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
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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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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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Question: can I run 'this' compressor also w/o causing problems on the
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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
View Forum Message <> Reply to Message

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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```
>>
>
>
```

Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Mike Audet on Fri, 05 Oct 2007 10:59:18 GMT

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

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...
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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
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The FreakQ was always set to 44.1. All the other effects I've seen are set
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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:
>
>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. !!
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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
killer if it was smooooth!

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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...
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> Cool..Great work Mike..
>
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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:
>
>
>D are you talking about the "grainy" sound Eventiter has?
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Page 12 of 137 ---- Generated from   The PARIS Forums

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Dimitrios on Fri, 05 Oct 2007 13:56:21 GMT
View Forum Message <> Reply to Message

Hi Mike,
Yes this compressor on fast times sounds cleaner than the stock one !!
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 !
Regards,
Dimitrios

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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 !!
>Can you please add a dry mix on the compressors ??
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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 addittion !
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

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Dimitrios on Fri, 05 Oct 2007 14:08:50 GMT

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You can even use this when you use the paris as a mixer only sending audio
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Thanks for considering.
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by DJ on Fri, 05 Oct 2007 16:16:52 GMT

I thought this was so cool that I just sent you some money.
:o)

"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 John Macy on Fri, 05 Oct 2007 16:56:05 GMT
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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...
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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...

>

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>

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by chuck duffy on Fri, 05 Oct 2007 23:22:22 GMT
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"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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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?

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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
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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

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Erling on Sat, 06 Oct 2007 10:07:45 GMT
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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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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

Content-Disposition: attachment; filename="pcomp.ini"

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---=_linux47079c70--

Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Gantt Kushner on Sat, 06 Oct 2007 15:05:19 GMT
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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!
>
>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 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:
>>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
>>> card. I've added meters (of course) AND
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>>> I fixed the sample rate bug in this and my previous two plugins!
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>>> If you hadn't heard, almost all the PARIS effects assume 48k for their
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>>> calculations,
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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.
>>>
>>> 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.
> Hopefully, that will strip out any ugly formatting that is left. Worse

>comes to worse, I'll just type the whole thing again.
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>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?
>

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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 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!
>>
>>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 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:
>>>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
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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
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>>$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.
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>>All the best,
>>
>>Mike
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>>>over this.
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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?
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>>>AA
>>>
>>>
>>>"Mike Audet" <mike@.....> wrote in message news:4705b550$1@linux...
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>>>> Hey all,
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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

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,
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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
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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!
>>>
>>>I've just released the "PARIS compressor". It's the original PARIS compressor
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Erling on Sat, 06 Oct 2007 18:18:48 GMT
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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 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.
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>>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 ;-)
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>>>Thousand thanks for your "vintage work" here with Paris:-)
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>>>Erling
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>>>On 6 Oct 2007 11:00:51 +1000, "Mike Audet" <mike@....> wrote:
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>>>>Hmmm...are all of them not showing up? You could try adding
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>>>>(or whatever the exact text is) into your path. Let me know if you need
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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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>>>>>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
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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
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Dimitrios on Sun, 07 Oct 2007 15:15:09 GMT

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

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Erling on Sun, 07 Oct 2007 15:48:09 GMT
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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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>He is finalizing it but as I beta tested it I am sure this will be a killer
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>>>>

Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Mike Mullin on Mon, 08 Oct 2007 14:52:11 GMT

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
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by chuck duffy on Mon, 08 Oct 2007 18:11:44 GMT
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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:
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>>>>> As always, let me know what you think.
>>>>>
>>>>
>>>>
>>>
>>
>

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

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,
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>>>Do we have four Mac users other than me whowould be willing to kick in
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>>>Thanks Mike!

>>>

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>>>

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>>>>$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,

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>>>>Mike

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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by PN on Tue, 09 Oct 2007 00:20:47 GMT

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...
>
> 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.
>> 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 138 times

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??!?!?!?!
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>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
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by chuck duffy on Tue, 09 Oct 2007 20:26:04 GMT
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Hi Mike. You are either getting spam filtered or using my old address. My
address is

c d u f f y @ i d e a c o r p o r a t i o n . c o m

for the past couple years

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is no routing from effect to effect, across channels for inserts in the architecture,
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Subject: Re: *******PARIS Compressor Released plus updates*******
Posted by Mike Audet on Tue, 09 Oct 2007 23:45:17 GMT
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Hi Chuck,

I was writing to your old address. The worst part is that in my sent items,
I have an email that I sent to your new address that you responded to a couple
of years ago! So, I have no excuse.

I think I'm going to write a ducker that uses the left and right channels
of a stereo plugin. I did come across a function in boxTranslator that says
it connects the output of one plugin to an input of another, but it uses
 "order" and "flags" parameters that aren't defined anywhere, and I can't
find an example of them being used, either.

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
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Posted by chuck duffy on Wed, 10 Oct 2007 00:06:42 GMT
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>it connects the output of one plugin to an input of another, >but it uses

> "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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On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:
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>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???

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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This is a multi-part message in MIME format.

------=_NextPart_000_0319_01C80AE8.4BAFEC10
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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Great work!
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I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0319_01C80AE8.4BAFEC10
Content-Type: text/html;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!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>
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<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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>together, output of one to input of another. This =
serves to=20
 form a 'composite'
>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
 =
href=3D"http://www.sysinternals.com">www.sysinternals.com</A>
>
=
>>Thanks=20
 again for=20
 =
everything!
>>
>>
>>Mike
>>
>&g=
t;
>>
>>"chuck=20
 duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=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 likelyhood
>>>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" <<A href=3D"mailto:c@c.com">c@c.com</A>>=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
 =
href=3D"mailto:lunarlordship@sympatico.ca">lunarlordship@sympatico.ca</A>=
>=20
 wrote:
>>>>>>
>>>>>>I'm in =
and=20
 thanks=20
 =
Mike.
>>>>>>cheers,
>>>>>>Mike =

 Mullin
>>>>>>
>>>>>>"Gantt =
Kushner"=20
 <<A =
href=3D"mailto:ganttmann@comcast.net">ganttmann@comcast.net</A>>=20
 =
wrote:
>>>>>>>
>>>>>>>Do =
we=20
 have four Mac users other than me whowould be willing to=20
 =
kick
>>in
>>>>>$20
>>>>>>=
>each?
>>>>>>>
>>>>>>>=
Thanks=20
 =
Mike!
>>>>>>>
 >>>>>>>Gant =
t
>>>>>>>
>>>>>>> "Mike=20
 Audet" <mike@...>=20
 =
wrote:
 >>>>>>>&amp ;gt;
>>>>>>&gt=
;>I=20
 would really like to tackle the Mac stuff, but I don't have a=20
 Mac
>>>running
 >>>>>>>&amp ;gt;PARIS =
and I'm=20
 pretty sure that I need a copy of Visual C++ 4.2=20
 =
cross
>>>>platform
 >>>>>>>&amp ;gt;edit=
ion=20
 just to compile the code. The cheapest I've seen it=20
 for
is
>>>around
 >>>>>>>&amp ;gt;$80 =
plus=20
 shipping. If a Mac user wants to send me a copy or=20
 =
the
$100
>>>>>(I
 >>>>>>>&amp ;gt;=
live=20

in Canada and shipping is always stupid expensive), I'll=20

=
get
>to
>>>>work
 >>>>>>>&amp ;gt;=
on=20

it.
 >>>>>>>&amp ;gt;But even then, I can't make any =

promises except to=20

=
try.
 >>>>>>>&amp ;gt;
 >>>>>>>&amp ;=
gt;All=20

the=20

=
best,
 >>>>>>>&amp ;gt;
>>>>>>>=
>Mike
 >>>>>>>&amp ;gt;
>>>>>>&=
gt;>"Aaron=20

Allen" <<A=20

=
href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>>=20

wrote:
 >>>>>>>&amp ;gt;>Deeeewwwwwwwwwd..... As =
soon as=20

these 15-18 hr days cease, I=20

=
will
>>be
>>>>>all
>>>>>>=
>>
 >>>>>>>&amp ;gt;>over=20

this.
 >>>>>>>&amp ;gt;>Did you by chance fix it =
so that=20

the Mac mismap bug is gone=20

=
for
the
>>>>Mac
 >>>>>>>&amp ;gt;
=
 >>>>>>>&amp ;gt;>users?
>>>>>>&gt=
;>>Question:=20

can I run 'this' compressor also w/o causing=20

=
problems
on
>>>the
>>>>>>>
>=
 >>>>>>>&amp ;gt;crunched=20

version that shipped with the Paris=20

=
rigs?
 >>>>>>>&amp ;gt;>
>>>>>>=
>>>AA
 >>>>>>>&amp ;gt;>
>>>&gt=
;>>>>>
 >>>>>>>&amp ;gt;> "Mike=20

Audet" <mike@.....> wrote in message <A=20

=
href=3D"news:4705b550$1@linux">news:4705b550$1@linux</A>...
>>&g=
t;>>>>>>
 >>>>>>>&amp ;gt;>&gt=
;=20

Hey=20

=
all,
 >>>>>>>&amp ;gt;>>
>>>>>&=

gt;>>>>=20
  I've got some new=20
  =
goodies!
 >>>>>>>&amp ;gt;>>
>>>>&=
gt;>>>>>=20
  I've just released the "PARIS compressor". It's the=20
  =
original
PARIS
>>>>>>
>>>>>>=
>>>>=20
  compressor
 >>>>>>>&amp ;gt;>> algo before it =
was=20
  "crunched" to allow 16 compressors to fit=20
  =
on
>>one
>>>>>>EDS100
>>>>&g=
t;>>>>>=20
  card. I've added meters (of course)=20
  =
AND
 >>>>>>>&amp ;gt;>>
>>>>>&g=
t;>>>>=20
  I fixed the sample rate bug in this and my previous two=20
  =
plugins!
 >>>>>>>&amp ;gt;>>
>>>>&=
gt;>>>>>=20
  If you hadn't heard, almost all the PARIS effects assume 48k=20
  =
for
>>>their
 >>>>>>>&amp ;gt;
>>&=
gt;>>>>>>= 20
  calculations,
 >>>>>>>&amp ;gt;>> even when =
they are=20
  working at 44.1K. Not these. They=20
  =
operate
>at
>>>>the
 >>>>>>>&amp ;=
gt;
 >>>>>>>&amp ;gt;>>=20
  project
 >>>>>>>&amp ;gt;>> sample rate. =
Can you=20
  hear a difference? You tell=20
  =
me!
 >>>>>>>&amp ;gt;>>
>>>>>&g=
t;>>>>=20
  you can download these at <A=20
  =
href=3D"http://www.mikeaudet.com/ensoniq.ca">www.mikeaudet.com/ensoniq.ca=
</A>=20
  or
 >>>>>>>&amp ;gt;>> once the DNS goes =
through,=20
  simply at=20
  =
ensoniq.ca.
 >>>>>>>&amp ;gt;>>
>>>&g=

t;>>>>>>=20
  These plugins are released as "pay what you can" (ie - not=20
  =
free).
>>>>
>>>>>
>>>>&gt=
;>
>>>>>>>I'm
 >>>>>>>&amp ;=
gt;>>=20
  not a rich man, and I could use the=20
  =
help.
 >>>>>>>&amp ;gt;>>
>>>>>=
>>>>>=20
  As always, let me know what you=20
  think.
 >>>>>>>&amp ;gt;>>=20
  =

 >>>>>>>&amp ;gt;>
 >>>>>>>&amp ;=
gt;>
 >>>>>>>&amp ;gt;
>>>>>>&g=
t;
>>>>>>
>>>>>
>>>&gt=
;
>>>
>>
>
</BLOCKQUOTE>
<DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BODY ></HTML>

------=_NextPart_000_0319_01C80AE8.4BAFEC10--

Thanks, Tom! I'm having a great time adding all the feature that I would
like.

Good luck with the MECs and the mixes. I look forward to hearing what you
think of the plugs. I think the new compressor sounds great. The stock
comp always seemed to sound thick, but it dulled the high end in an unpleasant
way. This one sounds thick and the high end remains intact.

I'm not sure how much fixing the sample rate bugs made a difference. It
would be fun to bounce some tracks with old and new versions to see if there
is an audible difference. Right now, I'm just too busy and having too much
fun building these things.

I got a ducker working last night. I just have to change the metering so
that it makes sense. If anyone is desperate for a ducker, let me know and
I'll post the current version.

All the best,

Mike

"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Hey Mike,
>I'm installing my mecs tomorrow. If all goes well I'll be trying the =
>newest
>versions of all your work. If they sound as good as they look I'll be a
>happy camper! Your ideas (and Dimitrios') are making Paris breath a =
>little
>easier again. Every little bit helps. I have tons of mixes to get to =
>and
>will be using the comps and NoLimit quite a bit.
>
>Great work!
>Tom
>
> "Mike Audet" <mike@....> wrote in message news:470c3826$1@linux...
>
> Hi Chuck,
>
> It must have been extremely cool picking the brains of the PARIS =
>designers.
>   Was there a particular version of code warrior that they used for the
>=
>mac
> plugs? It would be great to get those out, too.
>
> What do you think of my work so far?
>
> All the best,
>
> Mike
> =20
>
> "chuck duffy" <c@c.com> wrote:
> >
> >>I did come across a function in boxTranslator that says
> >>it connects the output of one plugin to an input of another, >but it
>=
>uses
> >> "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. =20
> >
> >>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!
> >>
> >>

> >>Mike
> >>
> >>
> >>
> >>"chuck duffy" <c@c.com> wrote:
> >>>
> >>>Hi Mike. You are either getting spam filtered or using my old =
>address.
> >> My
> >>>address is=20
> >>>
> >>>c d u f f y @ i d e a c o r p o r a t i o n . c o m
> >>>
> >>>for the past couple years
> >>>
> >>>Wires: no problem sharing the code if I can find it. Unfortunately
=
>there
> >>>is no routing from effect to effect, across channels for inserts in
=
>the
> >>architecture,
> >>>so wires is a big hack. Basically what I do is steal 16 words of =
>shared
> >>>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 =
\>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:

> >>>>>>>>>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
> >>>>>>>>>> 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.
> >>>>>>>>>>=20
> >>>>>>>>>
> >>>>>>>>>
> >>>>>>>>
> >>>>>>>
> >>>>>>
> >>>>>
> >>>>
> >>>
> >>
> >
>
>
>
>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>Hey Mike,</FONT></DIV>

><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>
Hi=20
> Chuck,

It must have been extremely cool picking the brains of =
>the=20
> PARIS designers.
 Was there a particular version of code =
>warrior=20
> that they used for the mac
plugs? It would be great to get =
>those out,=20
> too.

What do you think of my work so far?

All the=20
> best,

Mike

"chuck duffy" <<A=20
> href=3D"mailto:c@c.com">c@c.com</A>> wrote:
>
>>I =
>did come=20
> across a function in boxTranslator that says
>>it connects =
>the output=20
> of one plugin to an input of another, >but it uses
>> =
>"order" and=20
> "flags" parameters that aren't defined anywhere, and I =
>can't
>>find=20
> an example of them being used, either.
>>BR>>You can chain =
>output to=20
> input, and you can do it using only the box markup
>>code in the =
>ini=20
> file. Basically it allows you to chain two or more=20
> plugs
>>together, output of one to input of another. This =
>serves to=20
> form a 'composite'
>>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
> =
>href=3D"http://www.sysinternals.com">www.sysinternals.com</A>
>
=
>>>Thanks=20
> again for=20
> =
>everything!
>>
>>>
>>Mike
>>>
>&g=
>t;
>>>
>>"chuck=20
> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=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 likelyhood
>>>>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" <<A href=3D"mailto:c@c.com">c@c.com</A>>=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

> =
>href=3D"mailto:lunarlordship@sympatico.ca">lunarlordship@sympatico.ca</A>=
>>=20
> wrote:
>>>>>>
>>>>>>I'm in =
>and=20
> thanks=20
> =
>Mike.
>>>>>>cheers,
>>>>>>Mike =
>
> Mullin
>>>>>>
>>>>>>"Gantt =
>Kushner"=20
> <<A =
>href=3D"mailto:ganttmann@comcast.net">ganttmann@comcast.net</A>>=20
> =
>wrote:
>>>>>>>
>>>>>>>Do =
>we=20
> have four Mac users other than me whowould be willing to=20
> =
>kick
>>>in
>>>>>>$20
>>>>>>>=
>>each?
>>>>>>>
>>>>>>>=
>Thanks=20
> =
>Mike!
>>>>>>>
>>>>>>>Gant=
>t
>>>>>>>
>>>>>>>"Mike=20
> Audet" <mike@...>=20
> =
>wrote:
>>>>>>>>
>>>>>>>>=
>;>I=20
> would really like to tackle the Mac stuff, but I don't have a=20
> Mac
>>>>running
>>>>>>>>>PARIS =
>and I'm=20
> pretty sure that I need a copy of Visual C++ 4.2=20
> =
>cross
>>>>>platform
>>>>>>>>>edit=
>ion=20
> just to compile the code. The cheapest I've seen it=20
> for
is
>>>>around
>>>>>>>>$80 =
>plus=20
> shipping. If a Mac user wants to send me a copy or=20
> =
>the
$100
>>>>>>(I
>>>>>>>>>=
>live=20
> in Canada and shipping is always stupid expensive), I'll=20
> =
>get
>to
>>>>>work
>>>>>>>>>=
>on=20
> it.
>>>>>>>>But even then, I can't make any =
>

> promises except to=20
> =
>try.
>>>>>>>
>>>>>>&=
>gt;All=20
> the=20
> =
>best,
>>>>>>>
>>>>>>>=
>>Mike
>>>>>>>
>>>>>>&=
>gt;>"Aaron=20
> Allen" <<A=20
> =
>href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>>=20
> wrote:
>>>>>>>>>Deeeewwwwwwwwwd..... As =
>soon as=20
> these 15-18 hr days cease, I=20
> =
>will
>>>be
>>>>>>all
>>>>>>>=
>>>>
>>>>>>>>>over=20
> this.
>>>>>>>>>>Did you by chance fix it =
>so that=20
> the Mac mismap bug is gone=20
> =
>for
the
>>>>>Mac
>>>>>>>>>
=
>>>>>>>>>>users?
>>>>>>>>=
>;>>Question:=20
> can I run 'this' compressor also w/o causing=20
> =
>problems
on
>>>>the
>>>>>>>>
>=
>>>>>>>>>crunched=20
> version that shipped with the Paris=20
> =
>rigs?
>>>>>>>>>>
>>>>>>>=
>>>>AA
>>>>>>>>>>
>>>>>=
>;>>>>>
>>>>>>>>>>"Mike=20
> Audet" <mike@.....> wrote in message <A=20
> =
>href=3D"news:4705b550$1@linux">news:4705b550$1@linux</A>...
>>>&g=
>t;>>>>>>>
>>>>>>>>>>>=
>;=20
> Hey=20
> =
>all,
>>>>>>>>>>>
>>>>>>&=
>gt;>>>>=20
> I've got some new=20
> =
>goodies!
>>>>>>>>>>>>
>>>>>&=
>gt;>>>>>=20
> I've just released the "PARIS compressor". It's the=20

> =
>original
PARIS
>>>>>>>
>>>>>>>=
>>>>>=20
> compressor
>>>>>>>>>>> algo before it =
>was=20
> "crunched" to allow 16 compressors to fit=20
> =
>on
>>one
>>>>>>>EDS100
>>>>>&g=
>t;>>>>>=20
> card. I've added meters (of course)=20
> =
>AND
>>>>>>>>>>>>
>>>>>>&g=
>t;>>>>=20
> I fixed the sample rate bug in this and my previous two=20
> =
>plugins!
>>>>>>>>>>>
>>>>&=
>gt;>>>>>=20
> If you hadn't heard, almost all the PARIS effects assume 48k=20
> =
>for
>>>>their
>>>>>>>>>>
>>>&=
>gt;>>>>>>=20
> calculations,
>>>>>>>>>>> even when =
>they are=20
> working at 44.1K. Not these. They=20
> =
>operate
>>at
>>>>>the
>>>>>>>>&=
>gt;
>>>>>>>>>>>=20
> project
>>>>>>>>>>> sample rate. =
>Can you=20
> hear a difference? You tell=20
> =
>me!
>>>>>>>>>>>>
>>>>>>&g=
>t;>>>>=20
> you can download these at <A=20
> =
>href=3D"http://www.mikeaudet.com/ensoniq.ca">www.mikeaudet.com/ensoniq.ca=
></A>=20
> or
>>>>>>>>>> once the DNS goes =
>through,=20
> simply at=20
> =
>ensoniq.ca.
>>>>>>>>>>>>
>>>>&g=
>t;>>>>>>=20
> These plugins are released as "pay what you can" (ie - not=20
> =
>free).
>>>>>
>>>>>>
>>>>>>=
>;>
>>>>>>>>I'm
>>>>>>>>&=
>gt;>>=20

> not a rich man, and I could use the=20
> =
>help.
>>>>>>>>>
>>>>>=
>>>>>>=20
> As always, let me know what you=20
> think.
>>>>>>>>>>=20
> =
>
>>>>>>>>>
>>>>>>>>&=
>gt;
>>>>>>>>>
>>>>>>>&g=
>t;
>>>>>>>
>>>>>
>>>>=
>;
>>>>
>>>
>
</BLOCKQUOTE>
><DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
>and=20
>you?
<A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>.html</A> </FONT></DIV></BODY></HTML>
>
>

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

For more info on

dbgprint

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

debugview
 http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.mspx

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:
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>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

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.mspx
>
>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:
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>>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 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. :)
>
>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.mspx
>>
>>Sprinkling
>>www.parishilton.com
>>
>>Chuck
>>
>>"Neil" <IOUOI@OIU.com> wrote:
>>>
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>>>>>
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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
>>>
>>
>