Subject: paris-reaper asio

Posted by Mic Cross on Fri, 20 Mar 2009 00:44:01 GMT

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Been following the Paris-Reaper threads ... does Paris ASIO driver work at all with Reaper at the moment? Thanks,

Mic.

Subject: Re: paris-reaper asio

Posted by kerryg on Fri, 20 Mar 2009 01:26:37 GMT

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Hi Mic - there are no \*new\* ASIO drivers yet, but Mike's new PSCL driver fixed some of the problems beneath the old ASIO drivers, so those original ASIO drivers function better than they did before. I had Reaper running thirty-six hours straight in a loop using ASIO six months ago.

There were still big problems - I couldn't adjust anything on the drivers, or they'd crash, they were limited to 16 bit, and MEC built-in outputs only. But they didn't seem to crash in normal use, and I started to trust them a bit more after I learned the "what not to do's". Give 'em a try and see if you can work with those limitations for the short term.

Subject: Re: paris-reaper asio

Posted by Mic Cross on Fri, 20 Mar 2009 05:48:01 GMT

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Hi Kerry, this is all very interesting stuff - gonna plug the Paris rig back in this weekend. What assistance can be given to get the ASIO driver fixed? Are you coding in assembly or in C++?

Mic.

Administrator <kg@kerrygalloway.com> wrote:

- >Hi Mic there are no \*new\* ASIO drivers yet, but Mike's new PSCL driver fixed some
- >of the problems beneath the old ASIO drivers, so those original ASIO drivers function
- >better than they did before. I had Reaper running thirty-six hours straight in a loop
- >using ASIO six months ago.

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- >crash, they were limited to 16 bit, and MEC built-in outputs only. But they didn't

>seem to crash in normal use, and I started to trust them a bit more after Llearned >the "what not to do's". Give 'em a try and see if you can work with those limitations >for the short term.. >:: [ posted via the PARISForums ] :: >:: kerrygalloway.com/ParisForums/ ::

Subject: Re: paris-reaper asio

Posted by kerryg on Fri, 20 Mar 2009 19:23:11 GMT

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Heya Mic - I'm not a coder myself, that's Mike Audet. Mike's definitely still pursuing the ASIO driver, we just chatted about it a day or two ago. I believe Mike's working in C++, but you'd have to check that with him. If you're interested, you might want to PM Mike and have fun kicking some ideas around.

Oh, we could certainly use some help, if not directly on the ASIO drivers then on closely related stuff. If Reaper/PARIS convergence interests you, you might find it interesting to glance over the Reaper SDK - http://www.reaper.fm/sdk/plugin/ - which will give you some idea of the incredible things we could pull off, with Mike working from the driver end and someone else working in coordination with him from the Reaper end.

For example, given some work on both sides it looks to be quite feasible to control Reaper from our C16s, which appear to speak a kind of MIDI. It'd just take coding time, and some help there would be most welcome.

Subject: Re: paris-reaper asio

Posted by Mic Cross on Fri, 20 Mar 2009 22:30:02 GMT

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Cool stuff - gonna download everything Reaper and give Mike a holler - I pinged DJ a few days ago to see if he was keeping an eye on the Reaper stuff - have not heard back from him yet - Reaper - asio - paris hardware might interest him very much .... plus be a totally serious competitor to ProTewls :-)

Mic.

Administrator <kg@kerrygalloway.com> wrote: >Heya Mic - I'm not a coder myself, that's Mike Audet. Mike's definitely still pursuing

>the ASIO driver, we just chatted about it a day or two ago. I believe Mike's working >in C++, but you'd have to check that with him. If you're interested, you might want >to PM Mike and have fun kicking some ideas around. >Oh, we could certainly use some help, if not directly on the ASIO drivers then on closely >related stuff. If Reaper/PARIS convergence interests you, you might find it interesting >to glance over the Reaper SDK - http://www.reaper.fm/sdk/plugin/ - which will give >you some idea of the incredible things we could pull off, with Mike working from the >driver end and someone else working in coordination with him from the Reaper end. >For example, given some work on both sides it looks to be quite feasible to control >Reaper from our C16s, which appear to speak a kind of MIDI. It'd just take coding time, >and some help there would be most welcome.. >

>:: [ posted via the PARISForums ] :: >:: kerrygalloway.com/ParisForums/ ::

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