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Subject: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [no](#) on Fri, 04 Jul 2008 17:17:16 GMT

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...Even a maximum of two seconds would be really cool.  
Only too often I find that 1 second is just not quite enough.  
Probably a limitation of the ESP's, dare I say it.  
I know... I can always use native, but it gets tiring splicing  
dead air onto the end of objects, just to allow the delays to  
decay naturally.  
I'd pay for the luxury.  
Kim

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Tom Bruhl](#) on Sat, 05 Jul 2008 04:00:38 GMT

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> I'd pay for the luxury.

Ya me too.

A little shnazzy filtering and/or distortion in the  
feedback loop would be cool too.

Tom

"Kim W." <[no@freakin'.way](mailto:no@freakin'.way)> wrote in message [news:486e5b1c\\$1@linux...](mailto:news:486e5b1c$1@linux...)

>

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---

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Rod Lincoln](#) on Sat, 05 Jul 2008 04:28:09 GMT

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I know you've probably thought of this, but you can put 2 delays in series. Make the first one a straight delay with no feedback, and add as much as you need to the second delay which will probably be maxed out time wise and have some feedback.

Or...copy the track to another track, delay that track the amount you need to make the delay work with the existilng Paris delay (if you want a 2 second delay, delay the first track 1 second, then add the delay plug on an aux.) mute that track and set it to sent pre fade. Yes it would be cool to have a 2 second delay, but I've done this a few times and it's not a big deal.

Rod

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

>> I'd pay for the luxury.

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>Ya me too.

>

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>Tom

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>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...

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>

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Tom Bruhl](#) on Sat, 05 Jul 2008 05:30:21 GMT

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---

Ya Rod, and add an amp emulator, eq or any plug-in at that stage for color is nice.

I've been there too.

It's amazing how easy we all want everything to be these days? ! I used to have to route through the patchbay for all this good stuff. I was happy that it was there

and even possible.

I'm betting Mike never expected to be designing effects for us when he started out.

I am just so appreciative of his effort to this point I feel silly asking for more than he's already given.

So, in my silly sort of tone, Mike can you do it?

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message news:486ef859\$1@linux...

>

> I know you've probably thought of this, but you can put 2 delays in > series.

> Make the first one a straight delay with no feedback, and add as much as > you need to the second delay which will probably be maxed out time wise > and

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Mike Audet](#) on Sat, 05 Jul 2008 14:12:24 GMT

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Hi Guys,

I promise I will do a rockin' delay. Right now, I'm just spending all of my time trying to get NoLimit to compile on the Mac. I feel like I'm close, but I still haven't got a finished library to test.

I hope you are enjoying the compressor. It's basically a slightly modified sexual chocolate, which is cool to finally get out to people.

Cheers!

Mike

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

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>is nice.

>I've been there too.

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Tom Bruhl](#) on Sat, 05 Jul 2008 15:40:48 GMT

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Hi Mike,

Well I haven't tried it yet but I might have had you named it Sexual Chocolate II ! It's all in the marketing huh?

I'll chime in after I get it going.

Tom

"Mike Audet" <mike@...> wrote in message news:486f8148\$1@linux...

>  
> Hi Guys,  
>  
> I promise I will do a rockin' delay. Right now, I'm just spending all of  
> my time trying to get NoLimit to compile on the Mac. I feel like I'm  
> close,  
> but I still haven't got a finished library to test.  
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> I hope you are enjoying the compressor. It's basically a slightly  
> modified  
> sexual chocolate, which is cool to finally get out to people.  
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> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Tom Bruhl](#) on Sat, 05 Jul 2008 18:19:14 GMT

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You did the right thing for both of us.

"Mike Audet" <mike@...> wrote in message news:486fba3f\$1@linux...

>  
> Hi Tom,  
>  
> I considered that, but I used to record a lot of kids with their parents  
> sitting on a couch behind me. Having "Sexual Chocolate" on the screen  
> would  
> have been awkward.  
>  
> You can always change it yourself, though. Just go into the ini file and  
> look for "variable Knee Compressor" and change it to whatever you like. :)  
>  
> All the best,  
>  
> Mike  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Ted Gerber](#) on Mon, 07 Jul 2008 03:27:18 GMT

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"Mike Audet" <mike@...> wrote:  
Right now, I'm just spending all of  
>my time trying to get NoLimit to compile on the Mac.

Hey Mike-

I already have NoLimit on my mac...  
Did you mean the variable knee? or the multiband comp?

Ted

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [mike audet\[3\]](#) on Mon, 07 Jul 2008 11:05:55 GMT

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Hi Ted,

I'm working on NoLimit, but it's not as silly as it sounds. All of the effects share about 95% of their code, and it is this 95% that won't compile for the Mac. I just grabbed NoLimit as a semi random choice. Once I can compile one, I can compile them all.

I'm getting a much better understanding of how the libraries differ in the two compilers. I'm very hopeful that I'll have something to test before long. I've probably put about 50 hours into this so far!

All the best,

Mike

"Ted Gerber" <tedgerber@rogers.com> wrote:

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Subject: Re: Hey Mike, Can you squeeze a couple more seconds out of the Paris delays?

Posted by [Ted Gerber](#) on Mon, 07 Jul 2008 17:19:51 GMT

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---

aha

wow

ouch

thanks

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

>

>Hi Ted,

>

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>>

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