plugins in PARIS?

Posted by [Wilson Zorn](#) on Sun, 24 Apr 2011 10:05:52 GMT

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Hmmm, messed that post up, sheesh!

Hi again, as topic description (which doesn't seem to show), says, "Trying to see if any way to get v8 plugins from Waves to work in PARIS Pro 3.0" Anyone know, please?

And hi to anyone whom I know, nice "new" (to me) forum here!

Subject: Re: Waves v8 plugins in PARIS?

Posted by [Ted Gerber](#) on Sun, 24 Apr 2011 16:21:25 GMT

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Hi Wilson -

Nice to see some "old timers" popping in here again the last while.

What's the latest version of Waves you are running successfully? I know that 7.1 works. The thing is to scan/install using the shellvst2.exe utility.

Some more info can be found here in this thread from our helpful friend Dimitrios

http://kerrygalloway.com/ParisForums/index.php?t=msg&got_o=81648&&srch=ffx4+chainer#msg_81648

Take care

Ted

Subject: Re: Waves v8 plugins in PARIS?

Posted by [Wilson Zorn](#) on Mon, 25 Apr 2011 01:54:27 GMT

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Thanks. I did see that and I had some partial results in that I could load an individual plugin, the EQ, though the window didn't appear correctly, the area where the EQ would show was transparent, showing the windows below.

I haven't run Waves since version 2!

Subject: Re: Waves v8 plugins in PARIS?

Posted by [Wilson Zorn](#) on Sun, 01 May 2011 01:46:56 GMT

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Hope the bump isn't considered inappropriate...anyone else had success getting v8 waves plugins (in my case it's Native Power Pack and GTR 3.5) to work with PARIS? I can use the shell2vst program to get individual ones to show but as noted above the graphics don't work properly, rendering them useless.

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Wilson Zorn](#) on Sun, 01 May 2011 06:45:09 GMT
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I should add as I just realized how differently the VST plugins for Waves show in PARIS compared to other programs: I get a generic dialogue box no matter which Waves VST plugin I try, looking only slightly different in width but otherwise with the same controls on the right and a blank large window that just shows whatever was behind it and, if moved, moves that image around. Quite messed up. Whereas the VST plugins for Waves work fine in other programs (Cakewalk, Sonar).

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Wilson Zorn](#) on Sun, 01 May 2011 20:30:23 GMT
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Something just struck me as I was running back through the process. The DLLs that the shell2vst program creates are 4 KB apiece, which seems too small given the original DLLs are quite large. Any thoughts? Perhaps Waves v8 doesn't work anymore with shell2vst?

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Wilson Zorn](#) on Sun, 01 May 2011 21:11:07 GMT
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Apologies for so many posts but...eureka!

Thanks to Dimitrios though he doesn't know it; found a reference he made to Console. I tried that out and the DX version still works in PARIS, and from the DX version I could load the Waves v8 VST plugins! Roundabout, but that certainly works.

Still interested if anyone has other experiences, methods.

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Ted Gerber](#) on Sun, 01 May 2011 23:04:07 GMT
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Have you wrapped your plugs with a chainer? When they're wrapped and loaded thru FXPansion's FFX4 for instance, they no longer show up in Paris' VST window and load according to their own prescribed size.

T

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Wilson Zorn](#) on Fri, 06 May 2011 22:05:23 GMT
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Thanks; that's what Console essentially does. I'm not well experienced with VST or plugins in general, I used to be pretty well-versed in music tech but around 10 years ago I stopped keeping up, so pretty ignorant on some basics like this.

Console's pretty cool, it seems so far.

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Ted Gerber](#) on Sat, 07 May 2011 00:12:06 GMT
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OK that sounds good.

The other thing is that even wrapped, some of my VSTs are not sized correctly when pulled up, and there's a dialog box available during the install/scan process for formatting the window size correctly for any given plug.

Where can I check out Console?

T

Subject: Re: Waves v8 plugins in PARIS?
Posted by [Wilson Zorn](#) on Sat, 06 Aug 2011 00:07:15 GMT
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Just to mention re Console, it works great EXCEPT that it won't save settings outside of Console, by which I mean when you reopen a project in the PARIS native effects it retains Console itself, yes, as a plug, but going into Console it doesn't retain what you had before. There's a reasonable though tedious workaround: you save the effect chain WITHIN console in some fashion you can easily remember and recall it when you go back into PARIS. The problem is you have to go everywhere you have a Console chain and open and reload it when you reopen the project. I use a naming convention of S-CC-E in Console (as the saved settings are local to the Console instance in the project) where S = Submix (e.g., if it's the 3rd out of PARIS' 8 submixes, S=3), CC = Channel (e.g., if the 15th channel strip then CC=15), and E = Entry number down the list of native inserts (e.g., if you have 3 Console plugins in the first 3 slots of the native effects of the 4th

channel strip in the 1st submix, the whole name = 1-04-1 for the one on the top of the native effects, 1-04-2 for the Console plugin just one below that).
