
Subject: Hello again!

Posted by [Chad Lovell](#) on Fri, 01 Aug 2008 11:27:47 GMT

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Been quite sometime since I have been around this newsgroup. I dropped out probably around 2002 or so. Anyway, name is Chad, used to work for a computer game company and still own a Black Mec with 8 in, all as mint as the day I got it. (well, one small scratch on the C-16..probably from storage..hardly noticable. Anyway..a friend just gave me an old G3 B&W with 512 mb of ram (ooooohhhh..poweeer..heheh) and a massive 6 GIGABYTE ULTRA ATA/33 HD running OS 8.6!!!! maaaaan!~

so anyway, I was playing around with it, reformatted the drive and put 9.2.1 on it, works fine. So I was like..hmm..what can I do with this? Nowadays I use latest intel mac pro and cinema displays and 8 GB of RAM and Apogee Symphony and Logic 8 blah blah UAD-1 every WAVE program blah blah..so I became nerdy and nostalgic and thought.. wonder if that ol' paris system still works? Well I threw another old 6 GB Ultra 66 I had lying around for an audio drive (I have no idea why I still had this drive, the original computer I had PARIS on was a PPC 8600 fully loaded with SCSI baby! :)

Anyway..I dug out the ol' Paris Black and carefully unpacked it (I still have all the original manuals, docs etc..I could post some pics or flickr maybe)..and installed 2.1 (I bought 3 but have no idea where the info is on that or the installer or my license number etc..so..hoping Edmund will get back to me as I sent ID an email) Then I copied over the Paris demo files from the 1.81 disc, opened the project "See it My Way" and what do you know..that sunamabitch fired up and sang! Runs greeeeeeaat! Now I just have to dig up some old project files I have stored and reopen..ohhh I am so into this! :-) What fun! Amazed it still works! And man what fun to play with. Anyway, been geeking out all damn night and just had to share!

One more question, so many things have changed since last I checked up here. Been 7 years??

I do have a question now that I think about it. Is there a way to change the skins on this damn thing? I always hated the sand brown look (sorry to da man..RIP, but it is too desert New Mexico for my tastes). I seem to remember somebody working on that at one point and wondered if anybody had success? Well..back to having some fun back in the old school! Just had to share my enthusiasm! :-)

C

Subject: Re: Hello again!

Posted by [excelav](#) on Fri, 01 Aug 2008 15:09:12 GMT

Chad, the answer to your question is, yes. There is some info on skins here:

<http://www.parisfaqs.com/>

"Chad Lovell" <chadofempire@gmail.com> wrote:

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>probably around 2002 or so. Anyway, name is Chad, used to work for a computer
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Subject: Re: Hello again!

Posted by [kerryg](#) on Fri, 01 Aug 2008 17:04:29 GMT

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Heya Chad - there are some additional resources nowadays too; they're being filled in but there's lots of stuff up so far.

Blog: <http://ensoniqparis.blogspot.com/>

Wiki: <http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=HomePage>

That's a temporary URL, we'll have something more elegant as time goes on.

Some info on skins and skinning, including previews of skinned PARIS here:

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=ParisSkins>

There are many skins to view but only a couple up there to download; I've got the files in raw form but I've been too crushed with deadlines to organize and post them yet. Let me know if any grab you and I'll see if I can dig them out. Note that I've found no indication they've ever been tried on the Mac version of PARIS, but that might simply be for lack of trying, the principle should be identical; you might simply have to check image formats.

Have fun rediscovering PARIS. I'm sure along with the aggravating 1990s-era holdovers - fixed timeline, lack of direct stereo file support etc - you'll not only have fun rediscovering what PARIS can still do, but what PARIS can do that native apps still struggle with, like hardware-like response and realtime "no latency" monitoring complete with FX.

- Kerry

On 8/1/08 4:27 AM, in article 4892f333\$1@linux, "Chad Lovell"
<chadofempire@gmail.com> wrote:

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Posted by [Don Nafe](#) on Fri, 01 Aug 2008 18:01:42 GMT

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And don't forget to get stripwave, a great little app that deletes the broadcast headers on wav files that you may import from other DAWs...makes importing wav files a heck of a lot easier

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message
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Subject: Re: Hello again!
Posted by [kerryg](#) on Fri, 01 Aug 2008 20:58:30 GMT
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Doh - did I forget to list stripwave on the Wiki's "must have" shareware page?

Got a link, Don? I'll fix it. What else is "must have" stuff on the PC side?

- Kerry

On 8/1/08 11:01 AM, in article 48935135@linux, "Don Nafe" <dnafe@rogers.com> wrote:

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Subject: Re: Hello again!

Posted by [kerryg](#) on Fri, 01 Aug 2008 21:05:18 GMT

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Hokay, ees feex now.

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=SwThi rdParty>

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Posted by [Aaron Allen](#) on Sat, 02 Aug 2008 00:18:27 GMT

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Subject: Re: Hello again!

Posted by [kerryg](#) on Sat, 02 Aug 2008 00:51:59 GMT

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Thanks for that heads-up, Aaron. This issue shows up much less on the Mac anyway; the Mac apps I used didn't seem to generate headers that PARIS didn't like so it didn't crop up often as an issue. If I recall, the must-have utility on Mac was the paf-to-SD2 utility, but very few people use SD2 in 2008, it kind of lost the format wars.

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On 8/1/08 5:18 PM, in article 4893a9a2@linux, "Aaron Allen" <know-spam@not_here.dude> wrote:

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Subject: Re: Hello again!..another freebie.
Posted by [Kim W](#) on Sat, 02 Aug 2008 01:48:59 GMT
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<http://www.voxengo.com/product/r8brain/>

Kerry Galloway <kg@kerrygalloway.com> wrote:

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Subject: Re: Hello again!..another freebie.
Posted by [kerryg](#) on Sat, 02 Aug 2008 02:45:41 GMT
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Added to the shareware page - thanks!

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=SwThi rdParty>

- Kerry

On 8/1/08 6:48 PM, in article 4893bd0b\$1@linux, "Kim W." <no@way.com> wrote:

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Posted by [Chad Lovell](#) on Sat, 02 Aug 2008 14:53:20 GMT

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Thanks for all the great links! Amazing there is still an active community
here. Thanks so much.
