
Subject: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 16:39:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi All,

I just thought I'd let you know that I got one of the two hall algorithms working this morning. I forgot to implement a rather important control, but I don't expect it will be difficult to finish. I also have to make the interface layout work a bit better.

I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it is an updated version of it. But, it sounds incredibly smooth, full, and wide. Just listening to the outputs is awesome. It sounds beautiful all by itself. To my ears, it is an improvement over the dp/4 hall, but that may be because of its 24 bit input and output, or because all the analog circuitry is bypassed.

Anyway, it's coming soon, and it rocks!!!!

All the best,

Mike

Subject: Re: Hall reverb almost done

Posted by [Robert](#) on Sun, 30 Mar 2008 17:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good stuff Mike...!!!

"Mike Audet" <mike@..> wrote in message news:47efc24d\$1@linux...

>

> Hi All,

>

> I just thought I'd let you know that I got one of the two hall algorithms
> working this morning. I forgot to implement a rather important control,
> but I don't expect it will be difficult to finish. I also have to make
> the
> interface layout work a bit better.

>

> I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it
> is an updated version of it. But, it sounds incredibly smooth, full, and
> wide. Just listening to the outputs is awesome. It sounds beautiful all
> by itself. To my ears, it is an improvement over the dp/4 hall, but that
> may be because of its 24 bit input and output, or because all the analog
> circuitry is bypassed.

>
> Anyway, it's coming soon, and it rocks!!!!
>
> All the best,
>
> Mike

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Sun, 30 Mar 2008 19:25:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'll live in the glory of others...sigh...

On 31 Mar 2008 02:39:41 +1000, "Mike Audet" <mike@..> wrote:

>
>Hi All,
>
>I just thought I'd let you know that I got one of the two hall algorithms
>working this morning. I forgot to implement a rather important control,
>but I don't expect it will be difficult to finish. I also have to make the
>interface layout work a bit better.
>
>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it
>is an updated version of it. But, it sounds incredibly smooth, full, and
>wide. Just listening to the outputs is awesome. It sounds beautiful all
>by itself. To my ears, it is an improvement over the dp/4 hall, but that
>may be because of its 24 bit input and output, or because all the analog
>circuitry is bypassed.
>
>Anyway, it's coming soon, and it rocks!!!!
>
>All the best,
>
>Mike

Subject: Re: Hall reverb almost done
Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:14:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear Mike,
Thanks for what you are doing here for us !!!
You know that I donated for the amp some money.
I will add some more for the amp and then for the reverb...or maybe once for
both when convenient...

Regarding the different amp versions I got confused with what is the best !!

I tried to make some corrections to be able to load all three changing the name but what I succeeded with is that I have now three plugins under the same name (could not effectively change that !) and although being able to audition all I don't know which is what !

Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can be inserted that way ?

This way I can try all and hear which sounds best to my ears...

Thanks again!

Dimitrios

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

>

>Hi All,

>

>I just thought I'd let you know that I got one of the two hall algorithms working this morning. I forgot to implement a rather important control, but I don't expect it will be difficult to finish. I also have to make the

>interface layout work a bit better.

>

>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it

>is an updated version of it. But, it sounds incredibly smooth, full, and wide. Just listening to the outputs is awesome. It sounds beautiful all by itself. To my ears, it is an improvement over the dp/4 hall, but that may be because of its 24 bit input and output, or because all the analog circuitry is bypassed.

>

>Anyway, it's coming soon, and it rocks!!!!

>

>All the best,

>

>Mike

Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:24:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi Dimitrios,

Thank you for all your feedback and support! I sent you an email with build 1.4 attached, but I think we've got some email issues for some reason between us.

I just sent you a copy of 1.4 from my hotmail account. Let me know if this

doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron Allen pointed me in the direction of how to improve it, and deserves a lot of credit for this upgrade.

All the best!

Mike

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

>

>Dear Mike,

>Thanks for what you are doing here for us !!!

>You know that I donated for the amp some money.

>I will add some more for the amp and then for the reverb...or maybe once for

>both when convenient...

>Regarding the different amp versions I got confused with what is the best

>!!

>I tried to make some corrections to be able to load all three changing

>the name but what I succeeded with is that I have now three plugins under

>the same name (could not effectively change that !) and although being able

>to audition all I don't know which is what !

>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can be

>inserted that way ?

>This way I can try all and hear which sounds best to my ears...

>Thanks again!

>Dimitrios

>

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

>>

>>Hi All,

>>

>>I just thought I'd let you know that I got one of the two hall algorithms

>>working this morning. I forgot to implement a rather important control,

>>but I don't expect it will be difficult to finish. I also have to make

>>the

>>interface layout work a bit better.

>>

>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if

>>it

>>is an updated version of it. But, it sounds incredibly smooth, full, and

>>wide. Just listening to the outputs is awesome. It sounds beautiful all

>>by itself. To my ears, it is an improvement over the dp/4 hall, but that

>>may be because of its 24 bit input and output, or because all the analog

>>circuitry is bypassed.

>>

>>Anyway, it's coming soon, and it rocks!!!!

>>

>>All the best,
>>
>>Mike
>

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:25:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok...the email to your account bounced.

Send me an email at johnwaynefan at hotmail dot com, and I'll reply to it.

All the best!

Mike

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

>
>hi Dimitrios,
>
>Thank you for all your feedback and support! I sent you an email with build
>1.4 attached, but I think we've got some email issues for some reason between
>us.

>
>I just sent you a copy of 1.4 from my hotmail account. Let me know if this
>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron Allen
>pointed me in the direction of how to improve it, and deserves a lot of
>credit
>for this upgrade.

>
>All the best!

>
>Mike

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

>>
>>Dear Mike,
>>Thanks for what you are doing here for us !!!
>>You know that I donated for the amp some money.
>>I will add some more for the amp nd then for the reverb...or maybe once
>for
>>both when convinient...
>>Regarding the different amp versions I got confused with what is the best
>>!!
>>I tried to make some correstions s to be able to load all three changing
>>the name but what I succeeded with is that I have now three plugins under

>>the same name (could not effectively change that !) and although being
able
>>to audition all I don't know which is what !
>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can
be
>>inserted that way ?
>>This way I can try all and hear which sounds best to my ears...
>>Thanks again!
>>Dimitrios
>>
>>"Mike Audet" <mike@..> wrote:
>>>
>>>Hi All,
>>>
>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>working this morning. I forgot to implement a rather important control,
>>>but I don't expect it will be difficult to finish. I also have to make
>>the
>>>interface layout work a bit better.
>>>
>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if
>>it
>>>is an updated version of it. But, it sounds incredibly smooth, full,
and
>>>wide. Just listening to the outputs is awesome. It sounds beautiful
all
>>>by itself. To my ears, it is an improvement over the dp/4 hall, but that
>>>may be because of its 24 bit input and output, or because all the analog
>>>circuitry is bypassed.
>>>
>>>Anyway, it's coming soon, and it rocks!!!!
>>>
>>>All the best,
>>>
>>>Mike
>>
>

Subject: Re: Hall reverb almost done
Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear Mike,
I got your email with 1.4 amp thanks.
Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1 ?
I would like to try all three versions from the update where you have put
an input attenuator...

Thanks !
Dimitrios

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

>
>Ok...the email to your account bounced.
>
>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to it.
>
>All the best!
>
>Mike

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

>>
>>hi Dimitrios,
>>
>>Thank you for all your feedback and support! I sent you an email with
build
>>1.4 attached, but I think we've got some email issues for some reason between
>>us.

>>
>>I just sent you a copy of 1.4 from my hotmail account. Let me know if
this
>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron Allen
>>pointed me in the direction of how to improve it, and deserves a lot of
>credit
>>for this upgrade.

>>
>>All the best!

>>
>>Mike

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

>>>
>>>Dear Mike,
>>>Thanks for what you are doing here for us !!!
>>>You know that I donated for the amp some money.
>>>I will add some more for the amp nd then for the reverb...or maybe once
>>for
>>>both when convinient...
>>>Regarding the different amp versions I got confused with what is the best
>>>!!
>>>I tried to make some correstions s to be able to load all three changing
>>>the name but what I succeeded with is that I have now three plugins under
>>>the same name (could not effectively change that !) and although being
>able
>>>to audition all I don't know which is what !

>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can
>be
>>>inserted that way ?
>>>This way I can try all and hear which sounds best to my ears...
>>>Thanks again!
>>>Dimitrios
>>>
>>>"Mike Audet" <mike@..> wrote:
>>>>
>>>>Hi All,
>>>>
>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>working this morning. I forgot to implement a rather important control,
>>>>but I don't expect it will be difficult to finish. I also have to make
>>>>the
>>>>interface layout work a bit better.
>>>>
>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or
>if
>>>>it
>>>>is an updated version of it. But, it sounds incredibly smooth, full,
>and
>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>all
>>>>by itself. To my ears, it is an improvement over the dp/4 hall, but
>that
>>>>may be because of its 24 bit input and output, or because all the analog
>>>>circuitry is bypassed.
>>>>
>>>>Anyway, it's coming soon, and it rocks!!!!
>>>>
>>>>All the best,
>>>>
>>>>Mike
>>>
>>
>

Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:58:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, renaming the files is a bit of a job. The esp file has to be renamed, then several references to it, the gui has to be renamed and changed, etc., etc.

If you want to make 1.4 sound like one without the input attenuation, just

place a compressor before it and use the compressor output gain knob to smack the input on the amp. I much prefer the plugin the way it is.

I will have a killer reverb for you soon, though. :)

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

>

>Dear Mike,

>I got your email with 1.4 amp thanks.

>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1

?

>I would like to try all three versions from the update where you have put

>an input attenuator...

>Thanks !

>Dimitrios

>

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

>>

>>Ok...the email to your account bounced.

>>

>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to it.

>>

>>All the best!

>>

>>Mike

>>

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

>>>

>>>hi Dimitrios,

>>>

>>>Thank you for all your feedback and support! I sent you an email with

>build

>>>1.4 attached, but I think we've got some email issues for some reason between

>>>us.

>>>

>>>I just sent you a copy of 1.4 from my hotmail account. Let me know if >this

>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron Allen

>>>pointed me in the direction of how to improve it, and deserves a lot of >>credit

>>>for this upgrade.

>>>

>>>All the best!

>>>
>>>Mike
>>>
>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>
>>>>Dear Mike,
>>>>Thanks for what you are doing here for us !!!
>>>>You know that I donated for the amp some money.
>>>>I will add some more for the amp nd then for the reverb...or maybe once
>>>for
>>>>both when convinient...
>>>>Regarding the different amp versions I got confused with what is the
best
>>>>!!
>>>>I tried to make some correstions s to be able to load all three changing
>>>>the name but what I succeeded with is that I have now three plugins under
>>>>the same name (could not effectively change that !) and although being
>>able
>>>>to audition all I don't know which is what !
>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can
>>be
>>>>inserted that way ?
>>>>This way I can try all and hear which sounds best to my ears...
>>>>Thanks again!
>>>>Dimitrios
>>>>
>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>Hi All,
>>>>>
>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>working this morning. I forgot to implement a rather important control,
>>>>>but I don't expect it will be difficult to finish. I also have to make
>>>>>the
>>>>>interface layout work a bit better.
>>>>>
>>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or
>if
>>>>>it
>>>>>is an updated version of it. But, it sounds incredibly smooth, full,
>>and
>>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>>all
>>>>>by itself. To my ears, it is an improvement over the dp/4 hall, but
>that
>>>>>may be because of its 24 bit input and output, or because all the analog
>>>>>circuitry is bypassed.
>>>>>

Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 05:52:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're most welcome.

As mentioned, I left *owning* PARIS years back (and as mentioned am coming back). But I never left *using* it - I've been "house bassist" for many years for a tiny PARIS-based studio with a couple of JUNO nominations and a couple of decent-size acts behind it (Sweatshop Union and a remix for REM), and they always let me pretty much run my own sessions and edit my own tracks, so my rudimentary PARIS basics are fairly current.

However, it's on a Mac (as was my own rig) which ruled out a ton of developments, so I can't wait to get PARIS installed on a PC rig to explore more options, including your full range of plug-ins.

Shoot me your email privately if you have a sec.

- Kerry

In article <47f033fd\$1@linux>, "Mike Audet" <mike@..> wrote:

> Thanks so much, Kerry!
>
> Thank you also for working to keep PARIS alive. I look forward to reading
> your blog. Let me know if I can help at all.
>
> Cheers!
>
> Mike
>
> Kerry Galloway <kerrygalloway@telus.net> wrote:
> >I hope you don't mind, but I took the liberty of putting your site at
> >the top of the links at the blog, Mike.
> >
> >- Kerry
> >
> ><http://ensoniqparis.blogspot.com/>

Subject: Re: Hall reverb almost done

Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 06:00:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not having my rig yet, I'm not able to check this - are you porting presets too so the plugs start off with a library?

Or is this a really dumb question? It wouldn't be the first in my life.

- K

In article <47efc24d\$1@linux>, "Mike Audet" <mike@..> wrote:

> Hi All,
>
> I just thought I'd let you know that I got one of the two hall algorithms
> working this morning. I forgot to implement a rather important control,
> but I don't expect it will be difficult to finish. I also have to make the
> interface layout work a bit better.
>
> I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or if it
> is an updated version of it. But, it sounds incredibly smooth, full, and
> wide. Just listening to the outputs is awesome. It sounds beautiful all
> by itself. To my ears, it is an improvement over the dp/4 hall, but that
> may be because of its 24 bit input and output, or because all the analog
> circuitry is bypassed.
>
> Anyway, it's coming soon, and it rocks!!!!
>
> All the best,
>
> Mike

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Mon, 31 Mar 2008 13:43:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

the prompt on my computer says...
"the application failed to start because the stock .dll was not found.
reinstalling the application may fix this problem.

i tried adding the line that bill had said to and there was no change.
by the way all the other stock fx run fine.

On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:

>
>Actually, renaming the files is a bit of a job. The esp file has to be renamed,
>then several references to it, the gui has to be renamed and changed, etc.,
>etc.
>
>If you want to make 1.4 sound like one without the input attenuation, just
>place a compressor before it and use the compressor output gain knob to smack
>the input on the amp. I much prefer the plugin the way it is.

>
>I will have a killer reverb for you soon, though. :)
>
>
>
>"Dimitrios" <musurgio@otenet.gr> wrote:
>>
>>Dear Mike,
>>I got your email with 1.4 amp thanks.
>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>?
>>I would like to try all three versions from the update where you have put
>>an input attenuator...
>>Thanks !
>>Dimitrios
>>
>>"Mike Audet" <mike@..> wrote:
>>>
>>>Ok...the email to your account bounced.
>>>
>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to
>it.
>>>
>>>All the best!
>>>
>>>Mike
>>>
>>>"Mike Audet" <mike@..> wrote:
>>>>
>>>>hi Dimitrios,
>>>>
>>>>Thank you for all your feedback and support! I sent you an email with
>>build
>>>>1.4 attached, but I think we've got some email issues for some reason
>between
>>>>us.
>>>>
>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know if
>>this
>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>Allen
>>>>pointed me in the direction of how to improve it, and deserves a lot of
>>>credit
>>>>for this upgrade.
>>>>
>>>>All the best!
>>>>
>>>>Mike

>>>>
>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>
>>>>>Dear Mike,
>>>>>Thanks for what you are doing here for us !!!
>>>>>You know that I donated for the amp some money.
>>>>>I will add some more for the amp and then for the reverb...or maybe once
>>>>>for
>>>>>both when convenient...
>>>>>Regarding the different amp versions I got confused with what is the
>best
>>>>>!!
>>>>>I tried to make some corrections to be able to load all three changing
>>>>>the name but what I succeeded with is that I have now three plugins under
>>>>>the same name (could not effectively change that !) and although being
>>>>>able
>>>>>to audition all I don't know which is what !
>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they can
>>>>>be
>>>>>inserted that way ?
>>>>>This way I can try all and hear which sounds best to my ears...
>>>>>Thanks again!
>>>>>Dimitrios
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>Hi All,
>>>>>>>
>>>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>>>working this morning. I forgot to implement a rather important control,
>>>>>>>but I don't expect it will be difficult to finish. I also have to make
>>>>>>>the
>>>>>>>interface layout work a bit better.
>>>>>>>
>>>>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo, or
>>if
>>>>>>>it
>>>>>>>is an updated version of it. But, it sounds incredibly smooth, full,
>>>>>>>and
>>>>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>>>>>>>all
>>>>>>>by itself. To my ears, it is an improvement over the dp/4 hall, but
>>that
>>>>>>>may be because of its 24 bit input and output, or because all the analog
>>>>>>>circuitry is bypassed.
>>>>>>>
>>>>>>>Anyway, it's coming soon, and it rocks!!!!
>>>>>>>

All the best,

Mike

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_002B_01C8935A.0E62E100

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 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>I'm ready for a new sweeter Paris verb =
Mike.&nbsp;=20
Can't wait !</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</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" &lt;mike@..&gt; wrote in message <A=20
  =
href=3D"news:47efc24d$1@linux">news:47efc24d$1@linux</A>...</DIV><BR>Hi=20
  All,<BR><BR>I just thought I'd let you know that I got one of the two =
hall=20
  algorithms<BR>working this morning.&nbsp; I forgot to implement a =
rather=20
  important control,<BR>but I don't expect it will be difficult to =
finish.&nbsp;=20
  I also have to make the<BR>interface layout work a bit =
better.<BR><BR>I'm not=20
  sure if this is a simple esp2 port of the DP/4 Hall algo, or if =
it<BR>is an=20
  updated version of it.&nbsp; But, it sounds incredibly smooth, full,=20
  and<BR>wide.&nbsp; Just listening to the outputs is awesome.&nbsp; It =
sounds=20
  beautiful all<BR>by itself.&nbsp; To my ears, it is an improvement =
over the=20
  dp/4 hall, but that<BR>may be because of its 24 bit input and output, =
or=20
  because all the analog<BR>circuitry is bypassed.<BR><BR>Anyway, it's =
```


>if it
> is an updated version of it. But, it sounds incredibly smooth, full,
=
>and
> wide. Just listening to the outputs is awesome. It sounds beautiful
=
>all
> by itself. To my ears, it is an improvement over the dp/4 hall, but =
>that
> may be because of its 24 bit input and output, or because all the =
>analog
> circuitry is bypassed.
>
> Anyway, it's coming soon, and it rocks!!!!
>
> All the best,
>
> 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 6.00.2900.2180" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>I'm ready for a new sweeter Paris verb
=
>Mike. =20
>Can't wait !</DIV>
><DIV>Tom</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:47efc24d\$1@linux">news:47efc24d\$1@linux...</DIV>
Hi=20
> All,

I just thought I'd let you know that I got one of the two
=
>hall=20
> algorithms
working this morning. I forgot to implement a =
>rather=20
> important control,
but I don't expect it will be difficult to =

>finish. =20
> I also have to make the
interface layout work a bit =
>better.

I'm not=20
> sure if this is a simple esp2 port of the DP/4 Hall algo, or if =
>it
is an=20
> updated version of it. But, it sounds incredibly smooth, full,=20
> and
wide. Just listening to the outputs is awesome. It =
>sounds=20
> beautiful all
by itself. To my ears, it is an improvement =
>over the=20
> dp/4 hall, but that
may be because of its 24 bit input and output,
=
>or=20
> because all the analog
circuitry is bypassed.

Anyway, it's =
>coming=20
> soon, and it rocks!!!!

All the best,

Mike</BLOCKQUOTE>
><DIV>

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 </DIV></BODY></HTML>
>
>

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 00:38:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Rick,

This has to be a path issue. Be absolutely sure that the PARIS plugin folder is in your system path as described in my install document. This has to be it.

Good luck!

Mike

rick <parnell68@hotmail.com> wrote:
>the prompt on my computer says...
>"the application failed to start because the stock .dll was not found.
>reinstalling the application may fix this problem.
>
>i tried adding the line that bill had said to and there was no change.
>by the way all the other stock fx run fine.
>

>On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:
>
>>
>>Actually, renaming the files is a bit of a job. The esp file has to be
renamed,
>>then several references to it, the gui has to be renamed and changed, etc.,
>>etc.
>>
>>If you want to make 1.4 sound like one without the input attenuation, just
>>place a compressor before it and use the compressor output gain knob to
smack
>>the input on the amp. I much prefer the plugin the way it is.
>>
>>I will have a killer reverb for you soon, though. :)
>>
>>
>>
>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>Dear Mike,
>>>I got your email with 1.4 amp thanks.
>>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>>?
>>>I would like to try all three versions from the update where you have
put
>>>an input attenuator...
>>>Thanks !
>>>Dimitrios
>>>
>>>"Mike Audet" <mike@..> wrote:
>>>>
>>>>Ok...the email to your account bounced.
>>>>
>>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to
>>it.
>>>>
>>>>All the best!
>>>>
>>>>Mike
>>>>
>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>hi Dimitrios,
>>>>>
>>>>>Thank you for all your feedback and support! I sent you an email with
>>>build
>>>>>1.4 attached, but I think we've got some email issues for some reason
>>between

>>>>us.
>>>>
>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know
if
>>>this
>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>>Allen
>>>>pointed me in the direction of how to improve it, and deserves a lot
of
>>>>credit
>>>>for this upgrade.
>>>>
>>>>All the best!
>>>>
>>>>Mike
>>>>
>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>
>>>>>Dear Mike,
>>>>>Thanks for what you are doing here for us !!!
>>>>>You know that I donated for the amp some money.
>>>>>I will add some more for the amp nd then for the reverb...or maybe
once
>>>>for
>>>>>both when convinient...
>>>>>Regarding the different amp versions I got confused with what is the
>>best
>>>>>!!
>>>>>I tried to make some correstions s to be able to load all three changing
>>>>>the name but what I succeeded with is that I have now three plugins
under
>>>>>the same name (could not effectively change that !) and although being
>>>>able
>>>>>to audition all I don't know which is what !
>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they
can
>>>>be
>>>>>inserted that way ?
>>>>>This way I can try all and hear which sounds best to my ears...
>>>>>Thanks again!
>>>>>Dimitrios
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>Hi All,
>>>>>>
>>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>>working this morning. I forgot to implement a rather important control,

>>"the application failed to start because the stock .dll was not found.
>>reinstalling the application may fix this problem.
>>
>>i tried adding the line that bill had said to and there was no change.
>>by the way all the other stock fx run fine.
>>
>>On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:
>>
>>>
>>>Actually, renaming the files is a bit of a job. The esp file has to be
> renamed,
>>>then several references to it, the gui has to be renamed and changed,
>>>etc.,
>>>etc.
>>>
>>>If you want to make 1.4 sound like one without the input attenuation,
>>>just
>>>place a compressor before it and use the compressor output gain knob to
> smack
>>>the input on the amp. I much prefer the plugin the way it is.
>>>
>>>I will have a killer reverb for you soon, though. :)
>>>
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>Dear Mike,
>>>>I got your email with 1.4 amp thanks.
>>>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>>>>?
>>>>I would like to try all three versions from the update where you have
> put
>>>>an input attenuator...
>>>>Thanks !
>>>>Dimitrios
>>>>
>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>Ok...the email to your account bounced.
>>>>>
>>>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to
>>>>it.
>>>>>
>>>>>All the best!
>>>>>
>>>>>Mike
>>>>>

>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>hi Dimitrios,
>>>>>
>>>>>Thank you for all your feedback and support! I sent you an email with
>>>>build
>>>>>1.4 attached, but I think we've got some email issues for some reason
>>>between
>>>>>us.
>>>>>
>>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know
> if
>>>>this
>>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>>>Allen
>>>>>pointed me in the direction of how to improve it, and deserves a lot
> of
>>>>>credit
>>>>>for this upgrade.
>>>>>
>>>>>All the best!
>>>>>
>>>>>Mike
>>>>>
>>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>>
>>>>>>Dear Mike,
>>>>>>Thanks for what you are doing here for us !!!
>>>>>>You know that I donated for the amp some money.
>>>>>>I will add some more for the amp and then for the reverb...or maybe
> once
>>>>>>for
>>>>>>both when convenient...
>>>>>>Regarding the different amp versions I got confused with what is the
>>>best
>>>>>>!!
>>>>>>I tried to make some corrections to be able to load all three
>>>>>>changing
>>>>>>the name but what I succeeded with is that I have now three plugins
> under
>>>>>>the same name (could not effectively change that !) and although
>>>>>>being
>>>>>>able
>>>>>>to audition all I don't know which is what !
>>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they
> can
>>>>>>be
>>>>>>inserted that way ?

Posted by [rick](#) on Tue, 01 Apr 2008 08:51:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'll try again after my mri this morning. and just to be sure i'll post the previous line with the added line. i guess i don't get if the originals show up with the system32\ensoniq\plugins path yours don't.

On 1 Apr 2008 10:38:10 +1000, "Mike Audet" <mike@..> wrote:

>
>Hi Rick,
>
>This has to be a path issue. Be absolutely sure that the PARIS plugin folder
>is in your system path as described in my install document. This has to
>be it.
>
>Good luck!
>
>Mike
>
>
>rick <parnell68@hotmail.com> wrote:
>>the prompt on my computer says...
>>"the application failed to start because the stock .dll was not found.
>>reinstalling the application may fix this problem.
>>
>>i tried adding the line that bill had said to and there was no change.
>>by the way all the other stock fx run fine.
>>
>>On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:
>>
>>>
>>>Actually, renaming the files is a bit of a job. The esp file has to be
>>>renamed,
>>>then several references to it, the gui has to be renamed and changed, etc.,
>>>etc.
>>>
>>>If you want to make 1.4 sound like one without the input attenuation, just
>>>place a compressor before it and use the compressor output gain knob to
>>>smack
>>>the input on the amp. I much prefer the plugin the way it is.
>>>
>>>I will have a killer reverb for you soon, though. :)
>>>
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>

>>>>Dear Mike,
>>>>I got your email with 1.4 amp thanks.
>>>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>>>?
>>>>I would like to try all three versions from the update where you have
>put
>>>>an input attenuator...
>>>>Thanks !
>>>>Dimitrios
>>>>
>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>Ok...the email to your account bounced.
>>>>>
>>>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply to
>>>it.
>>>>>
>>>>>All the best!
>>>>>
>>>>>Mike
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>hi Dimitrios,
>>>>>>
>>>>>>Thank you for all your feedback and support! I sent you an email with
>>>>build
>>>>>>1.4 attached, but I think we've got some email issues for some reason
>>>between
>>>>>>us.
>>>>>>
>>>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know
>if
>>>>this
>>>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>>>Allen
>>>>>>pointed me in the direction of how to improve it, and deserves a lot
>of
>>>>>credit
>>>>>>for this upgrade.
>>>>>>
>>>>>>All the best!
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>>>
>>>>>>>Dear Mike,

>>>>>>Thanks for what you are doing here for us !!!
>>>>>>You know that I donated for the amp some money.
>>>>>>I will add some more for the amp and then for the reverb...or maybe
>once
>>>>>>for
>>>>>>both when convenient...
>>>>>>Regarding the different amp versions I got confused with what is the
>>>best
>>>>>>!!
>>>>>>I tried to make some corrections to be able to load all three changing
>>>>>>the name but what I succeeded with is that I have now three plugins
>under
>>>>>>the same name (could not effectively change that !) and although being
>>>>>able
>>>>>>to audition all I don't know which is what !
>>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they
>can
>>>>>be
>>>>>>inserted that way ?
>>>>>>This way I can try all and hear which sounds best to my ears...
>>>>>>Thanks again!
>>>>>>Dimitrios
>>>>>>
>>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>Hi All,
>>>>>>
>>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>>working this morning. I forgot to implement a rather important control,
>>>>>>but I don't expect it will be difficult to finish. I also have to
>make
>>>>>>the
>>>>>>interface layout work a bit better.
>>>>>>
>>>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo,
>or
>>>>if
>>>>>>it
>>>>>>is an updated version of it. But, it sounds incredibly smooth, full,
>>>>>and
>>>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>>>>>all
>>>>>>by itself. To my ears, it is an improvement over the dp/4 hall, but
>>>>that
>>>>>>may be because of its 24 bit input and output, or because all the
>analog
>>>>>>circuitry is bypassed.
>>>>>>>

>>
>>
>>rick <parnell68@hotmail.com> wrote:
>>>the prompt on my computer says...
>>>"the application failed to start because the stock .dll was not found.
>>>reinstalling the application may fix this problem.
>>>
>>>i tried adding the line that bill had said to and there was no change.
>>>by the way all the other stock fx run fine.
>>>
>>>On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@..> wrote:
>>>
>>>>
>>>>Actually, renaming the files is a bit of a job. The esp file has to
be
>>renamed,
>>>>then several references to it, the gui has to be renamed and changed,
etc.,
>>>>etc.
>>>>
>>>>If you want to make 1.4 sound like one without the input attenuation,
just
>>>>place a compressor before it and use the compressor output gain knob
to
>>smack
>>>>the input on the amp. I much prefer the plugin the way it is.
>>>>
>>>>I will have a killer reverb for you soon, though. :)
>>>>
>>>>
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>
>>>>>Dear Mike,
>>>>>I got your email with 1.4 amp thanks.
>>>>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>>>>>?
>>>>>I would like to try all three versions from the update where you have
>>put
>>>>>an input attenuator...
>>>>>Thanks !
>>>>>Dimitrios
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>
>>>>>>Ok...the email to your account bounced.
>>>>>>
>>>>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply

to
>>>>it.
>>>>>
>>>>>All the best!
>>>>>
>>>>>Mike
>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>>hi Dimitrios,
>>>>>>
>>>>>>Thank you for all your feedback and support! I sent you an email
with
>>>>>build
>>>>>>1.4 attached, but I think we've got some email issues for some reason
>>>>between
>>>>>>us.
>>>>>>
>>>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know
>>if
>>>>>this
>>>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>>>>Allen
>>>>>>pointed me in the direction of how to improve it, and deserves a lot
>>of
>>>>>>credit
>>>>>>for this upgrade.
>>>>>>
>>>>>>All the best!
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>>
>>>>>>>Dear Mike,
>>>>>>>Thanks for what you are doing here for us !!!
>>>>>>>You know that I donated for the amp some money.
>>>>>>>I will add some more for the amp nd then for the reverb...or maybe
>>once
>>>>>>>for
>>>>>>>>both when convinient...
>>>>>>>>Regarding the different amp versions I got confused with what is
the
>>>>best
>>>>>>>>!!
>>>>>>>>I tried to make some correstions s to be able to load all three changing
>>>>>>>>the name but what I succeeded with is that I have now three plugins
>>under

>>>>>>>the same name (could not effectively change that !) and although
being
>>>>>>>able
>>>>>>>to audition all I don't know which is what !
>>>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they
>>can
>>>>>>>be
>>>>>>>inserted that way ?
>>>>>>>This way I can try all and hear which sounds best to my ears...
>>>>>>>Thanks again!
>>>>>>>Dimitrios
>>>>>>>
>>>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>>
>>>>>>>Hi All,
>>>>>>>
>>>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>>>working this morning. I forgot to implement a rather important
control,
>>>>>>>but I don't expect it will be difficult to finish. I also have
to
>>make
>>>>>>>the
>>>>>>>interface layout work a bit better.
>>>>>>>
>>>>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo,
>>or
>>>>>>>if
>>>>>>>it
>>>>>>>is an updated version of it. But, it sounds incredibly smooth,
full,
>>>>>>>and
>>>>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>>>>>>>all
>>>>>>>by itself. To my ears, it is an improvement over the dp/4 hall,
but
>>>>>>>that
>>>>>>>may be because of its 24 bit input and output, or because all the
>>analog
>>>>>>>circuitry is bypassed.
>>>>>>>
>>>>>>>Anyway, it's coming soon, and it rocks!!!!
>>>>>>>
>>>>>>>All the best,
>>>>>>>
>>>>>>>Mike
>>>>>>>
>>>>>>>

>>>>>
>>>>>
>>>
>

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Tue, 01 Apr 2008 14:36:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

mike,

got it sussed out today. i deleted the entire previous entries and started from scratch...works fine now...thanks. can't wait for aunty m to pass so i can send you some more worthless american money for your plugs.

;o)

On 1 Apr 2008 20:34:31 +1000, "Mike Audet" <mike@..> wrote:

>
>Hi Rick,
>
>I can't be sure, but I think someone hard coded "system\ensoniq\plugins"
>into the code that loads additional plugins. I'm actually a bit curious
>if copying the entire Ensoniq folder into the system folder would solve this
>problem just as well as the path statement.
>
>Or, it could have nothing to do with that. But, the path trick works.
>
>Good luck!
>
>Mike
>
>rick <parnell68@hotmail.com> wrote:
>>i'll try again after my mri this morning. and just to be sure i'll
>>post the previous line with the added line. i guess i don't get if
>>the originals show up with the system32\ensoniq\plugins path yours
>>don't.
>>
>>On 1 Apr 2008 10:38:10 +1000, "Mike Audet" <mike@..> wrote:
>>
>>>
>>>Hi Rick,
>>>
>>>This has to be a path issue. Be absolutely sure that the PARIS plugin
>folder

>>>is in your system path as described in my install document. This has to
>>>be it.
>>>
>>>Good luck!
>>>
>>>Mike
>>>
>>>
>>>rick <parnell68@hotmail.com> wrote:
>>>>the prompt on my computer says...
>>>>"the application failed to start because the stock .dll was not found.
>>>>reinstalling the application may fix this problem.
>>>>
>>>>i tried adding the line that bill had said to and there was no change.
>>>>by the way all the other stock fx run fine.
>>>>
>>>>On 31 Mar 2008 08:58:25 +1000, "Mike Audet" <mike@...> wrote:
>>>>
>>>>>
>>>>>Actually, renaming the files is a bit of a job. The esp file has to
>be
>>>renamed,
>>>>>then several references to it, the gui has to be renamed and changed,
>etc.,
>>>>>etc.
>>>>>
>>>>>If you want to make 1.4 sound like one without the input attenuation,
>just
>>>>>place a compressor before it and use the compressor output gain knob
>to
>>>smack
>>>>>the input on the amp. I much prefer the plugin the way it is.
>>>>>
>>>>>I will have a killer reverb for you soon, though. :)
>>>>>
>>>>>
>>>>>
>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>
>>>>>>Dear Mike,
>>>>>>I got your email with 1.4 amp thanks.
>>>>>>Can you please rename this as Amp3, version 1.3 as Amp2 and 1.2 as amp1
>>>>>?
>>>>>>I would like to try all three versions from the update where you have
>>>put
>>>>>>an input attenuator...
>>>>>>Thanks !
>>>>>>Dimitrios

>>>>>
>>>>>"Mike Audet" <mike@..> wrote:
>>>>>
>>>>>>Ok...the email to your account bounced.
>>>>>>
>>>>>>Send me an email at johnwaynefan at hotmail dot com, and I'll reply
>to
>>>>>it.
>>>>>>
>>>>>>All the best!
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>>
>>>>>>>hi Dimitrios,
>>>>>>>
>>>>>>>Thank you for all your feedback and support! I sent you an email
>with
>>>>>>>build
>>>>>>>>1.4 attached, but I think we've got some email issues for some reason
>>>>>>>between
>>>>>>>>us.
>>>>>>>>
>>>>>>>>I just sent you a copy of 1.4 from my hotmail account. Let me know
>>>>>>>>if
>>>>>>>>this
>>>>>>>>>doesn't arrive. 1.4 includes a much better cabinet simulator. Aaron
>>>>>>>>>Allen
>>>>>>>>>>pointed me in the direction of how to improve it, and deserves a lot
>>>>>>>>>>of
>>>>>>>>>>credit
>>>>>>>>>>>for this upgrade.
>>>>>>>>>>>
>>>>>>>>>>>All the best!
>>>>>>>>>>>
>>>>>>>>>>>Mike
>>>>>>>>>>>
>>>>>>>>>>>>"Dimitrios" <usurgio@otenet.gr> wrote:
>>>>>>>>>>>>
>>>>>>>>>>>>>Dear Mike,
>>>>>>>>>>>>>>Thanks for what you are doing here for us !!!
>>>>>>>>>>>>>>>You know that I donated for the amp some money.
>>>>>>>>>>>>>>>>I will add some more for the amp nd then for the reverb...or maybe
>>>>>>>>>>>>>>>>once
>>>>>>>>>>>>>>>>for
>>>>>>>>>>>>>>>>>both when convinient...
>>>>>>>>>>>>>>>>>>Regarding the different amp versions I got confused with what is

>the
>>>>best
>>>>>>>!!
>>>>>>>I tried to make some corrections to be able to load all three changing
>>>>>>>the name but what I succeeded with is that I have now three plugins
>>>under
>>>>>>>the same name (could not effectively change that !) and although
>being
>>>>>>>able
>>>>>>>to audition all I don't know which is what !
>>>>>>>Can you please rename the amps as Amp1, Amp2 and Amp3 so that they
>>>can
>>>>>>>be
>>>>>>>inserted that way ?
>>>>>>>This way I can try all and hear which sounds best to my ears...
>>>>>>>Thanks again!
>>>>>>>Dimitrios
>>>>>>>
>>>>>>>"Mike Audet" <mike@..> wrote:
>>>>>>>
>>>>>>>Hi All,
>>>>>>>
>>>>>>>I just thought I'd let you know that I got one of the two hall algorithms
>>>>>>>working this morning. I forgot to implement a rather important
>control,
>>>>>>>but I don't expect it will be difficult to finish. I also have
>to
>>>make
>>>>>>>the
>>>>>>>interface layout work a bit better.
>>>>>>>
>>>>>>>I'm not sure if this is a simple esp2 port of the DP/4 Hall algo,
>>>or
>>>>>>>if
>>>>>>>it
>>>>>>>is an updated version of it. But, it sounds incredibly smooth,
>full,
>>>>>>>and
>>>>>>>wide. Just listening to the outputs is awesome. It sounds beautiful
>>>>>>>all
>>>>>>>by itself. To my ears, it is an improvement over the dp/4 hall,
>but
>>>>>>>that
>>>>>>>may be because of its 24 bit input and output, or because all the
>>>analog
>>>>>>>circuitry is bypassed.
>>>>>>>
>>>>>>>Anyway, it's coming soon, and it rocks!!!!

