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Subject: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Mike Audet](#) on Thu, 15 Nov 2007 23:32:01 GMT  
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---

Hi All,

I'm am very proud to announce the release of the Big Reverb!

The "Big Reverb" was an unfinished algorithm that had been commented out of the original PARIS stock effects source code. It includes 32 (!) configurable early reflections, 8 configurable diffusion times, and 12 configurable reverb resonance times. This reverb is one of a kind and sounds awesome!

This is not the reverb created by Matt Craig, but a completely different algorithm.

As always, you can download it at [www.ensoniq.ca](http://www.ensoniq.ca).

If you find this plugin useful, please shoot me some cash. I'm broke as hell.

All the best!

Mike

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [dc\[3\]](#) on Thu, 15 Nov 2007 23:40:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool! Please tell me there is a Mac version.

DC

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

>

>Hi All,

>

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>

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>hell.  
>  
>All the best!  
>  
>Mike

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Mike Audet](#) on Thu, 15 Nov 2007 23:47:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi DC,

No mac version yet. But, as soon as Chuck is able to send the development  
Mac, I'll compile the whole set and post them.

Sorry.

Mike

"DC" <[dc@spammersinhell.com](mailto:dc@spammersinhell.com)> wrote:

>  
>Cool! Please tell me there is a Mac version.

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>DC

>  
>  
>"Mike Audet" <[mike@...](mailto:mike@...)> wrote:

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>>All the best!  
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>>Mike  
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---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Michael Kraynak](#) on Fri, 16 Nov 2007 01:05:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mike,

I will certainly be interested in investing in anything developed for the  
Mac / PARIS community.

Thanks.

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

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>Hi DC,  
>  
>No mac version yet. But, as soon as Chuck is able to send the development  
>Mac, I'll compile the whole set and post them.  
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>Mike

>"DC" <dc@spammersinhell.com> wrote:

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

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>>>hell.  
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>>>All the best!  
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>>>Mike  
>>  
>

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [excelav](#) on Fri, 16 Nov 2007 01:42:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wow Mike, you rock! What's the word on Mac versions? By the way, BT said there was a problem with the Mac version of the Paris compressor.

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

>  
>Hi All,  
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>  
>All the best!  
>

>Mike

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [dc\[3\]](#) on Fri, 16 Nov 2007 03:21:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good. I'll get it and I will contribute.

thanks

DC

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

>

>Hi DC,

>

>No mac version yet. But, as soon as Chuck is able to send the development

>Mac, I'll compile the whole set and post them.

>

>Sorry.

>

>Mike

>

>"DC" <dc@spammersinhell.com> wrote:

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>>Cool! Please tell me there is a Mac version.

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>>

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

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>

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Neil](#) on Fri, 16 Nov 2007 04:11:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

>If you find this plugin useful, please shoot me some cash.  
>I'm broke as hell.

If I throw you a couple hundred bucks, will you FINALLY work on  
getting these things ported to VST??? lol

Neil

---

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Tom Bruhl](#) on Fri, 16 Nov 2007 08:42:53 GMT  
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---

This is a multi-part message in MIME format.

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

The Big Reverb is happening. It is a little dsp hungry but that's  
to be expected. I dabbled with it on snare in a rock tune and  
it came up with the stuff. =20

I will need to study it a bit more to understand where some of the=20  
ringing is generated from. The density is quite nice. I hope that  
Mike can add 1-3 controls to globally control all 16 parameters as one.  
That would make sense to me and make it more easily editable.

Either way it is well worth a few bucks to add to your library of plugs.

Tom

"Mike Audet" <mike@...> wrote in message news:473cc8e1\$1@linux...

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as  
hell.

All the best!

Mike

I choose Polesoft Lockspam to fight spam, and you?

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

-----=\_NextPart\_000\_00D4\_01C82802.C4F42780

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</HEAD>
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-----=\_NextPart\_000\_00D4\_01C82802.C4F42780--

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**Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\***  
Posted by [mike audet\[1\]](#) on Fri, 16 Nov 2007 12:14:15 GMT  
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---

Hi Tom,

I found that taking the early reflections out of the reverb by setting the ersend to zero helps get rid of the ring. A bit of the ring actually sounds nice on acoustic guitar, which is what I was testing it on.

As for the controls, the various size controls scale the 40 or so controls on page 2.

Hope that helps!

Mike

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

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>  
>

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Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [chuck duffy](#) on Fri, 16 Nov 2007 15:00:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The ringing would be coming from the resonators. I would start adjusting there.  
This is also a plug we should share presets on once we get em down:-)

Chuck

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

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```

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Tom Bruhl](#) on Fri, 16 Nov 2007 15:48:40 GMT  
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This is a multi-part message in MIME format.

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Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Thanks guys. I should have used my eyes and not my ears when checking this plug out!

Go figure.

Tom

"chuck duffy" <c@c.com> wrote in message news:473da274\$1@linux...

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```

=3D
>reverb
> resonance times. This reverb is one of a kind and sounds awesome!
>
> This is not the reverb created by Matt Craig, but a completely =3D
>different
> algorithm. =3D20
>
> As always, you can download it at www.ensoniq.ca.
>
> If you find this plugin useful, please shoot me some cash. I'm =
broke
=3D
>as
> hell.
>
> All the best!
>
> Mike
>
>
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html =20
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV>
><DIV><FONT face=3D3DArial size=3D3D2>The Big Reverb is happening. It =
=3D
>is a little=3D20
>dsp hungry but that's</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>to be expected. I dabbled with =
it =3D
>on snare in=3D20
>a rock tune and</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>it came up with the stuff. =3D
></FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I will need to study it a bit =
more to =3D
></FONT><FONT=3D20
>face=3D3DArial size=3D3D2>understand where some of the </FONT></DIV>

```



><DIV><FONT face=3D3DArial size=3D3D2>ringing is generated from. The =  
=3D  
>density is=3D20  
>quite nice. I hope that</FONT></DIV>  
><DIV><FONT face=3D3DArial size=3D3D2>Mike can add 1-3 controls to =3D  
>globally control=3D20  
>all 16 parameters as one.</FONT></DIV>  
><DIV><FONT face=3D3DArial size=3D3D2>That would make sense to me and =  
make it  
=3D  
>more easily=3D20  
>editable.</FONT></DIV>  
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
><DIV><FONT face=3D3DArial size=3D3D2>Either way it is well worth a =  
few bucks  
=3D  
>to add to=3D20  
>your library of plugs.</FONT></DIV>  
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>  
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV></DIV>  
><BLOCKQUOTE=3D20  
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
=3D  
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> <DIV>"Mike Audet" <mike@...> wrote in message <A=3D20  
> =3D  
=3D  
>href=3D3D"news:473cc8e1\$1@linux">news:473cc8e1\$1@linux</A>...</DIV><BR>H=  
i=3D20  
> All,<BR><BR>I'm am very proud to announce the release of the =  
Big=3D20  
> Reverb!<BR><BR>The "Big Reverb" was an unfinished algorithm that =  
had =3D  
>been=3D20  
> commented out<BR>of the original PARIS stock effects source =3D  
>code. It=3D20  
> includes 32 (!) configurable<BR>early reflections, 8 configurable =  
=3D  
>diffusion=3D20  
> times, and 12 configurable reverb<BR>resonance times. This =3D  
>reverb is one=3D20  
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by  
=3D  
>Matt=3D20  
> Craig, but a completely different<BR>algorithm. <BR><BR>As =3D  
>always, you=3D20  
> can download it at <A=3D20

```
> href="http://www.ensoniq.ca/">www.ensoniq.ca</A>.<BR><BR>If you =
find
=
>this
> plugin useful, please shoot me some cash. I'm broke
> as<BR>hell.<BR><BR>All the best!<BR><BR>Mike</BLOCKQUOTE>
><DIV><FONT size="2"><BR><BR>I choose Polesoft Lockspam to fight =
spam, =
>and
>you?<BR><A=
=
>href="http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=
>.html</A> </FONT></DIV></BODY></HTML>
>
>
```

-----=\_NextPart\_000\_0101\_01C8283E.3FF540A0

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="Content-Type" content="text/html"; =
charset="iso-8859-1">
```

```
<META content="MSHTML 6.00.2800.1400" name="GENERATOR">
```

```
<STYLE></STYLE>
```

```
</HEAD>
```

```
<BODY bgColor="#ffffff">
```

```
<DIV><FONT face="Arial" size="2">Thanks guys.&nbsp; I should have used =
my eyes and=
```

```
not my ears when checking</FONT></DIV>
```

```
<DIV><FONT face="Arial" size="2">this plug out!</FONT></DIV>
```

```
<DIV><FONT face="Arial" size="2"></FONT>&nbsp;</DIV>
```

```
<DIV><FONT face="Arial" size="2">Go figure.</FONT></DIV>
```

```
<DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
```

```
<DIV>&nbsp;</DIV>
```

```
<BLOCKQUOTE=
```

```
style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
```

```
<DIV>"chuck duffy" &lt;<A href="mailto:c@c.com">c@c.com</A>&gt; =
wrote in=
```

```
message <A=
```

```
=
```

```
href="news:473da274$1@linux">news:473da274$1@linux</A>...</DIV><BR>The =
ringing=
```

```
would be coming from the resonators. I would start adjusting =
```

there.<BR>This is=20  
also a plug we should share presets on once we get em=20  
down:-)<BR><BR>Chuck<BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;The Big Reverb is happening.&nbsp; It is =  
a=20  
little dsp hungry but that's<BR>&gt;to be expected.&nbsp; I dabbled =  
with it on=20  
snare in a rock tune and<BR>&gt;it came up with the stuff.=20  
=3D20<BR>&gt;<BR>&gt;I will need to study it a bit more to understand =  
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of the=3D20<BR>&gt;ringing is generated from.&nbsp; The density is =  
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all 16 parameters as one.<BR>&gt;That would make sense to me and make =  
it more=20  
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bucks to add=20  
to your library of plugs.<BR>&gt;Tom<BR>&gt;<BR>&gt;&nbsp; "Mike =  
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&lt;mike@...&gt; wrote in message <A=20  
=  
href=3D"news:473cc8e1\$1 @linux">news:473cc8e1\$1 @linux</A>...<BR>&gt;<BR>&g=  
t;&nbsp;=20  
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algorithm=20  
that had been commented =3D<BR>&gt;out<BR>&gt;&nbsp; of the original =  
PARIS stock=20  
effects source code.&nbsp; It includes 32 (!)=20  
=3D<BR>&gt;configurable<BR>&gt;&nbsp; early reflections, 8 =  
configurable=20  
diffusion times, and 12 =  
configurable<BR>=3D<BR>&gt;reverb<BR>&gt;&nbsp;=20  
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Craig,=20  
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=3D20<BR>&gt;<BR>&gt;&nbsp; As always, you can download it at <A=20  
=  
href=3D"http://www.ensoniq.ca">www.ensoniq.ca</A>.<BR>&gt;<BR>&gt;&nbsp; =  
If you=20  
find this plugin useful, please shoot me some cash.&nbsp; I'm=20  
broke<BR>=3D<BR>&gt;as<BR>&gt;&nbsp; hell.<BR>&gt;<BR>&gt;&nbsp; All =  
the=20  
best!<BR>&gt;<BR>&gt;&nbsp; Mike<BR>&gt;<BR>&gt;<BR>&gt;I choose =





best!  
Mike  
BLOCKQUOTE  
FO=NT=20  
size=3D3D2  
I choose Polesoft Lockspam to fight =spam,=20  
=  
=3D  
&and=3D20  
&you?  
&A=3D20  
&href=3D3D"  
<A=20  
=  
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
'>http://www.polesoft.com/refer.html"&http://www.polesoft.com/refer</A=  
>=3D  
&.&html  
&/A  
=  
&/FONT  
&/DIV  
&/BODY  
&t;&/HTML  
<BR>  
<BR>  
<BR>  
BLOCKQUOTE></BODY></HTML>

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Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [emarenot](#) on Sat, 17 Nov 2007 01:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mike

Thank you.

MR

"Mike Audet" <mike@...> wrote in message news:473cc8e1\$1@linux...

>

> Hi All,

>

> I'm am very proud to announce the release of the Big Reverb!

>

> The "Big Reverb" was an unfinished algorithm that had been commented out  
> of the original PARIS stock effects source code. It includes 32 (!)  
configurable

> early reflections, 8 configurable diffusion times, and 12 configurable  
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> resonance times. This reverb is one of a kind and sounds awesome!

>

> This is not the reverb created by Matt Craig, but a completely different  
> algorithm.

>

> As always, you can download it at [www.ensoniq.ca](http://www.ensoniq.ca).

>

> If you find this plugin useful, please shoot me some cash. I'm broke as  
> hell.

>

> All the best!

>

> Mike

---

Subject: Re: \*\*\*\*\*Big Reverb Released\*\*\*\*\*  
Posted by [Mike Audet](#) on Sat, 17 Nov 2007 13:23:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Mike,

Were you able to sort out the plugin loading problem your system was having?

Hope all is well,

Mike

"Mike R." <emarenot@yahoo.com> wrote:

>Mike

>Thank you.

>MR

>"Mike Audet" <mike@...> wrote in message news:473cc8e1\$1@linux...

>>

>> Hi All,

>>

>> I'm am very proud to announce the release of the Big Reverb!

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>> The "Big Reverb" was an unfinished algorithm that had been commented out

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>> If you find this plugin useful, please shoot me some cash. I'm broke

as

>> hell.

>>

>> All the best!

>>

>> Mike

>

>

---