Subject: Senderella source code ...project
Posted by drfrankencopter on Sat, 20 Mar 2010 01:17:28 GMT
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Not sure how many C/C++ coders there are here, but I've posted the Senderella source here:
http://web.ncf.ca/fk824/paris/senderella.cpp

I've marked up the source code to the best of my current understanding, but if there's any other Parisians that could have a look and possibly answer some of the questions I've raised in the comments, that would be great.

I've been PM'ing ModuLR (the original developer) regarding this code, but don't want to keep pestering him as he's moved on.

I'm looking to make this plug-in more Paris friendly, have the same pan law, support mono send to stereo receive, and maybe more.

Any help would be more than welcome...

Cheers

Kris

Subject: Re: Senderella source code ...project
Posted by mani1147 on Sun, 21 Mar 2010 17:51:24 GMT
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Hi Kris, I don't know much about code but just wanted to show my support for the project. If you need to beta test anything, I have a 3 card, 2 Mec, 3 c16 sys.

Good luck
Rob_A

Subject: Re: Senderella source code ...project
Posted by drfrankencopter on Sun, 21 Mar 2010 18:02:07 GMT
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This will be a perennially 'beta' project. I'm not going to sell the result, just give back to the paris community.

I've had some success with MS Visual studio's debugger mode, coupled with Reaper. I am making some headway on this project. I've also now figured out Paris' pan-law to within a percent or so.

My next step is to find a way to do remote debugging on my Paris rig (which doesn't have MS

Visual studio installed on it). If I can do this, then I will also gain some further insight into how Paris' VST implementation works.

Cheers

Kris