
Subject: Mike Audet can you do that ?????

Posted by [Dimitrios](#) on Sat, 01 Mar 2008 01:52:40 GMT

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

Hi Mike,

Craig has done this before having all eds reverbs as mono inserts on any
Pris track !

Now what was missing to be of real use is to have a wet/mix ratio !!!

Can you add that ?

Here is what Craig has posted for the mono eds thing:

For those who want the existing reverbs to be available as mono inserts,
open stockfx.ini in a text editor (e.g. notepad). This file is in
c:\windows\system32\ensoniq\plugins on XP (and ME I think), and in
c:\windows\system\ensoniq\plugins on older Win OSs. Not sure where it is
on
a mac - sherlock will tell you.

Add the following lines of text AFTER THE LAST LINE already in the file:

```
; BEGIN HERE
; Extra mono patches for the existing reverbs. Remove lines from here to
; the bottom of the file if things go pear-shaped.
;
;-----
patch ePlatePatch2
;-----
    box espPlateBox plateBox0 0
        parm outL { extPortId:0 }
        parm in  { extPortId:0 }

    ui little allLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Plate Rev"
shortTitle:"Plate" dline:"Plate" bgPattern:patchBg statusBtnFl:1 }
        box plateBox0 ui0 { l:1 t:1 }
    endui
endpatch

;-----
patch eSmroomPatch2
;-----
    box espSmroomBox smroomBox0 0
        parm outL { extPortId:0 }
        parm inL  { extPortId:0 }

    ui little allLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Room Rev"
shortTitle:"Room" dline:"Room" bgPattern:patchBg statusBtnFl:1 }
```

```

    box smroomBox0 ui0 { l:1 t:1 }
endui
endpatch

;-----
patch eNonlinPatch2
;-----
box espNonlinBox nonlinBox0 0
    parm outL { extPortId:0 }
    parm inL { extPortId:0 }

ui little alLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Non Lin Rev"
shortTitle:"NonLin" dline:"Nonlin" bgPattern:patchBg }
    box nonlinBox0 ui0 { l:1 t:1 }
endui
endpatch

; END HERE

```

Have fun,

Matt.

Almost forgot this one. Add this at the bottom of stockfx.ini to get a mono tap delay in the insert menu. The mono output is just the left channel of the normal stereo output, so you will need to pan taps left to hear them:

```

; BEGIN HERE
; Mono tapped delay patch
;-----
patch eTappedPatch2
;-----
box espTappedBox tappedBox0 0
    parm outL { extPortId:0 }
    parm in { extPortId:0 }

ui little alLayoutPatchUI { l:150 t:50 w:300 h:300 title:"Tap Delay"
shortTitle:"TapDly" dline:"Tapped Delay" bgPattern:patchBg }
    box tappedBox0 ui0 { l:1 t:1 }
endui
endpatch

; END HERE

```

Happy holidays,

Matt.
