Subject: Hi Chuck..about the reverb....
Posted by mike audet[1] on Thu, 08 Nov 2007 12:49:47 GMT

It's being more trouble than I thought. It turns out I had missed one of
the 40+ parameters when I did my interface, and now that I've added it in,
the thing doesn't want to load anymore.

I take back what I said about Matt's reverb. I think his prowess may be
necessary.

Cheers!

Mike

Subject: Re: Hi Chuck..about the reverb....
Posted by chuck duffy on Thu, 08 Nov 2007 12:54:46 GMT

Mike,

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nasty bugs and bluescreened and stuff for a long time. It was stable in the
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>necessary.
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>Cheers!
>
>Mike

Subject: Re: Hi Chuck..about the reverb....
Posted by Dimitrios on Thu, 08 Nov 2007 17:53:18 GMT

Great Chuck !!
And if he comes back we will donate for that !!
We are all waiting for this reverb release !
Regards,
Dimitrios

"chuck duffy" <c@c.com> wrote:
>
>Mike,
>
>I was gonna tell you that he worked on it for almost a year, it had major
>nasty bugs and bluescreened and stuff for a long time. It was stable in
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Subject: Re: Hi Chuck..about the reverb....
Posted by Mike Audet on Thu, 08 Nov 2007 23:48:27 GMT
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Hi Chuck,

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Let me know if you have any tips for the radio button/ multi page difficulty I find myself in.

For what it's worth, the crashes seem to have been from a faulty indexing scheme.

All the best!

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Subject: Re: Hi Chuck..about the reverb....
Posted by Kim on Fri, 09 Nov 2007 00:32:51 GMT

"Mike Audet" <mike@...> wrote:
>
>My god does it sound nice.

Shut up! ;o)

>
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The verbs matt did definitely have the modulation.

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Subject: Re: Hi Chuck..about the reverb....
Posted by Mike Audet on Fri, 09 Nov 2007 03:07:47 GMT
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The world is a better place than I ever imagined. :)

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All the best,

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Posted by chuck duffy on Fri, 09 Nov 2007 03:30:46 GMT
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Subject: Re: Hi Chuck..about the reverb....
Posted by chuck duffy on Fri, 09 Nov 2007 03:49:15 GMT
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OK I posted all the E2 source for the cobra at

http://www.greatidea.com/downloads/source/e2.zip

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Posted by Mike Audet on Fri, 09 Nov 2007 04:32:06 GMT

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Thanks so much!!!!!!

Mike

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Wasn't that an album by Sinead O'Connor?

:)

Subject: Re: Hi Chuck..about the reverb....
Posted by chuck duffy on Fri, 09 Nov 2007 12:49:47 GMT

Cobra was the code name for the DP/Pro. I forget what hornet was.

Chuck
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>>>>>
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>>
>

This is a multi-part message in MIME format.

------=_NextPart_000_0064_01C822EC.1FD15D60
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Mike,
I can not wait. ! ! ! =20

I am loving having a 4 band eq in the aux bus now. Nice for the reverbs =
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I hope you have time to use your own effects?!
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  "Mike Audet" <mike@....> wrote in message news:4734c21e$1@linux...

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

>>>>>
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>>
>

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0064_01C822EC.1FD15D60
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 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I can not wait. ! ! ! =
</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
band eq in the aux=20
bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
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<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>I hope you have time to use your own=20
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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV> </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:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV>
Than=
ks so=20
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Cheers!

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  href=3D"mailto:c@c.com">c@c.com</A>> wrote:
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<DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
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href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BODY ></HTML>

------=_NextPart_000_0064_01C822EC.1FD15D60--

Subject: Re: Hi Chuck..about the reverb....
Posted by mike audet[1] on Fri, 09 Nov 2007 21:25:02 GMT
View Forum Message <> Reply to Message

Thanks so much, Chuck!!

I'll finish up the big reverb. It sounds really, really good in its own
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>

Subject: Re: Hi Chuck..about the reverb....
Posted by mike audet[1] on Fri, 09 Nov 2007 23:16:42 GMT
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Hi Tom,

It's great to hear that the EQ is getting used and making a difference. :)

I was thinking of eventually doing a 2 band version just to use fewer resources
if 2 bands are all that's needed. Mind you, now that Chuck has posted all
the DP/Pro effects, I've got a much longer road map to work through!

The reverb sounds really nice. It just blends in with the direct sound exceptionally
well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen - not
so good. I'm going to rewrite the GUI so that one knob controls which of
the 32 early reflections you are trying to edit, and a second controls that
reflection's settings so that 32 knobs can be cut back to 2 or 3.

It will probably be done by the end of next weekend.

Glad to hear your PC issues are behind you!

All the best,

Mike

"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Mike,
>I can not wait. ! ! ! =20
>
>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
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> >>>figure
> >>>>>>>>it might be ok to go ahead and let it out.
> >>>>>>>>
> >>>>>>>>Chuck
> >>>>>>>>"Mike Audet" <mike@....> wrote:
> >>>>>>>>>
> >>>>>>>>>It's  being more trouble than I thought.  It turns out I had
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> >>>>>>>>>
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> >>>>>>>>>
> >>>>>>>>>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 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>I can not wait. ! ! ! =
></FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>band eq in the aux=20
>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>for=20
>sure.</FONT></DIV>
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>effects?!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV> </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:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV>
Than=
>ks so=20
> much, Chuck!!

I'll finish up the big reverb. It sounds =
>really,=20
> really good in its own
right. I have a plan for simplifying =
>the=20
> interface. As soon as I get that
done, I'll release it, and =
>move on=20
> to the next project.

Those e2 files are going to keep me =
>busy=20
> for a long time. :)

Cheers!

Mike

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> href=3D"mailto:c@c.com">c@c.com</A>> wrote:
>
>Cobra =
>was the code=20
> name for the DP/Pro. I forget what hornet=20
> was.
>
>Chuck
>"Mike Audet" <mike@...>=20
> wrote:
>>
>>Chuck! You 'da=20

> man!!!!!!
>>
>>Last question for the day. What =
>are the=20
> cobra and the hornet?
>>
>>Thanks so=20
> much!!!!!!
>>
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>duffy"=20
> <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
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> cobra at=20
> =
>
>>>
>>>>http://www.greatidea.com/downloads/source=
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>>>>>>with the =
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>>>>>>
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>BR>>>>>>>
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>
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>Chuck,
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>>>>>>>I=20
> managed to get an afternoon off, and I got the reverb=20
> =
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>>>>>>>U=
>nfortunately,=20
> my GUI is horrible and I have no presets. I=20
> couldn't
>>>>find
>>>>>>>a way to =
>get=20
> multiple pages working with the radio button on a=20
> =
>standard
>>>>>>layout
>>>>>>>=
>;page. =20
> If you've got any tips, I would really appreciate your=20
> =
>help.
>>>:)
>>>>>>>>
>>>>>&g=
>t;>>As=20
> for the DP Pro, as far as I can tell from the manual, the=20
> =
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Verb"
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>>>>>&g=
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>
>>>>>>>>
>>>>>>>Let me =
>know if=20
> you have any tips for the radio button/ multi=20

> page
difficulty
>>>>>>>I find myself=20
> in.
>>>>>>
>>>>>>For =
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> it's worth, the crashes seem to have been from a faulty=20
> =
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>
>

Subject: Wasn't there some no limit type thing named chocolate
Posted by Rich[3] on Fri, 09 Nov 2007 23:31:32 GMT

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If I remember right there was a project to update no limit that was stated
named chocolate or something like that. What ever happend to that one??

"Mike Audet" <mike@....> wrote:
>
>Hi Tom,
>
>It's great to hear that the EQ is getting used and making a difference.
:)
>
>I was thinking of eventually doing a 2 band version just to use fewer resources
>if 2 bands are all that's needed. Mind you, now that Chuck has posted all
>the DP/Pro effects, I've got a much longer road map to work through!
>
>The reverb sounds really nice. It just blends in with the direct sound
exceptionally
>well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen -
not

>so good. I'm going to rewrite the GUI so that one knob controls which of
>the 32 early reflections you are trying to edit, and a second controls that
>reflection's settings so that 32 knobs can be cut back to 2 or 3.
>
>It will probably be done by the end of next weekend.
>
>Glad to hear your PC issues are behind you!
>
>All the best,
>
>Mike
>
>
>
>
>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>
>>
>>Mike,
>>I can not wait. ! ! ! =20
>>
>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
>=
>>for sure.
>>
>>I hope you have time to use your own effects?!
>>Tom
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>>
>> "Mike Audet" <mike@....> wrote in message news:4734c21e$1@linux...
>>
>> Thanks so much, Chuck!!
>>
>> I'll finish up the big reverb. It sounds really, really good in its
=
>>own
>> right. I have a plan for simplifying the interface. As soon as I get
>=
>>that
>> done, I'll release it, and move on to the next project. =20
>>
>> Those e2 files are going to keep me busy for a long time. :)
>>
>> Cheers!
>>
>> Mike
>>
>> "chuck duffy" <c@c.com> wrote:

>> >
>> >Cobra was the code name for the DP/Pro. I forget what hornet was.
>> >
>> >Chuck
>> >"Mike Audet" <mike@...> wrote:
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>> >>Chuck! You 'da man!!!!!!
>> >>
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>> >>
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>> >>"chuck duffy" <c@c.com> wrote:
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>> >>>>>Is there any way I could get any of the additional DP/PRO source?
>> >>>>>
>> >>>>>All the best,
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>>added<BR>>>>>it<BR>>>>>>>>in,<BR>>>>=
>>;>>>>>>>the=20
>> thing doesn't want to load anymore. =20
>> =
>><BR>>>>>>>>>><BR>>>>>>>>&=
>>gt;>I=20
>> take back what I said about Matt's reverb.  I think his=20
>> =
>>prowess<BR>>>>may<BR>>>>>>>be<BR>>>>>&=
>>gt;>>>necessary.<BR>>>>>>>>>>><BR>=
>>>>>>>>>>>Cheers!<BR>>>>>>>&g=
```

>>t;>>
>>>>>>>>>Mike
>>>>=
>>;>>>>
>>>>>>>
>>>>>=
>>>
>>>>>
>>>>
>>>
>&=
>>gt;
>
</BLOCKQUOTE>
>><DIV><FONT size=3D2>

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</A> </FONT></DIV></BODY></HTML>
>>
>>
>

Subject: Re: Wasn't there some no limit type thing named chocolate
Posted by Rod Lincoln on Sat, 10 Nov 2007 00:45:13 GMT

Yeah, I think it was called "sexual chocolate". Hey chuck, what ever happend
to that?
Rod
"rich" <studiodog_99@yahoo.com> wrote:
>
>If I remember right there was a project to update no limit that was stated
>named chocolate or something like that. What ever happend to that one??
>
>
>
>"Mike Audet" <mike@....> wrote:
>>
>>Hi Tom,
>>
>>It's great to hear that the EQ is getting used and making a difference.
>:)
>>
>>I was thinking of eventually doing a 2 band version just to use fewer resources
>>if 2 bands are all that's needed. Mind you, now that Chuck has posted
all
>>the DP/Pro effects, I've got a much longer road map to work through!
>>
>>The reverb sounds really nice. It just blends in with the direct sound
>exceptionally
>>well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen -
>not
>>so good. I'm going to rewrite the GUI so that one knob controls which
of
>>the 32 early reflections you are trying to edit, and a second controls
that

>>reflection's settings so that 32 knobs can be cut back to 2 or 3.
>>
>>It will probably be done by the end of next weekend.
>>
>>Glad to hear your PC issues are behind you!
>>
>>All the best,
>>
>>Mike
>>
>>
>>
>>
>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>
>>>
>>>Mike,
>>>I can not wait. ! ! ! =20
>>>
>>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
>>=
>>>for sure.
>>>
>>>I hope you have time to use your own effects?!
>>>Tom
>>>
>>>
>>> "Mike Audet" <mike@....> wrote in message news:4734c21e$1@linux...
>>>
>>> Thanks so much, Chuck!!
>>>
>>> I'll finish up the big reverb. It sounds really, really good in its
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>>> right. I have a plan for simplifying the interface. As soon as I get
>>=
>>>that
>>> done, I'll release it, and move on to the next project. =20
>>>
>>> Those e2 files are going to keep me busy for a long time. :)
>>>
>>> Cheers!
>>>
>>> Mike
>>>
>>> "chuck duffy" <c@c.com> wrote:
>>> >
>>> >Cobra was the code name for the DP/Pro. I forget what hornet was.

```
>>> >
>>> >Chuck
>>> >"Mike Audet" <mike@...> wrote:
>>> >>
>>> >>Chuck!  You 'da man!!!!!!
>>> >>
>>> >>Last question for the day.  What are the cobra and the hornet?
>>> >>
>>> >>Thanks so much!!!!!!
>>> >>
>>> >>Mike
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>>> >>"chuck duffy" <c@c.com> wrote:
>>> >>>
>>> >>>OK I posted all the E2 source for the cobra at=20
>>> >>>
>>> >>>http://www.greatidea.com/downloads/source/e2.zip
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>>> >>>Chuck
>>> >>>"chuck duffy" <c@c.com> wrote:
>>> >>>>
>>> >>>>Do you mean to say I didn't post it?  I thought I did. I have the
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>>> >>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
>=
>>>see
>>> what
>>> >>>>I can dig up tonight.
>>> >>>>
>>> >>>>Chuck
>>> >>>>"Mike Audet" <mike@...> wrote:
>>> >>>>>
>>> >>>>>The world is a better place than I ever imagined. :)
>>> >>>>>
>>> >>>>>Is there any way I could get any of the additional DP/PRO source?
>>> >>>>>
>>> >>>>>All the best,
>>> >>>>>
>>> >>>>>Mike
>>> >>>>>
>>> >>>>>"chuck duffy" <c@c.com> wrote:
>>> >>>>>>
>>> >>>>>>Hi Mike,
>>> >>>>>>
>>> >>>>>>The "big verb" is a different animal from what I'm talking =
>>>about.=20
>>> Matt
```

>>> >>>>>ported
>>> >>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs
>>=
>>>and
>>> >>translated
>>> >>>>>>the presets from the original DP/Pro preset files. The originals
>>=
>>>phase
>>> >>>>cancel
>>> >>>>>>with the Paris versions when used on the same audio files, and
>=
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>>> >>>>>>
>>> >>>>>>The verbs matt did definitely have the modulation.
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>>> The
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>>> >>gui
>>> >>>>>>he
>>> >>>>>>>>did is slamming. Since I haven't heard from him in over two
=
>>>years

>>> >I
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>>> >>>>>>>>it might be ok to go ahead and let it out.
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>>> >>>>>>>>>
>>> >>>>>>>>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 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>

>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I can not wait. ! ! ! =
>>></FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>>>band eq in the aux=20
>>>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>>>for=20
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I hope you have time to use your own=20
>>>effects?!</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV> </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:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV>
Than=
>>>ks so=20
>>> much, Chuck!!

I'll finish up the big reverb. It sounds =
>>>really,=20
>>> really good in its own
right. I have a plan for simplifying =
>>>the=20
>>> interface. As soon as I get that
done, I'll release it, and =
>>>move on=20
>>> to the next project.

Those e2 files are going to keep me =
>>>busy=20
>>> for a long time. :)

Cheers!

Mike

"chuck duffy"
>>> =
>>><<A=20
>>> href=3D"mailto:c@c.com">c@c.com</A>> wrote:
>
>Cobra =
>>>was the code=20
>>> name for the DP/Pro. I forget what hornet=20
>>> was.
>
>Chuck
>"Mike Audet" <mike@...>=20
>>> wrote:
>
>>Chuck! You 'da=20
>>> man!!!!!!
>>
>>Last question for the day. What =
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>>> cobra and the hornet?
>>
>>Thanks so=20
>>> much!!!!!!
>>
>>Mike
>>
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>>>duffy"=20
>>> <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
>>> wrote:
>>>
>>>OK I posted all the E2 source =
>>>for the=20

>>> cobra at=20
>>> =
>>>
>>>
>>>http://www.greatidea.com/downloads/source=
>>>/e2.zip
>>>
>>>Chuck
>>>"chuck=20
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>>> wrote:
>>>>
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>>>didn't post=20
>>> it? I thought I did. I have the =
>>>complete
>>>>DP/PRO ESP2=20
>>> code. You can have it all. Let me run downstairs and=20
>>> see
what
>>>>I can dig up=20
>>> =
>>>tonight.
>>>>
>>>>Chuck
>>>>=
>>>"Mike=20
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>>> place than I ever imagined.=20
>>> :)
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>>> any of the additional DP/PRO=20
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>>>>>All the=20
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>>>>>>The "big =
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>>>
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>>>>>>two =
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>>>>cancel
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>>> versions when used on the same audio files, and=20
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>>presets.
>>>>>>
>>>>>&=
>>>gt;The=20
>>> verbs matt did definitely have the=20
>>> =
>>>modulation.
>>>>>>
>>>>>>Chuck<=
>>>BR>>>>>>>
>>>>>>"Mike=20
>>> Audet" <mike@...>=20
>>> =

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>>>>>>>Hi =
>>>
>>> =
>>>Chuck,
>>>>>>>
>>>>>>>I=20
>>> managed to get an afternoon off, and I got the reverb=20
>>> =
>>>working!
>>>>>>>
>>>>>>>U=
>>>nfortunately,=20
>>> my GUI is horrible and I have no presets. I=20
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>>>>find
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>>> multiple pages working with the radio button on a=20
>>> =
>>>standard
>>>>>>layout
>>>>>>>>=
>>>;page. =20
>>> If you've got any tips, I would really appreciate your=20
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>>>help.
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>>>>>>>>
>>>>>&g=
>>>t;>>As=20
>>> for the DP Pro, as far as I can tell from the manual, the=20
>>> =
>>>"Big
Verb"
>>>>>>>is
>>>>>>>&g=
>>>t;actually=20
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>>>PRO.
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>>>>>&g=
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>>> Verb has no modulation parameters, and the Expert Verbs do. =20
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>>>>Big
>>>>>>>Verb also has =
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>>> stereo predelays that the Expert Verb=20
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>>>>>>>Reverb to make a =
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>>> of the DP Pro algo. =20
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>>>>>>>Let me =
>>>know if=20
>>> you have any tips for the radio button/ multi=20
>>> page
difficulty
>>>>>>>>I find myself=20
>>> in.
>>>>>>>>
>>>>>>>For =
>>>what=20
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>>>indexing
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>>> the=20

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>>>
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>>>wrote:
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>>> had
>>>major
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>>>and=20
>>> bluescreened and stuff for a long time. It was=20
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>>>stable
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>>>>figure
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>>> might be ok to go ahead and let it=20
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```
>>>prowess<BR>>>may<BR>>>>>>>be<BR>>>>>&=
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>>>
>>>
>>
>
```

Subject: Re: Hi Chuck..about the reverb....
Posted by Dimitrios on Sat, 10 Nov 2007 07:28:23 GMT
View Forum Message <> Reply to Message

Hey Mike !!
I have sent you thre-four emails but all these are coming back after 12-24
hours as fatal error addresses !
So thanks for sending reverb and trying here is some suggestion :
Hi,
Thanks !!!
Great reverb !!
Don't use 0 for ER1-16L

Don't use Reverb sixe 0 !
Don't use ER size 0
As a matter of fact anything xL cannot accept 0.

Don't use reverb size 100% as this makes the ooposite of big reverb...
Use a start all at 12 o'clock ER send 100%
Difusers 50%

All ER1-16 all at 12 o clock
All DF1-4 at 12 o clock
ER size 100%
ER slope 100%
ER shape 100%
RV Low 50%
High decay 100%
RV Mi-decay 4.200

difusers 50%
reverb size 30% and over
Direct send 0
Direct out 0
ER send 100%
Er out 20%
Reverb out 75%
Predelay 0.003

Dimitrios

"Mike Audet" <mike@....> wrote:
>
>Thanks so much, Chuck!!
>
>I'll finish up the big reverb. It sounds really, really good in its own
>right. I have a plan for simplifying the interface. As soon as I get that
>done, I'll release it, and move on to the next project.
>
>Those e2 files are going to keep me busy for a long time. :)
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>Cheers!
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>>Cobra was the code name for the DP/Pro. I forget what hornet was.
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>>>>>>>>
>>>>>>>
>>>>>>
>>>>>
>>>>
>>>
>>
>

Subject: Re: Wasn't there some no limit type thing named chocolate
Posted by chuck duffy on Sat, 10 Nov 2007 14:10:26 GMT

I was the opto limiter from the DP/PRO and it has a bug or two, I think I'll
hand it off to matt if I can find it, cause it was really nice, but took
up a huge amound of DSP/

Chuck
"rich" <studiodog_99@yahoo.com> wrote:
>
>If I remember right there was a project to update no limit that was stated
>named chocolate or something like that. What ever happend to that one??
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>>Hi Tom,
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>>It's great to hear that the EQ is getting used and making a difference.
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>>I was thinking of eventually doing a 2 band version just to use fewer resources
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>>It will probably be done by the end of next weekend.
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>>Glad to hear your PC issues are behind you!
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>>All the best,
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>>Mike
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>>> >Chuck
>>> >"Mike Audet" <mike@...> wrote:
>>> >>
>>> >>Chuck! You 'da man!!!!!!
>>> >>
>>> >>Last question for the day. What are the cobra and the hornet?
>>> >>
>>> >>Thanks so much!!!!!!
>>> >>
>>> >>Mike
>>> >>
>>> >>"chuck duffy" <c@c.com> wrote:
>>> >>>
>>> >>>OK I posted all the E2 source for the cobra at=20
>>> >>>
>>> >>>http://www.greatidea.com/downloads/source/e2.zip
>>> >>>
>>> >>>Chuck
>>> >>>"chuck duffy" <c@c.com> wrote:
>>> >>>>
>>> >>>>Do you mean to say I didn't post it? I thought I did. I have the
>>=
>>>complete
>>> >>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
>=
>>>see
>>> what
>>> >>>>I can dig up tonight.

>>> >>>>
>>> >>>>Chuck
>>> >>>>"Mike Audet" <mike@...> wrote:
>>> >>>>>
>>> >>>>>The world is a better place than I ever imagined. :)
>>> >>>>>
>>> >>>>>Is there any way I could get any of the additional DP/PRO source?
>>> >>>>>
>>> >>>>>All the best,
>>> >>>>>
>>> >>>>>Mike
>>> >>>>>
>>> >>>>>"chuck duffy" <c@c.com> wrote:
>>> >>>>>>
>>> >>>>>>Hi Mike,
>>> >>>>>>
>>> >>>>>>The "big verb" is a different animal from what I'm talking =
>>>about.=20
>>> Matt
>>> >>>>>ported
>>> >>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs
>>=
>>>and
>>> >>translated
>>> >>>>>>the presets from the original DP/Pro preset files. The originals
>>=
>>>phase
>>> >>>>cancel
>>> >>>>>>with the Paris versions when used on the same audio files, and
>=
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>>> >presets.
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>>> >>>>>>The verbs matt did definitely have the modulation.
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>>> >>>>>>>I managed to get an afternoon off, and I got the reverb =
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>>> >>>>>>>
>>> >>>>>>>Unfortunately, my GUI is horrible and I have no presets. I =
>>>couldn't
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>>> >>>>>>layout
>>> >>>>>>>page. If you've got any tips, I would really appreciate your
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>>>help.
>>> >>:)
>>> >>>>>>>
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=
>>>"Big
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>>> >>>>>>>actually a slightly different algorithm than the verbs in the
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>>> >>>>
>>> >>>>>The
>>> >>>>>>>Big Verb has no modulation parameters, and the Expert Verbs do.
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>>> The
>>> >>>Big
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>>> >>>>>>> It would be ultra cool if Matt actually decompiled and =
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>>> >>>Big
>>> >>>>>>>Reverb to make a clone of the DP Pro algo. =20
>>> >>>>>>>
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=
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>>> >>>>>>>I find myself in.
>>> >>>>>>>
>>> >>>>>>>For what it's worth, the crashes seem to have been from a =
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>>> >>>>>>>scheme.
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>>> >>>>>>>All the best!
>>> >>>>>>>
>>> >>>>>>>Mike =20
>>> >>>>>>>
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>>> >>>>>>>>>
>>> >>>>>>>>Cheers!
>>> >>>>>>>>>
>>> >>>>>>>>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 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I can not wait. ! ! ! =
>>></FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>>>band eq in the aux=20
>>>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>>>for=20
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I hope you have time to use your own=20
>>>effects?!</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV> </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:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV>
Than=
>>>ks so=20
>>> much, Chuck!!

I'll finish up the big reverb. It sounds =
>>>really,=20
>>> really good in its own
right. I have a plan for simplifying =
>>>the=20
>>> interface. As soon as I get that
done, I'll release it, and =

>>>move on=20
>>> to the next project.

Those e2 files are going to keep me =
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>>> for a long time. :)

Cheers!

Mike

"chuck duffy"
=
>>><<A=20
>>> href=3D"mailto:c@c.com">c@c.com</A>> wrote:
>
>Cobra =
>>>was the code=20
>>> name for the DP/Pro. I forget what hornet=20
>>> was.
>
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>>> wrote:
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>>>>>All the=20
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>>>>>cancel
>>>>>>>with the =
>>>Paris=20
>>> versions when used on the same audio files, and=20
>>> =
>>>same
>>presets.
>>>>>>>
>>>>>>&=
>>>gt;The=20
>>> verbs matt did definitely have the=20
>>> =
>>>modulation.
>>>>>>>
>>>>>>>Chuck<=
>>>BR>>>>>>>
>>>>>>>"Mike=20
>>> Audet" <mike@...>=20
>>> =
>>>wrote:
>>>>>>>>
>>>>>>>Hi =
>>>
>>> =
>>>Chuck,
>>>>>>>>
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>>>working!
>>>>>>>>
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>>>get=20
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>>>standard
>>>>>>layout
>>>>>>>=
>>>;page. =20
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>>> =
>>>help.
>>>:)
>>>>>>>>
>>>>&g=
>>>t;>>As=20
>>> for the DP Pro, as far as I can tell from the manual, the=20
>>> =
>>>"Big
Verb"
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>>>>>>>&g=
>>>t;actually=20
>>> a slightly different algorithm than the verbs in the DP=20
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>>>clone=20
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>>>
>>>>>>>
>>>>>>>Let me =
>>>know if=20
>>> you have any tips for the radio button/ multi=20
>>> page
difficulty
>>>>>>>I find myself=20
>>> in.
>>>>>>>
>>>>>>>For =
>>>what=20
>>> it's worth, the crashes seem to have been from a faulty=20
>>> =
>>>indexing
>>>>>>>scheme.
>>>>>&g=
>>>t;>
>>>>>>>All=20
>>> the=20
>>> =
>>>best!
>>>>>>>
>>>>>>>Mike=
>>> =20
>>> =
>>>
>>>>>>>
>>>>>>>
>&=
>>>gt;>>>>"chuck=20
>>> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
>>> =
>>>wrote:
>>>>>>>>
>>>>>>>=
>>>;>Mike,
>>>>>>>>
>>>>>>>=
>>>;>>I=20
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>>> had
>>>>major
>>>>>>>>nasty bugs =
>>>and=20
>>> bluescreened and stuff for a long time. It was=20
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>>>>>in
>>>>>>>the
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>>> and the presets give you the equiv of a DP/Pro verb. Plus=20
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>>>the
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>>> is slamming. Since I haven't heard from him in over two=20
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>>>years
>>I
>>>>figure
>>>>>>>>>i=
>>>t=20
>>> might be ok to go ahead and let it=20
>>> =
>>>out.
>>>>>>>>
>>>>>>>&=

>>>gt;Chuck
>>>>>>>>"Mike=20
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>>> =
>>>wrote:
>>>>>>>>>>
>>>>>>=
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>>> =
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>>>>>=
>>>;>>>>
>>>>>>>>>
>>>>>>=
>>>>
>>>>>>>
>>>>>
>>>>
>>&=
>>>gt;
>
</BLOCKQUOTE>
>>><DIV><FONT size=3D2>

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</A>   </FONT></DIV></BODY></HTML>
>>>
>>>
>>
>

Subject: Re: Hi Chuck..about the reverb....
Posted by Mike Audet on Sat, 10 Nov 2007 20:52:17 GMT
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Hi Dimitrios,

Thanks for checking this stuff out! I'm in the middle of moving, so I didn't
even have my speakers set up yet. I was trying to get a default preset working
with headphones only, and started to go crosseyed.

I caught the zeros problem, too, and I've fixed that by not allowing zeros anymore. I'm also going to change the maximum reverb resonance delay to .1 seconds. The Dp/Pro allows for .2 seconds, which is what I was basing my UI on. But, you are right - anything over .1 sounds crappy to say the least.

I'll check what's going on with my email. That's a little worrying.

All the best!

Mike

"Dimitrios" <musurgio@otenet.gr> wrote:
>
>Hey Mike !!
>I have sent you thre-four emails but all these are coming back after 12-24
>hours as fatal error addresses !
>So thanks for sending reverb and trying here is some suggestion :
>Hi,
>Thanks !!!
>Great reverb !!
>Don't use 0 for ER1-16L
>
>Don't use Reverb sixe 0 !
>Don't use ER size 0
>As a matter of fact anything xL cannot accept 0.
>
>Don't use reverb size 100% as this makes the ooposite of big reverb...
>Use a start all at 12 o'clock ER send 100%
>Difusers 50%
>
>All ER1-16 all at 12 o clock
>All DF1-4 at 12 o clock
>ER size 100%
>ER slope 100%
>ER shape 100%
>RV Low 50%
>High decay 100%
>RV Mi-decay 4.200
>difusers 50%
>reverb size 30% and over
>Direct send 0
>Direct out 0
>ER send 100%
>Er out 20%
>Reverb out 75%
>Predelay 0.003

>
>Dimitrios
>
>"Mike Audet" <mike@....> wrote:
>>
>>Thanks so much, Chuck!!
>>
>>I'll finish up the big reverb. It sounds really, really good in its own
>>right. I have a plan for simplifying the interface. As soon as I get
that
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>>>>>
>>>>
>>>
>>
>

Subject: Re: Hi Chuck..about the reverb....
Posted by Gantt Kushner on Mon, 12 Nov 2007 05:43:11 GMT
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Is this reverb ready for public consumption yet? I'm mighty intrigued!

Gantt

"Mike Audet" <mike@...> wrote:
>
>Hi Dimitrios,
>
>Thanks for checking this stuff out! I'm in the middle of moving, so I didn't
>even have my speakers set up yet. I was trying to get a default preset working
>with headphones only, and started to go crosseyed.
>
>I caught the zeros problem, too, and I've fixed that by not allowing zeros

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>>>>>>>>>>All the best!
>>>>>>>>>>
>>>>>>>>>>Mike
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>>>>>>>>>>"chuck duffy" <c@c.com> wrote:
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>>>>>>>>>>>Mike,
>>>>>>>>>>>
>>>>>>>>>>>I was gonna tell you that he worked on it for almost a year, it
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>>>>>>>>>>>nasty bugs and bluescreened and stuff for a long time. It was
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>>>>>>>>>>the
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>>>>>>>>>>Chuck
>>>>>>>>>>"Mike Audet" <mike@....> wrote:
>>>>>>>>>>
>>>>>>>>>>It's being more trouble than I thought. It turns out I had missed
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>>>>>>>>>>the 40+ parameters when I did my interface, and now that I've >added
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>>>>>>>>>>Cheers!
>>>>>>>>>>
>>>>>>>>>>Mike
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>>>>>>>>
>>>>>>>
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>>>>>
>>>>
>>>
>>
>

Subject: Re: Hi Chuck..about the reverb....
Posted by mike audet[1] on Mon, 12 Nov 2007 12:57:28 GMT
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Hi Gantt,

I set up my speakers yesterday, and the reverb sounds really good.

Right now, the plugin is full of debugging code I added, and it has 46 knobs that won't completely fit on a 1280 X1024 screen.

I'm going to reduce the number of knobs, but that's going to take a bit of work. I may finish it tonight. It may take until the end of next weekend.

I'll remove the debugging code and post it as is tonight. It would be great
to get some presets going for the final version.

All the best,

Mike

"Gantt Kushner" <ganttmann@comcast.net> wrote:
>
>Is this reverb ready for public consumption yet? I'm mighty intrigued!
>
>Gantt
>
>"Mike Audet" <mike@...> wrote:
>>
>>Hi Dimitrios,
>>
>>Thanks for checking this stuff out! I'm in the middle of moving, so I
didn't
>>even have my speakers set up yet. I was trying to get a default preset
>working
>>with headphones only, and started to go crosseyed.
>>
>>I caught the zeros problem, too, and I've fixed that by not allowing zeros
>>anymore. I'm also going to change the maximum reverb resonance delay to
>>1 seconds. The Dp/Pro allows for .2 seconds, which is what I was basing
>>my UI on. But, you are right - anything over .1 sounds crappy to say the
>>least.
>>
>>I'll check what's going on with my email. That's a little worrying.
>>
>>All the best!
>>
>>Mike
>>
>>
>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>Hey Mike !!
>>>I have sent you thre-four emails but all these are coming back after 12-24
>>>hours as fatal error addresses !
>>>So thanks for sending reverb and trying here is some suggestion :
>>>Hi,
>>>Thanks !!!
>>>Great reverb !!
>>>Don't use 0 for ER1-16L
>>>

>>>Don't use Reverb sixe 0 !
>>>Don't use ER size 0
>>>As a matter of fact anything xL cannot accept 0.
>>>
>>>Don't use reverb size 100% as this makes the ooposite of big reverb...
>>>Use a start all at 12 o'clock ER send 100%
>>>Difusers 50%
>>>
>>>All ER1-16 all at 12 o clock
>>>All DF1-4 at 12 o clock
>>>ER size 100%
>>>ER slope 100%
>>>ER shape 100%
>>>RV Low 50%
>>>High decay 100%
>>>RV Mi-decay 4.200
>>>difusers 50%
>>>reverb size 30% and over
>>>Direct send 0
>>>Direct out 0
>>>ER send 100%
>>>Er out 20%
>>>Reverb out 75%
>>>Predelay 0.003
>>>
>>>Dimitrios
>>>
>>>"Mike Audet" <mike@....> wrote:
>>>>
>>>>Thanks so much, Chuck!!
>>>>
>>>>I'll finish up the big reverb. It sounds really, really good in its
own
>>>>right. I have a plan for simplifying the interface. As soon as I get
>>that
>>>>done, I'll release it, and move on to the next project.
>>>>
>>>>Those e2 files are going to keep me busy for a long time. :)
>>>>
>>>>Cheers!
>>>>
>>>>Mike
>>>>
>>>>"chuck duffy" <c@c.com> wrote:
>>>>>
>>>>>Cobra was the code name for the DP/Pro. I forget what hornet was.
>>>>>
>>>>>Chuck

>>>>>"Mike Audet" <mike@...> wrote:
>>>>>>
>>>>>>Chuck! You 'da man!!!!!!
>>>>>>
>>>>>>Last question for the day. What are the cobra and the hornet?
>>>>>>
>>>>>>Thanks so much!!!!!!
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>"chuck duffy" <c@c.com> wrote:
>>>>>>>
>>>>>>>OK I posted all the E2 source for the cobra at
>>>>>>>
>>>>>>>http://www.greatidea.com/downloads/source/e2.zip
>>>>>>>
>>>>>>>Chuck
>>>>>>>"chuck duffy" <c@c.com> wrote:
>>>>>>>>
>>>>>>>>Do you mean to say I didn't post it? I thought I did. I have the
>complete
>>>>>>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
see
>>>>what
>>>>>>>>I can dig up tonight.
>>>>>>>>
>>>>>>>>Chuck
>>>>>>>>"Mike Audet" <mike@...> wrote:
>>>>>>>>>
>>>>>>>>>The world is a better place than I ever imagined. :)
>>>>>>>>>
>>>>>>>>>Is there any way I could get any of the additional DP/PRO source?
>>>>>>>>>
>>>>>>>>>All the best,
>>>>>>>>>
>>>>>>>>>Mike
>>>>>>>>>
>>>>>>>>>"chuck duffy" <c@c.com> wrote:
>>>>>>>>>>
>>>>>>>>>>Hi Mike,
>>>>>>>>>>
>>>>>>>>>>The "big verb" is a different animal from what I'm talking about.
>>>
>>>>Matt
>>>>>>>>>ported
>>>>>>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs
>>and
>>>>>>translated

>>>>>>>>>>the presets from the original DP/Pro preset files. The originals
>>phase
>>>>>>>>cancel
>>>>>>>>>>with the Paris versions when used on the same audio files, and
same
>>>>>presets.
>>>>>>>>>>
>>>>>>>>>>The verbs matt did definitely have the modulation.
>>>>>>>>>>
>>>>>>>>>>Chuck
>>>>>>>>>>
>>>>>>>>>>"Mike Audet" <mike@...> wrote:
>>>>>>>>>>
>>>>>>>>>>Hi Chuck,
>>>>>>>>>>
>>>>>>>>>>I managed to get an afternoon off, and I got the reverb working!
>>>>>>>>>>
>>>>>>>>>>Unfortunately, my GUI is horrible and I have no presets. I couldn't
>>>>>>>find
>>>>>>>>>>a way to get multiple pages working with the radio button on a
>standard
>>>>>>>>>>layout
>>>>>>>>>>page. If you've got any tips, I would really appreciate your
help.
>>>>>>:)
>>>>>>>>>>
>>>>>>>>>>As for the DP Pro, as far as I can tell from the manual, the "Big
>>>>Verb"
>>>>>>>>>>is
>>>>>>>>>>actually a slightly different algorithm than the verbs in the
DP
>>>PRO.
>>>>>>>>
>>>>>>>>>The
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```
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>>>>
>>>
>>
>
```