
Subject: Hi Chuck..about the reverb....

Posted by [mike audet\[1\]](#) on Thu, 08 Nov 2007 12:49:47 GMT

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It's being more trouble than I thought. It turns out I had missed one of the 40+ parameters when I did my interface, and now that I've added it in, the thing doesn't want to load anymore.

I take back what I said about Matt's reverb. I think his prowess may be necessary.

Cheers!

Mike

Subject: Re: Hi Chuck..about the reverb....

Posted by [chuck duffy](#) on Thu, 08 Nov 2007 12:54:46 GMT

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Mike,

I was gonna tell you that he worked on it for almost a year, it had major nasty bugs and bluescreened and stuff for a long time. It was stable in the end, and the presets give you the equiv of a DP/Pro verb. Plus the gui he did is slamming. Since I haven't heard from him in over two years I figure it might be ok to go ahead and let it out.

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>Cheers!

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>Mike

Subject: Re: Hi Chuck..about the reverb....

Posted by [Dimitrios](#) on Thu, 08 Nov 2007 17:53:18 GMT

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Great Chuck !!
And if he comes back we will donate for that !!
We are all waiting for this reverb release !
Regards,
Dimitrios

"chuck duffy" <c@c.com> wrote:

>
>Mike,
>
>I was gonna tell you that he worked on it for almost a year, it had major
>nasty bugs and bluescreened and stuff for a long time. It was stable in
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Subject: Re: Hi Chuck..about the reverb....
Posted by [Mike Audet](#) on Thu, 08 Nov 2007 23:48:27 GMT
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It would be ultra cool if Matt actually decompiled and modified the Big Reverb to make a clone of the DP Pro algo.

Let me know if you have any tips for the radio button/ multi page difficulty I find myself in.

For what it's worth, the crashes seem to have been from a faulty indexing scheme.

All the best!

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Subject: Re: Hi Chuck..about the reverb....

Posted by [Mike Audet](#) on Fri, 09 Nov 2007 00:29:44 GMT

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Subject: Re: Hi Chuck..about the reverb....
Posted by [Kim](#) on Fri, 09 Nov 2007 00:32:51 GMT
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"Mike Audet" <mike@...> wrote:

>
>My god does it sound nice.

Shut up! ;o)

>
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Posted by [Mike Audet](#) on Fri, 09 Nov 2007 03:07:47 GMT
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All the best,

Mike

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Posted by [chuck duffy](#) on Fri, 09 Nov 2007 03:30:46 GMT
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Subject: Re: Hi Chuck..about the reverb....
Posted by [Mike Audet](#) on Fri, 09 Nov 2007 04:32:06 GMT
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Chuck! You 'da man!!!!!!

Last question for the day. What are the cobra and the hornet?

Thanks so much!!!!!!

Mike

"chuck duffy" <c@c.com> wrote:

>

>OK I posted all the E2 source for the cobra at

>

><http://www.greatidea.com/downloads/source/e2.zip>

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Subject: Re: Hi Chuck..about the reverb....
Posted by [chuck duffy](#) on Fri, 09 Nov 2007 12:49:47 GMT
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Cobra was the code name for the DP/Pro. I forget what hornet was.

Chuck

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Subject: Re: Hi Chuck..about the reverb....
Posted by [Tom Bruhl](#) on Fri, 09 Nov 2007 21:18:12 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_0064_01C822EC.1FD15D60

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Mike,

I can not wait. !!! =20

I am loving having a 4 band eq in the aux bus now. Nice for the reverbs =
for sure.

I hope you have time to use your own effects?!

Tom

"Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...

Thanks so much, Chuck!!

I'll finish up the big reverb. It sounds really, really good in its =
own

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Cheers!

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>>Thanks so much!!!!!!

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>>>figure
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>>>>>>>It's being more trouble than I thought. It turns out I had =
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I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0064_01C822EC.1FD15D60

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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Subject: Re: Hi Chuck..about the reverb....
Posted by [mike audet\[1\]](#) on Fri, 09 Nov 2007 23:16:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Tom,

It's great to hear that the EQ is getting used and making a difference. :)

I was thinking of eventually doing a 2 band version just to use fewer resources if 2 bands are all that's needed. Mind you, now that Chuck has posted all the DP/Pro effects, I've got a much longer road map to work through!

The reverb sounds really nice. It just blends in with the direct sound exceptionally well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen - not so good. I'm going to rewrite the GUI so that one knob controls which of the 32 early reflections you are trying to edit, and a second controls that reflection's settings so that 32 knobs can be cut back to 2 or 3.

It will probably be done by the end of next weekend.

Glad to hear your PC issues are behind you!

All the best,

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"Tom Bruhl" <arpeggio@comcast.net> wrote:

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><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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Subject: Wasn't there some no limit type thing named chocolate
Posted by Rich[3] on Fri, 09 Nov 2007 23:31:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I remember right there was a project to update no limit that was stated named chocolate or something like that. What ever happend to that one??

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>It's great to hear that the EQ is getting used and making a difference.
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>>for sure.

>>

>>I hope you have time to use your own effects?!

>>Tom

>>

>>

>> "Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...

>>

>> Thanks so much, Chuck!!

>>

>> I'll finish up the big reverb. It sounds really, really good in its

=

>>own

>> right. I have a plan for simplifying the interface. As soon as I get

>=

>>that

>> done, I'll release it, and move on to the next project. =20

>>

>> Those e2 files are going to keep me busy for a long time. :)

>>

>> Cheers!

>>

>> Mike

>>

>> "chuck duffy" <c@c.com> wrote:

>> >
>> >Cobra was the code name for the DP/Pro. I forget what hornet was.
>> >
>> >Chuck
>> >"Mike Audet" <mike@...> wrote:
>> >>
>> >>Chuck! You 'da man!!!!!!
>> >>
>> >>Last question for the day. What are the cobra and the hornet?
>> >>
>> >>Thanks so much!!!!!!
>> >>
>> >>Mike
>> >>
>> >>"chuck duffy" <c@c.com> wrote:
>> >>>
>> >>>OK I posted all the E2 source for the cobra at=20
>> >>>
>> >>><http://www.greatidea.com/downloads/source/e2.zip>
>> >>>
>> >>>Chuck
>> >>>"chuck duffy" <c@c.com> wrote:
>> >>>>
>> >>>>Do you mean to say I didn't post it? I thought I did. I have the
>=
>>complete
>> >>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
=
>>see
>> what
>> >>>>I can dig up tonight.
>> >>>>
>> >>>>Chuck
>> >>>>"Mike Audet" <mike@...> wrote:
>> >>>>>
>> >>>>>The world is a better place than I ever imagined. :)
>> >>>>>
>> >>>>>Is there any way I could get any of the additional DP/PRO source?
>> >>>>>
>> >>>>>All the best,
>> >>>>>
>> >>>>>Mike
>> >>>>>
>> >>>>>"chuck duffy" <c@c.com> wrote:
>> >>>>>>
>> >>>>>>Hi Mike,
>> >>>>>>
>> >>>>>>The "big verb" is a different animal from what I'm talking =

```

>>about.=20
>> Matt
>> >>>>>ported
>> >>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs
>=
>>and
>> >>translated
>> >>>>>the presets from the original DP/Pro preset files. The originals
>=
>>phase
>> >>>>>cancel
>> >>>>>with the Paris versions when used on the same audio files, and
=
>>same
>> >presets.
>> >>>>>
>> >>>>>The verbs matt did definitely have the modulation.
>> >>>>>
>> >>>>>Chuck
>> >>>>>
>> >>>>>"Mike Audet" <mike@...> wrote:
>> >>>>>>
>> >>>>>>Hi Chuck,
>> >>>>>>
>> >>>>>>I managed to get an afternoon off, and I got the reverb =
>>working!
>> >>>>>>
>> >>>>>>Unfortunately, my GUI is horrible and I have no presets. I =
>>couldn't
>> >>>find
>> >>>>>>a way to get multiple pages working with the radio button on a
>=
>>standard
>> >>>>>>layout
>> >>>>>>page. If you've got any tips, I would really appreciate your
=
>>help.
>> >>:)
>> >>>>>>
>> >>>>>>As for the DP Pro, as far as I can tell from the manual, the =
>>"Big
>> Verb"
>> >>>>>>is
>> >>>>>>actually a slightly different algorithm than the verbs in the
=
>>DP PRO.
>> >>>>
>> >>>>>The

```

>> >>>>>>Big Verb has no modulation parameters, and the Expert Verbs do.
>=
>> The
>> >>>Big
>> >>>>>>Verb also has the 16 stereo predelay parameters that the Expert Verb =
>>doesn't
>> >have.
>> >>>>>> It would be ultra cool if Matt actually decompiled and =
>>modified the
>> >>>Big
>> >>>>>>Reverb to make a clone of the DP Pro algo. =20
>> >>>>>>
>> >>>>>>Let me know if you have any tips for the radio button/ multi =
>>page
>> difficulty
>> >>>>>>I find myself in.
>> >>>>>>
>> >>>>>>For what it's worth, the crashes seem to have been from a =
>>faulty indexing
>> >>>>>>scheme.
>> >>>>>>
>> >>>>>>All the best!
>> >>>>>>
>> >>>>>>Mike =20
>> >>>>>>
>> >>>>>>
>> >>>>>>"chuck duffy" <c@c.com> wrote:
>> >>>>>>
>> >>>>>>Mike,
>> >>>>>>
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=
>>it had
>> >>>major
>> >>>>>>nasty bugs and bluescreened and stuff for a long time. It was
>=
>>stable
>> >>>>in
>> >>>>>>the
>> >>>>>>end, and the presets give you the equiv of a DP/Pro verb. Plus
>=
>>the
>> >>gui
>> >>>>>>he
>> >>>>>>did is slamming. Since I haven't heard from him in over two =
>>years
>> >I
>> >>>figure


```

>><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>I can not wait. !!! =
>></FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>>band eq in the aux=20
>>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>>for=20
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>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV> </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:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV><BR>Than=
>>ks so=20
>> much, Chuck!!<BR><BR>I'll finish up the big reverb. It sounds =
>>really,=20
>> really good in its own<BR>right. I have a plan for simplifying =
>>the=20
>> interface. As soon as I get that<BR>done, I'll release it, and =
>>move on=20
>> to the next project. <BR><BR>Those e2 files are going to keep me =
>>busy=20
>> for a long time. :)<BR><BR>Cheers!<BR><BR>Mike<BR><BR>"chuck duffy" =
>><<A=20
>> href=3D"mailto:c@c.com">c@c.com</A>> wrote:<BR>><BR>>Cobra =
>>was the code=20
>> name for the DP/Pro. I forget what hornet=20
>> was.<BR>><BR>>Chuck<BR>>"Mike Audet" <mike@...>=20
>> wrote:<BR>>><BR>>>Chuck! You 'da=20
>> man!!!!!!<BR>>><BR>>>Last question for the day. What =
>>are the=20
>> cobra and the hornet?<BR>>><BR>>>Thanks so=20
>> much!!!!!!<BR>>><BR>>>Mike<BR>>><BR>>>"chuck =
>>duffy"=20
>> <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
>> wrote:<BR>>>><BR>>>>OK I posted all the E2 source =
>>for the=20
>> cobra at=20
>> =
>><BR>>>><BR>>>>http://www.greatidea.com/downloads/source=

```


>>/e2.zip
>>>
>>>Chuck
>>>"chuck=20
>> duffy" <c@c.com>=20
>> wrote:
>>>>
>>>>Do you mean to say I =
>>didn't post=20
>> it? I thought I did. I have the =
>>complete
>>>>DP/PRO ESP2=20
>> code. You can have it all. Let me run downstairs and=20
>> see
what
>>>>I can dig up=20
>> =
>>tonight.
>>>>
>>>>Chuck
>>>>=
>>"Mike=20
>> Audet" <mike@...>=20
>> wrote:
>>>>>
>>>>>The world is a =
>>better=20
>> place than I ever imagined.=20
>> :)
>>>>>
>>>>>Is there any way I =
>>could get=20
>> any of the additional DP/PRO=20
>> source?
>>>>>
>>>>>All the=20
>> =
>>best,
>>>>>
>>>>>Mike
>>>>=
>>>>
>>>>>>"chuck=20
>> duffy" <c@c.com>=20
>> wrote:
>>>>>>
>>>>>>Hi=20
>> Mike,
>>>>>>
>>>>>>The "big =
>>verb" is=20
>> a different animal from what I'm talking about.=20
>>
Matt
>>>>>>ported
>>>>>>two =
>>DP/Pro=20
>> verbs directly from the DP/Pro ESP2 source, wrote UIs=20
>> and
>>>>translated
>>>>>>>the presets from =
>>the=20
>> original DP/Pro preset files. The originals=20
>> phase
>>>>>>cancel
>>>>>>>with the =
>>Paris=20
>> versions when used on the same audio files, and=20
>> =
>>same
>>>>>>presets.
>>>>>>>
>>>>>>>&=
>>gt;The=20
>> verbs matt did definitely have the=20
>> =
>>modulation.
>>>>>>>
>>>>>>>Chuck<=
>>BR>>>>>>>>
>>>>>>>"Mike=20
>> Audet" <mike@...>=20
>> =
>>wrote:
>>>>>>>
>>>>>>>>Hi =
>>
>> =

>>Chuck,
>>>>>
>>>>>>>I=20
>> managed to get an afternoon off, and I got the reverb=20
>> =
>>working!
>>>>>>
>>>>>>>U=
>>nfortunately,=20
>> my GUI is horrible and I have no presets. I=20
>> couldn't
>>>>>find
>>>>>>>a way to =
>>get=20
>> multiple pages working with the radio button on a=20
>> =
>>standard
>>>>>>>layout
>>>>>>>>=
>>;page. =20
>> If you've got any tips, I would really appreciate your=20
>> =
>>help.
>>>>:
>>>>>>>
>>>>>>>&g=
>>t;>>As=20
>> for the DP Pro, as far as I can tell from the manual, the=20
>> =
>>"Big
Verb"
>>>>>>>is
>>>>>>>&g=
>>t;actually=20
>> a slightly different algorithm than the verbs in the DP=20
>> =
>>PRO.
>>>>>>
>>>>>>>The
>>>>>>>&g=
>>t;>>Big=20
>> Verb has no modulation parameters, and the Expert Verbs do. =20
>> The
>>>>>>>Big
>>>>>>>>Verb also has =
>>the 16=20
>> stereo predelays that the Expert Verb=20
>> doesn't
>>>>>>>It would be ultra =
>>cool if=20
>> Matt actually decompiled and modified=20
>> the
>>>>>>>Big
>>>>>>>>>Reverb to make a =
>>clone=20
>> of the DP Pro algo. =20
>>
>>>>>>>
>>>>>>>>Let me =
>>know if=20
>> you have any tips for the radio button/ multi=20
>> page
difficulty
>>>>>>>>>I find myself=20
>> in.
>>>>>>>
>>>>>>>>>For =
>>what=20
>> it's worth, the crashes seem to have been from a faulty=20
>> =
>>indexing
>>>>>>>>>scheme.
>>>>>>>&g=
>>t;>>
>>>>>>>>>All=20
>> the=20
>> =
>>best!
>>>>>>>>
>>>>>>>>>Mike=
>> =20

>> =
>>
>>>>>>
>>>>>>
>&=
>>gt;"chuck=20
>> duffy" <c@c.com>=20
>> =
>>wrote:
>>>>>>
>>>>>>=
>>;>Mike,
>>>>>>
>>>>>>=
>>;>I=20
>> was gonna tell you that he worked on it for almost a year, it=20
>> had
>>>major
>>>>>>>nasty bugs =
>>and=20
>> bluescreened and stuff for a long time. It was=20
>> =
>>stable
>>>>>>in
>>>>>>>the
>&g=
>>t;>>>>>>>end,=20
>> and the presets give you the equiv of a DP/Pro verb. Plus=20
>> =
>>the
>>gui
>>>>>>he
>>>>>>&=
>>gt;>did=20
>> is slamming. Since I haven't heard from him in over two=20
>> =
>>years
>>I
>>>>figure
>>>>>>>>i=
>>t=20
>> might be ok to go ahead and let it=20
>> =
>>out.
>>>>>>>>
>>>>>>>>&=
>>gt;Chuck
>>>>>>>>"Mike=20
>> Audet" <mike@....>=20
>> =
>>wrote:
>>>>>>>>
>>>>>>>=
>>;>>>>It's =20
>> being more trouble than I thought. It turns out I had=20
>> =
>>missed
>>>>>>>one
>>>>>>>>of
>&g=
>>t;>>>>>>>>the=20
>> 40+ parameters when I did my interface, and now that I've=20
>> =
>>added
>>>>>>>it
>>>>>>>>in,
>>>=
>>;>>>>>>>>the=20
>> thing doesn't want to load anymore. =20
>> =
>>
>>>>>>>>>
>>>>>>>>&=
>>gt;>I=20
>> take back what I said about Matt's reverb. I think his=20
>> =
>>proress
>>>may
>>>>>>>be
>>>>>>&=
>>gt;>>>necessary.
>>>>>>>>>
>=
>>>>>>>>>Cheers!
>>>>>>>&g=

```
>>t;>><BR>>>>>>>>>>Mike<BR>>>>>=
>>;>>>><BR>>>>>>>><BR>>>>>>=
>>><BR>>>>>>><BR>>>>>>><BR>>>>><BR>>>>&=
>>gt;<BR>>><BR></BLOCKQUOTE>
>><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
>>and=20
>>you?<BR><A=20
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>.html</A> </FONT></DIV></BODY></HTML>
>>
>>
>
```

Subject: Re: Wasn't there some no limit type thing named chocolate
Posted by [Rod Lincoln](#) on Sat, 10 Nov 2007 00:45:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, I think it was called "sexual chocolate". Hey chuck, what ever happend to that?

Rod

"rich" <studiodog_99@yahoo.com> wrote:

```
>
>If I remember right there was a project to update no limit that was stated
>named chocolate or something like that. What ever happend to that one??
```

```
>
>
>
```

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

```
>>
>>Hi Tom,
```

```
>>It's great to hear that the EQ is getting used and making a difference.
```

```
>:)
>>
```

```
>>I was thinking of eventually doing a 2 band version just to use fewer resources
>>if 2 bands are all that's needed. Mind you, now that Chuck has posted
all
```

```
>>the DP/Pro effects, I've got a much longer road map to work through!
```

```
>>The reverb sounds really nice. It just blends in with the direct sound
>exceptionally
```

```
>>well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen -
>not
```

```
>>so good. I'm going to rewrite the GUI so that one knob controls which
of
```

```
>>the 32 early reflections you are trying to edit, and a second controls
that
```

>>reflection's settings so that 32 knobs can be cut back to 2 or 3.
>>
>>It will probably be done by the end of next weekend.
>>
>>Glad to hear your PC issues are behind you!
>>
>>All the best,
>>
>>Mike
>>
>>
>>
>>
>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>
>>>
>>>Mike,
>>>I can not wait. !!! =20
>>>
>>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
>>=
>>>for sure.
>>>
>>>I hope you have time to use your own effects?!
>>>Tom
>>>
>>>
>>> "Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...
>>>
>>> Thanks so much, Chuck!!
>>>
>>> I'll finish up the big reverb. It sounds really, really good in its
>=
>>>own
>>> right. I have a plan for simplifying the interface. As soon as I get
>>=
>>>that
>>> done, I'll release it, and move on to the next project. =20
>>>
>>> Those e2 files are going to keep me busy for a long time. :)
>>>
>>> Cheers!
>>>
>>> Mike
>>>
>>> "chuck duffy" <c@c.com> wrote:
>>> >
>>> >Cobra was the code name for the DP/Pro. I forget what hornet was.

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>>=
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>>>couldn't
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>>> >>>>>>>layout
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>>=
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>>> >>gui
>>> >>>>>>>he
>>> >>>>>>>did is slamming. Since I haven't heard from him in over two
=
>>>years


```

>>></HEAD>
>>><BODY bgColor=3D#ffffff>
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>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
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```

>>> cobra at=20
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>>>
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>>> The
>>>>>>>Big
>>>>>>>>Verb also has =
>>>the 16=20
>>> stereo predelays that the Expert Verb=20
>>> doesn't
>>>have.
>>>>>>>> It would be ultra =
>>>cool if=20
>>> Matt actually decompiled and modified=20
>>> the
>>>>>>>Big
>>>>>>>>Reverb to make a =
>>>clone=20
>>> of the DP Pro algo. =20
>>>
>>>>>>>>
>>>>>>>>Let me =
>>>know if=20
>>> you have any tips for the radio button/ multi=20
>>> page
difficulty
>>>>>>>>>I find myself=20
>>> in.
>>>>>>>>
>>>>>>>>For =
>>>what=20
>>> it's worth, the crashes seem to have been from a faulty=20
>>> =
>>>indexing
>>>>>>>>scheme.
>>>>>>>&g=
>>>t;>>
>>>>>>>>All=20
>>> the=20

>>> =
>>>best!
>>>>>>>
>>>>>>>Mike=
>>> =20
>>> =
>>>
>>>>>>>
>>>>>>>
>>&=
>>>gt;>>>>"chuck=20
>>> duffy" <c@c.com>=20
>>> =
>>>wrote:
>>>>>>>
>>>>>>>=
>>>;>Mike,
>>>>>>>
>>>>>>>=
>>>;>>I=20
>>> was gonna tell you that he worked on it for almost a year, it=20
>>> had
>>>major
>>>>>>>>nasty bugs =
>>>and=20
>>> bluescreened and stuff for a long time. It was=20
>>> =
>>>stable
>>>>>>>in
>>>>>>>>the
>>&g=
>>>t;>>>>>>>end,=20
>>> and the presets give you the equiv of a DP/Pro verb. Plus=20
>>> =
>>>the
>>>gui
>>>>>>>>he
>>>>>>>&=
>>>gt;>>>>did=20
>>> is slamming. Since I haven't heard from him in over two=20
>>> =
>>>years
>>>I
>>>>>>>figure
>>>>>>>>>i=
>>>t=20
>>> might be ok to go ahead and let it=20
>>> =
>>>out.
>>>>>>>>
>>>>>>>>&=
>>>gt;>Chuck
>>>>>>>>>"Mike=20
>>> Audet" <mike@....>=20
>>> =
>>>wrote:
>>>>>>>>
>>>>>>>=
>>>;>>>>>>>>It's =20
>>> being more trouble than I thought. It turns out I had=20
>>> =
>>>missed
>>>>>>>>one
>>>>>>>>>>>of
>>&g=
>>>t;>>>>>>>>>the=20
>>> 40+ parameters when I did my interface, and now that I've=20
>>> =
>>>added
>>>>>>>>it
>>>>>>>>>>>in,
>>>=
>>>;>>>>>>>>>the=20
>>> thing doesn't want to load anymore. =20
>>> =
>>>
>>>>>>>>>>>
>>>>>>>>&=
>>>gt;>>>>I=20
>>> take back what I said about Matt's reverb. I think his=20
>>> =

difusers 50%
reverb size 30% and over
Direct send 0
Direct out 0
ER send 100%
Er out 20%
Reverb out 75%
Predelay 0.003

Dimitrios

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

>
>Thanks so much, Chuck!!
>
>I'll finish up the big reverb. It sounds really, really good in its own
>right. I have a plan for simplifying the interface. As soon as I get that
>done, I'll release it, and move on to the next project.
>
>Those e2 files are going to keep me busy for a long time. :)
>
>Cheers!
>
>Mike

>"chuck duffy" <c@c.com> wrote:

>>
>>Cobra was the code name for the DP/Pro. I forget what hornet was.
>>
>>Chuck
>>"Mike Audet" <mike@...> wrote:
>>>
>>>Chuck! You 'da man!!!!!!
>>>
>>>Last question for the day. What are the cobra and the hornet?
>>>
>>>Thanks so much!!!!!!

>>>
>>>Mike

>>>
>>>"chuck duffy" <c@c.com> wrote:

>>>>
>>>>OK I posted all the E2 source for the cobra at
>>>>
>>>><http://www.greatidea.com/downloads/source/e2.zip>
>>>>

>>>>Chuck

>>>>"chuck duffy" <c@c.com> wrote:

>>>>
>>>>Do you mean to say I didn't post it? I thought I did. I have the complete
>>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and see
>what
>>>>I can dig up tonight.
>>>>
>>>>Chuck
>>>>"Mike Audet" <mike@...> wrote:
>>>>>
>>>>>The world is a better place than I ever imagined. :)
>>>>>
>>>>>Is there any way I could get any of the additional DP/PRO source?
>>>>>
>>>>>All the best,
>>>>>
>>>>>Mike
>>>>>
>>>>>"chuck duffy" <c@c.com> wrote:
>>>>>>
>>>>>>Hi Mike,
>>>>>>
>>>>>>The "big verb" is a different animal from what I'm talking about.

>Matt
>>>>>ported
>>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs and
>>>translated
>>>>>>the presets from the original DP/Pro preset files. The originals phase
>>>>>cancel
>>>>>>with the Paris versions when used on the same audio files, and same
>>presets.
>>>>>>
>>>>>>The verbs matt did definitely have the modulation.
>>>>>>
>>>>>>Chuck
>>>>>>
>>>>>>"Mike Audet" <mike@...> wrote:
>>>>>>>
>>>>>>>Hi Chuck,
>>>>>>>
>>>>>>>>I managed to get an afternoon off, and I got the reverb working!
>>>>>>>>
>>>>>>>>Unfortunately, my GUI is horrible and I have no presets. I couldn't
>>>>find
>>>>>>>>a way to get multiple pages working with the radio button on a standard
>>>>>>>>layout
>>>>>>>>page. If you've got any tips, I would really appreciate your help.
>>>:)

>>>>>>>
>>>>>>>As for the DP Pro, as far as I can tell from the manual, the "Big
>Verb"
>>>>>>>is
>>>>>>>actually a slightly different algorithm than the verbs in the DP
PRO.
>>>>>
>>>>>>>The
>>>>>>>Big Verb has no modulation parameters, and the Expert Verbs do.
The
>>>>>Big
>>>>>>>Verb also has the 16 stereo predelays that the Expert Verb doesn't
>>have.
>>>>>>> It would be ultra cool if Matt actually decompiled and modified
the
>>>>>Big
>>>>>>>Reverb to make a clone of the DP Pro algo.
>>>>>>>
>>>>>>>Let me know if you have any tips for the radio button/ multi page
>difficulty
>>>>>>>I find myself in.
>>>>>>>
>>>>>>>For what it's worth, the crashes seem to have been from a faulty
indexing
>>>>>>>scheme.
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>>>>>>>All the best!
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>>>>>>>Mike
>>>>>>>
>>>>>>>
>>>>>>>"chuck duffy" <c@c.com> wrote:
>>>>>>>>
>>>>>>>>Mike,
>>>>>>>>
>>>>>>>>I was gonna tell you that he worked on it for almost a year, it
had
>>>>major
>>>>>>>>nasty bugs and bluescreened and stuff for a long time. It was stable
>>>>>in
>>>>>>>>the
>>>>>>>>end, and the presets give you the equiv of a DP/Pro verb. Plus the
>>>gui
>>>>>>>>he
>>>>>>>>did is slamming. Since I haven't heard from him in over two years
>>I
>>>>figure
>>>>>>>>it might be ok to go ahead and let it out.

>>
>>Hi Tom,
>>
>>It's great to hear that the EQ is getting used and making a difference.
>:)
>>
>>I was thinking of eventually doing a 2 band version just to use fewer resources
>>if 2 bands are all that's needed. Mind you, now that Chuck has posted
all
>>the DP/Pro effects, I've got a much longer road map to work through!
>>
>>The reverb sounds really nice. It just blends in with the direct sound
>exceptionally
>>well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen -
>not
>>so good. I'm going to rewrite the GUI so that one knob controls which
of
>>the 32 early reflections you are trying to edit, and a second controls
that
>>reflection's settings so that 32 knobs can be cut back to 2 or 3.
>>
>>It will probably be done by the end of next weekend.
>>
>>Glad to hear your PC issues are behind you!
>>
>>All the best,
>>
>>Mike
>>
>>
>>
>>
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>
>>>
>>>Mike,
>>>I can not wait. !!! =20
>>>
>>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
>>=
>>>for sure.
>>>
>>>I hope you have time to use your own effects?!
>>>Tom
>>>
>>>
>>> "Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...
>>>

>>> Thanks so much, Chuck!!
>>>
>>> I'll finish up the big reverb. It sounds really, really good in its
>=
>>>own
>>> right. I have a plan for simplifying the interface. As soon as I get
>>=
>>>that
>>> done, I'll release it, and move on to the next project. =20
>>>
>>> Those e2 files are going to keep me busy for a long time. :)
>>>
>>> Cheers!
>>>
>>> Mike
>>>
>>> "chuck duffy" <c@c.com> wrote:
>>> >
>>> >Cobra was the code name for the DP/Pro. I forget what hornet was.
>>> >
>>> >Chuck
>>> >"Mike Audet" <mike@...> wrote:
>>> >>
>>> >>Chuck! You 'da man!!!!!!
>>> >>
>>> >>Last question for the day. What are the cobra and the hornet?
>>> >>
>>> >>Thanks so much!!!!!!
>>> >>
>>> >>Mike
>>> >>
>>> >>"chuck duffy" <c@c.com> wrote:
>>> >>>
>>> >>>OK I posted all the E2 source for the cobra at=20
>>> >>>
>>> >>><http://www.greatidea.com/downloads/source/e2.zip>
>>> >>>
>>> >>>Chuck
>>> >>>"chuck duffy" <c@c.com> wrote:
>>> >>>>
>>> >>>>Do you mean to say I didn't post it? I thought I did. I have the
>>=
>>>complete
>>> >>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
>=
>>>see
>>> what
>>> >>>>I can dig up tonight.

>>> >>>>
>>> >>>>Chuck
>>> >>>>"Mike Audet" <mike@...> wrote:
>>> >>>>>
>>> >>>>>The world is a better place than I ever imagined. :)
>>> >>>>>
>>> >>>>>Is there any way I could get any of the additional DP/PRO source?
>>> >>>>>
>>> >>>>>All the best,
>>> >>>>>
>>> >>>>>Mike
>>> >>>>>
>>> >>>>>"chuck duffy" <c@c.com> wrote:
>>> >>>>>>
>>> >>>>>>Hi Mike,
>>> >>>>>>
>>> >>>>>>The "big verb" is a different animal from what I'm talking =
>>>>about.=20
>>> Matt
>>> >>>>>ported
>>> >>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs
>>=
>>>>and
>>> >>>>>translated
>>> >>>>>>>the presets from the original DP/Pro preset files. The originals
>>=
>>>>phase
>>> >>>>>cancel
>>> >>>>>>>with the Paris versions when used on the same audio files, and
>>=
>>>>same
>>> >>>>>presets.
>>> >>>>>>>
>>> >>>>>>>The verbs matt did definitely have the modulation.
>>> >>>>>>>
>>> >>>>>>>Chuck
>>> >>>>>>>
>>> >>>>>>>"Mike Audet" <mike@...> wrote:
>>> >>>>>>>>
>>> >>>>>>>>Hi Chuck,
>>> >>>>>>>>>
>>> >>>>>>>>>I managed to get an afternoon off, and I got the reverb =
>>>>working!
>>> >>>>>>>>>
>>> >>>>>>>>>>Unfortunately, my GUI is horrible and I have no presets. I =
>>>>couldn't
>>> >>>>>find
>>> >>>>>>>>>>a way to get multiple pages working with the radio button on

a
>>=
>>>standard
>>> >>>>>layout
>>> >>>>>>page. If you've got any tips, I would really appreciate your
>=
>>>help.
>>> >>:)
>>> >>>>>>>
>>> >>>>>>>As for the DP Pro, as far as I can tell from the manual, the
=
>>>"Big
>>> Verb"
>>> >>>>>>is
>>> >>>>>>>actually a slightly different algorithm than the verbs in the
>=
>>>DP PRO.
>>> >>>>
>>> >>>>>The
>>> >>>>>>>Big Verb has no modulation parameters, and the Expert Verbs do.
>>=
>>> The
>>> >>>>Big
>>> >>>>>>>Verb also has the 16 stereo predelays that the Expert Verb =
>>>doesn't
>>> >have.
>>> >>>>>>> It would be ultra cool if Matt actually decompiled and =
>>>modified the
>>> >>>>Big
>>> >>>>>>>Reverb to make a clone of the DP Pro algo. =20
>>> >>>>>>>
>>> >>>>>>>Let me know if you have any tips for the radio button/ multi
=
>>>page
>>> difficulty
>>> >>>>>>>I find myself in.
>>> >>>>>>>
>>> >>>>>>>For what it's worth, the crashes seem to have been from a =
>>>faulty indexing
>>> >>>>>>>scheme.
>>> >>>>>>>
>>> >>>>>>>All the best!
>>> >>>>>>>
>>> >>>>>>>Mike =20
>>> >>>>>>>
>>> >>>>>>>
>>> >>>>>>>"chuck duffy" <c@c.com> wrote:
>>> >>>>>>>>

>>> >>>>>>>Mike,
>>> >>>>>>>
>>> >>>>>>>I was gonna tell you that he worked on it for almost a year,
>=
>>>it had
>>> >>>major
>>> >>>>>>>nasty bugs and bluescreened and stuff for a long time. It was
>>=
>>>stable
>>> >>>>in
>>> >>>>>>>the
>>> >>>>>>>end, and the presets give you the equiv of a DP/Pro verb. Plus
>>=
>>>the
>>> >>gui
>>> >>>>>>>he
>>> >>>>>>>did is slamming. Since I haven't heard from him in over two
=
>>>years
>>> >I
>>> >>>figure
>>> >>>>>>>it might be ok to go ahead and let it out.
>>> >>>>>>>
>>> >>>>>>>Chuck
>>> >>>>>>>"Mike Audet" <mike@....> wrote:
>>> >>>>>>>
>>> >>>>>>>It's being more trouble than I thought. It turns out I had
>>=
>>>missed
>>> >>>>one
>>> >>>>>>>of
>>> >>>>>>>the 40+ parameters when I did my interface, and now that I've
>>=
>>>added
>>> >>>>it
>>> >>>>>>>in,
>>> >>>>>>>the thing doesn't want to load anymore. =20
>>> >>>>>>>
>>> >>>>>>>I take back what I said about Matt's reverb. I think his =
>>>proWess
>>> >>may
>>> >>>>>>>be
>>> >>>>>>>necessary.
>>> >>>>>>>
>>> >>>>>>>Cheers!
>>> >>>>>>>
>>> >>>>>>>Mike
>>> >>>>>>>

```

>>> >>>>>>
>>> >>>>>
>>> >>>>
>>> >>>>
>>> >>>
>>> >>
>>> >>
>>> >
>>>
>>>
>>>
>>>I choose Polesoft Lockspam to fight spam, and you?
>>>http://www.polesoft.com/refer.html
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I can not wait. !!! =
>>></FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>>>band eq in the aux=20
>>>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>>>for=20
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I hope you have time to use your own=20
>>>effects?!</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV> </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:4734c21e$1 @linux">news:4734c21e$1 @linux</A>...</DIV><BR>Than=
>>>ks so=20
>>> much, Chuck!!<BR><BR>I'll finish up the big reverb. It sounds =
>>>really,=20
>>> really good in its own<BR>right. I have a plan for simplifying =
>>>the=20
>>> interface. As soon as I get that<BR>done, I'll release it, and =

```


>>>move on=20
>>> to the next project.

Those e2 files are going to keep me =
>>>busy=20
>>> for a long time. :)

Cheers!

Mike

"chuck duffy"
=
>>><<A=20
>>> href=3D"mailto:c@c.com">c@c.com> wrote:
>
>>Cobra =
>>>was the code=20
>>> name for the DP/Pro. I forget what hornet=20
>>> was.
>
>>Chuck
>"Mike Audet" <mike@...>=20
>>> wrote:
>>
>>>Chuck! You 'da=20
>>> man!!!!!!
>>
>>>Last question for the day. What =
>>>are the=20
>>> cobra and the hornet?
>>
>>>Thanks so=20
>>> much!!!!!!
>>
>>>Mike
>>
>>>"chuck =
>>>duffy"=20
>>> <c@c.com>=20
>>> wrote:
>>>
>>>>OK I posted all the E2 source =
>>>for the=20
>>> cobra at=20
>>> =
>>>
>>>
>>>>http://www.greatidea.com/downloads/source=
>>>/e2.zip
>>>
>>>>Chuck
>>>>"chuck=20
>>>duffy" <c@c.com>=20
>>> wrote:
>>>>
>>>>>Do you mean to say I =
>>>didn't post=20
>>> it? I thought I did. I have the =
>>>complete
>>>>>DP/PRO ESP2=20
>>> code. You can have it all. Let me run downstairs and=20
>>> see
>what
>>>>>I can dig up=20
>>> =
>>>tonight.
>>>>>
>>>>>Chuck
>>>>>>=
>>>"Mike=20
>>> Audet" <mike@...>=20
>>> wrote:
>>>>>>
>>>>>>>The world is a =
>>>better=20
>>> place than I ever imagined.=20
>>> :)
>>>>>>
>>>>>>>Is there any way I =
>>>could get=20
>>> any of the additional DP/PRO=20
>>> source?
>>>>>>
>>>>>>>All the=20
>>> =
>>>best,
>>>>>>
>>>>>>>Mike
>>>>>>=
>>>>>>>
>>>>>>>"chuck=20
>>>duffy" <c@c.com>=20
>>> wrote:
>>>>>>>
>>>>>>>>Hi=20
>>> Mike,
>>>>>>>
>>>>>>>>>The "big =
>>>verb" is=20

>>> a different animal from what I'm talking about.=20
>>>
Matt
>>>>ported
>>>>two =
>>>DP/Pro=20
>>> verbs directly from the DP/Pro ESP2 source, wrote UIs=20
>>> and
>>translated
>>>>>the presets from =
>>>the=20
>>> original DP/Pro preset files. The originals=20
>>> phase
>>>>cancel
>>>>>with the =
>>>Paris=20
>>> versions when used on the same audio files, and=20
>>> =
>>>same
>>presets.
>>>>>>
>>>>>>&=
>>>gt;The=20
>>> verbs matt did definitely have the=20
>>> =
>>>modulation.
>>>>>>
>>>>>>Chuck<=
>>>BR>>>>>>>
>>>>>>"Mike=20
>>> Audet" <mike@...>=20
>>> =
>>>wrote:
>>>>>>>
>>>>>>>Hi =
>>>
>>> =
>>>Chuck,
>>>>>>>
>>>>>>>I=20
>>> managed to get an afternoon off, and I got the reverb=20
>>> =
>>>working!
>>>>>>>
>>>>>>>U=
>>>nfortunately,=20
>>> my GUI is horrible and I have no presets. I=20
>>> couldn't
>>>>find
>>>>>>>a way to =
>>>get=20
>>> multiple pages working with the radio button on a=20
>>> =
>>>standard
>>>>>>>>layout
>>>>>>>>=
>>>;page. =20
>>> If you've got any tips, I would really appreciate your=20
>>> =
>>>help.
>>>:)
>>>>>>>>
>>>>>>>&g=
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>>> for the DP Pro, as far as I can tell from the manual, the=20
>>> =
>>>"Big
Verb"
>>>>>>>is
>>>>>>>&g=
>>>t;actually=20
>>> a slightly different algorithm than the verbs in the DP=20
>>> =
>>>PRO.
>>>>>>>
>>>>>>>The
>>>>>>>&g=
>>>t;>>Big=20
>>> Verb has no modulation parameters, and the Expert Verbs do. =20
>>> The
>>>>Big
>>>>>>>>Verb also has =

>>>the 16=20
>>> stereo predelays that the Expert Verb=20
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>have.
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>>> Matt actually decompiled and modified=20
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>>> you have any tips for the radio button/ multi=20
>>> page
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>>>>>>>>nasty bugs =
>>>and=20
>>> bluescreened and stuff for a long time. It was=20
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>>> is slamming. Since I haven't heard from him in over two=20
>>> =
>>>years
>>>>>>>I
>>>>>>>>figure
>>>>>>>>>>>>>>>i=
>>>t=20
>>> might be ok to go ahead and let it=20
>>> =
>>>out.
>>>>>>>>>>>>>>>>>>>>>>>&=

I caught the zeros problem, too, and I've fixed that by not allowing zeros anymore. I'm also going to change the maximum reverb resonance delay to .1 seconds. The Dp/Pro allows for .2 seconds, which is what I was basing my UI on. But, you are right - anything over .1 sounds crappy to say the least.

I'll check what's going on with my email. That's a little worrying.

All the best!

Mike

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

>

>Hey Mike !!

>I have sent you thre-four emails but all these are coming back after 12-24
>hours as fatal error addresses !

>So thanks for sending reverb and trying here is some suggestion :

>Hi,

>Thanks !!!

>Great reverb !!

>Don't use 0 for ER1-16L

>

>Don't use Reverb size 0 !

>Don't use ER size 0

>As a matter of fact anything xL cannot accept 0.

>

>Don't use reverb size 100% as this makes the ooposite of big reverb...

>Use a start all at 12 o'clock ER send 100%

>Difusers 50%

>

>All ER1-16 all at 12 o clock

>All DF1-4 at 12 o clock

>ER size 100%

>ER slope 100%

>ER shape 100%

>RV Low 50%

>High decay 100%

>RV Mi-decay 4.200

>difusers 50%

>reverb size 30% and over

>Direct send 0

>Direct out 0

>ER send 100%

>Er out 20%

>Reverb out 75%

>Predelay 0.003

>
>Dimitrios
>
>"Mike Audet" <mike@....> wrote:
>>
>>Thanks so much, Chuck!!
>>
>>I'll finish up the big reverb. It sounds really, really good in its own
>>right. I have a plan for simplifying the interface. As soon as I get
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>>Those e2 files are going to keep me busy for a long time. :)
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>>Cheers!
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>>>>>>>Hi Mike,
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>>Matt
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>>>>>>>>with the Paris versions when used on the same audio files, and same
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>>>>>>>>Let me know if you have any tips for the radio button/ multi page
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>>>>>>>>I find myself in.
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>>>>>>>>For what it's worth, the crashes seem to have been from a faulty
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>>>>>>>>scheme.
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>>>>>>>>>All the best!
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>>>>>>>>>Mike
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>"chuck duffy" <c@c.com> wrote:
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>>>>>>>>>Mike,
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>>>>>>>>>>I was gonna tell you that he worked on it for almost a year, it
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>>>>>>>>>>"Mike Audet" <mike@....> wrote:

>anymore. I'm also going to change the maximum reverb resonance delay to
>1 seconds. The Dp/Pro allows for .2 seconds, which is what I was basing
>my UI on. But, you are right - anything over .1 sounds crappy to say the
>least.

>

>I'll check what's going on with my email. That's a little worrying.

>

>All the best!

>

>Mike

>

>

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

>>

>>Hey Mike !!

>>I have sent you thre-four emails but all these are coming back after 12-24
>>hours as fatal error addresses !

>>So thanks for sending reverb and trying here is some suggestion :

>>Hi,

>>Thanks !!!

>>Great reverb !!

>>Don't use 0 for ER1-16L

>>

>>Don't use Reverb sixe 0 !

>>Don't use ER size 0

>>As a matter of fact anything xL cannot accept 0.

>>

>>Don't use reverb size 100% as this makes the ooposite of big reverb...

>>Use a start all at 12 o'clock ER send 100%

>>Difusers 50%

>>

>>All ER1-16 all at 12 o clock

>>All DF1-4 at 12 o clock

>>ER size 100%

>>ER slope 100%

>>ER shape 100%

>>RV Low 50%

>>High decay 100%

>>RV Mi-decay 4.200

>>difusers 50%

>>reverb size 30% and over

>>Direct send 0

>>Direct out 0

>>ER send 100%

>>Er out 20%

>>Reverb out 75%

>>Predelay 0.003

>>

>>Dimitrios
>>
>>"Mike Audet" <mike@....> wrote:
>>>
>>>Thanks so much, Chuck!!
>>>
>>>I'll finish up the big reverb. It sounds really, really good in its own
>>>right. I have a plan for simplifying the interface. As soon as I get
>that
>>>done, I'll release it, and move on to the next project.
>>>
>>>Those e2 files are going to keep me busy for a long time. :)
>>>
>>>Cheers!
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>>>Mike
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>>>"chuck duffy" <c@c.com> wrote:
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>>>>Cobra was the code name for the DP/Pro. I forget what hornet was.
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>>>>>>OK I posted all the E2 source for the cobra at
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>>>>>>"chuck duffy" <c@c.com> wrote:
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>>>>>>>Do you mean to say I didn't post it? I thought I did. I have the
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>>>>>>"Mike Audet" <mike@...> wrote:
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>>>>>>The world is a better place than I ever imagined. :)
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>>>>>>Is there any way I could get any of the additional DP/PRO source?
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>>>>>>All the best,
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>>>>>>"chuck duffy" <c@c.com> wrote:
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>>>>>>>Hi Mike,
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>>>>>>>The "big verb" is a different animal from what I'm talking about.
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>>>Matt
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>>>>>>>>the presets from the original DP/Pro preset files. The originals
>phase
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>>>>>>>>with the Paris versions when used on the same audio files, and same
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>>>>>>>>The verbs matt did definitely have the modulation.
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>>>>>>>>"Mike Audet" <mike@...> wrote:
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>>>>>>>>>Hi Chuck,
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>>>>>>>>>>>As for the DP Pro, as far as I can tell from the manual, the "Big
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>>>>>I
>>>>>>>>>figure
>>>>>>>>>>it might be ok to go ahead and let it out.
>>>>>>>>>>

I'll remove the debugging code and post it as is tonight. It would be great to get some presets going for the final version.

All the best,

Mike

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>

>Is this reverb ready for public consumption yet? I'm mighty intrigued!

>

>Gantt

>

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

>>

>>Hi Dimitrios,

>>

>>Thanks for checking this stuff out! I'm in the middle of moving, so I didn't

>>even have my speakers set up yet. I was trying to get a default preset >working

>>with headphones only, and started to go crosseyed.

>>

>>I caught the zeros problem, too, and I've fixed that by not allowing zeros

>>anymore. I'm also going to change the maximum reverb resonance delay to

>>1 seconds. The Dp/Pro allows for .2 seconds, which is what I was basing

>>my UI on. But, you are right - anything over .1 sounds crappy to say the

>>least.

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>>>>>>>>>>Chuck
>>>>>>>>>>"Mike Audet" <mike@....> wrote:
>>>>>>>>>>
>>>>>>>>>>It's being more trouble than I thought. It turns out I had
>missed
>>>>>>>>>>one
>>>>>>>>>>of
>>>>>>>>>>the 40+ parameters when I did my interface, and now that I've
>>added
>>>>>>>>>>it
>>>>>>>>>>in,
>>>>>>>>>>>>>>the thing doesn't want to load anymore.
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>I take back what I said about Matt's reverb. I think his prowess
>>>>>>>>>>>>>>may
>>>>>>>>>>>>>>be
>>>>>>>>>>>>>>>necessary.

