
Subject: Some real 64 bit progress!!!

Posted by [mikeaudet](#) on Sun, 29 Apr 2012 20:10:09 GMT

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

Hi All,

I know it has been a long time - and I can't even write for very long because my little one just woke up from her nap - but I just heard audio from the PARIS hardware under Windows 7 64 for the very first time!!!!

It was by using the ASIO driver under Reaper. PARIS.exe crashes when it tries to initialize the DX/EDS effects - and I'm going to look into that as soon as I can.

I'm still getting an occasional blue screen when the ASIO driver first tries to talk to the PARIS hardware, and I have to sort that out.

But, it played audio today for the very first time, and it proves that the core of the driver design is solid!!!!

I'll write more as soon as I can!!!!

Mike (with a very big smile on his face!)

Subject: Re: Some real 64 bit progress!!!

Posted by [Wayne](#) on Sun, 29 Apr 2012 23:12:29 GMT

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

woo-hoo! You made me smile today! Wayne

Subject: Re: Some real 64 bit progress!!!

Posted by [kerryg](#) on Sun, 29 Apr 2012 23:40:43 GMT

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

Woot! Very impressive, Mike!

Subject: Re: Some real 64 bit progress!!!

Posted by [inkyku](#) on Tue, 01 May 2012 13:55:00 GMT

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

Great Work!

Subject: Re: Some real 64 bit progress!!!

Posted by [Zex](#) on Tue, 01 May 2012 14:14:15 GMT

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

That is all I need !!!!

I am using it as ADDA over spdif with RME 9652. Dx are disabled (I don't know what is the other)

Send it to me , send it

Subject: Re: Some real 64 bit progress!!!

Posted by [Zex](#) on Tue, 01 May 2012 14:28:57 GMT

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

Would it work without asio ??? (or am I having problem with translation)

Subject: Re: Some real 64 bit progress!!!

Posted by [mikeaudet](#) on Tue, 01 May 2012 19:52:23 GMT

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

The PARIS app still crashes on start up, so ASIO would be needed.

I don't know how many of you remember the story that a disgruntled Ensoniq employee deleted the DX source code when Creative labs shut down Ensoniq. Well, that code is crashing under Windows 7. I'll have to de-compile it and see what I can do.

I just fixed a bug in the PSCL that was causing the ASIO driver to crash if it was opened and then closed and re-opened.

So, as far as I can tell, the ASIO driver is working really well in 64 bit Windows. I think my next step will be getting the ASIO to pass 24 bits. Then, I'll take a stab at de-compiling the old Ensoniq effects library.

I should clarify how this works under Windows 7 64. The ASIO driver and the PSCL are still 32 bits. It's the scherzo driver that is 64 bits and can thunk to 32 bit processes. So, I've got a 32 bit version of Reaper ruining under Windows 7 64 using the PARIS ASIO driver.

To get a 64 bit app to use the PARIS hardware, we need to convert the ASIO and PSCL to 64 bits, which is something I want to do, but it's a really big job.

There is so much to do..but we're getting there step by step.

Cheers!

Mike

Subject: Re: Some real 64 bit progress!!!
Posted by [Zex](#) on Tue, 01 May 2012 20:59:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

You are da MAN

Subject: Re: Some real 64 bit progress!!!
Posted by [Zex](#) on Tue, 01 May 2012 21:04:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

If it passes audio trough Paris and I can connect it via spdif and adat to my RME 9652 , I will buy it in advance and you can send me updates later

I don't need asio , i don't need DX , I don't need paris fx. Just need patch-bay and to receive spdif and adat from RME .

Subject: Re: Some real 64 bit progress!!!
Posted by [imajon](#) on Wed, 02 May 2012 00:33:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keep up the great work!!!

Subject: Re: Some real 64 bit progress!!!
Posted by [thesandbox1](#) on Wed, 02 May 2012 03:37:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow Mike...who would have thought. PARIS....the DAW that keeps on ticking.

Subject: Re: Some real 64 bit progress!!!
Posted by [Micha](#) on Wed, 02 May 2012 03:59:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Some real 64 bit progress!!!
Posted by [Ted Gerber](#) on Thu, 03 May 2012 03:38:39 GMT

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

Who's Holly?

Seriously, what are they puttin' in that Peterborough water?

Good work.

Ted

Subject: Re: Some real 64 bit progress!!!
Posted by [chasduncan](#) on Fri, 04 May 2012 23:30:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lookin' forward to the day -- credit card in hand... thanks, man.

Subject: Re: Some real 64 bit progress!!!
Posted by [anfallszonen](#) on Fri, 11 May 2012 19:56:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good work!!!
I will buy.

Subject: Re: Some real 64 bit progress!!!
Posted by [imajon](#) on Fri, 15 Jun 2012 05:19:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Way to go Mike!
Beta Tester here if needed!!
Just got my win 7 32 bit up and going with Paris. (Moved from OS9)
64 bit partition waiting and ready!!

Subject: Re: Some real 64 bit progress!!!
Posted by [kerryg](#) on Fri, 15 Jun 2012 05:36:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent! How goes the transition so far?

Subject: Re: Some real 64 bit progress!!!
Posted by [mikeaudet](#) on Fri, 15 Jun 2012 11:05:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Kerry,

The VST portion of the PARIS effects subsystem is crashing. It doesn't appear to have anything to do with the driver.

I've turned my attention to the ASIO driver. I got partial 24 bit working about a week ago, and when I looked into why I was getting some clicks, I decided to re-write about half of the ASIO driver. That re-write is about 95% done.

I'm going to write a proper control panel that allows for selecting MEC modules and then release the 64 scherzo and 24 bit ASIO. Once that is done, I'm going to work on patching or decompiling and rewriting the effects code (for which I don't have the source)

Cheers!

Mike

Subject: Re: Some real 64 bit progress!!!
Posted by [mikeaudet](#) on Sun, 17 Jun 2012 16:02:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I just wanted to post to clarify where I'm at in terms of my commitment to PARIS development. It's got to have been a bit trying, waiting for so long for this driver to come out. I started working on this when my time became constrained by two career changes and the birth of my daughter. And, it was about 100 time harder a project than I thought it would be. But, I'm as committed to PARIS development as ever. I still hold out hope that eventually, ID will allow me to work on the PARIS app, and if not, I'm going to re-write it from scratch. I plan to be working on this stuff for the next 20 years. As long as I'm alive, this work will continue. And, I swear, more software will come out!

Happy father's day!

Mike

Subject: Re: Some real 64 bit progress!!!
Posted by [Wayne](#) on Sun, 17 Jun 2012 19:21:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mike

Happy Father's Day to you too.

Thank you for your development efforts thus far and any future coding you do. Many if not all of us truly appreciate your work.

Wayne

Subject: Re: Some real 64 bit progress!!!
Posted by [Micha](#) on Sun, 17 Jun 2012 20:20:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow motivational speech

cool man I like that!

Subject: Re: Some real 64 bit progress!!!
Posted by [JeffH](#) on Sun, 17 Jun 2012 22:56:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still with you Mike. Though I don't post much Thanks for the work.

Subject: Re: Some real 64 bit progress!!!
Posted by [mikeaudet](#) on Wed, 11 Jul 2012 20:13:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Another big day! I just got the ASIO driver to pass 24 bit audio under Windows 7 64!

I've almost completely re-written the driver and it's now being compiled under VC++ 2010 instead of VC++ 6 (1998).

It turns out that the PARIS hardware requires weird buffer sizes for 24 bit audio. The lowest size I could get to work on my system was 800 samples. I can get 256 samples with 16 bit buffers. I know that Matt had his 24 bit ASIO driver working with 1024 samples. I don't know if he was filling 6400 sample buffers behind the scenes, or if he knew something I don't. But, I've dug and dug and dug to get this to work, so I don't think I've missed anything.

The next step is getting the recording of 24 bit buffers to work and fixing a bug where if the system is busy and misses a few buffer switches in 24 bit mode, it stops passing audio. This happens from time to time in the PARIS app, too, so it's not a new bug. But, it's more apparent with smaller buffer sizes.

Anyway, I'm pretty stoked about getting this to go! I've been fighting with this 24 bit problem for quite a while now.

I'm also going to get a control panel and a graphical way to assign MEC modules put together.

Cheers!

Mike

Subject: Re: Some real 64 bit progress!!!
Posted by [kerryg](#) on Wed, 11 Jul 2012 20:40:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woohoo!Congrats, Mike - I think this deserves a thread of its own!

Subject: Re: Some real 64 bit progress!!!
Posted by [lance](#) on Wed, 11 Jul 2012 20:53:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is terrific news.
I'm working with a new PC laptop 64bit.
At this point, what hardware could I use to interface with the EDS cards from my laptop. This one has very basic ports. USB and prob hdmi. It isn't too late for me to exchange this baby. TIA - many more on top of that.

Lance

Subject: Re: Some real 64 bit progress!!!
Posted by [dnafe](#) on Wed, 11 Jul 2012 21:55:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

As always, your efforts are greatly appreciated.

Can't wait to get my hands on the ASIO driver and put Paris hardware and Reaper software through their paces and as I will be using it only for mixing, latency should be pretty well a non issue

Subject: Re: Some real 64 bit progress!!!
Posted by [imajon](#) on Sat, 14 Jul 2012 09:34:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Amazing what you are doing!
My new win 7 box is waiting and ready!

Subject: Re: Some real 64 bit progress!!!
Posted by [mikeaudet](#) on Sat, 14 Jul 2012 12:02:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did some reading through the buffer scheduling part of the PSCL yesterday, and I think I found a mistake in it that once fixed, will allow for much lower latency. The code assumes that there has been no processing delay, and I'm going to change that. Basically, a buffer gets linked after the previous buffer, but there is no check to see if the previous buffer is already done playing. If it has, the hardware never sees the new buffer.

This becomes a problem when the PARIS hardware is still initializing. Reaper sends the Play message before the MEC is done getting started, so there are delays very early on in the process - before any real audio is playing - that mess things up. I'm hoping to try a fix out tomorrow on my daughter's nap.

As for using PARIS on a laptop, magma has a solution, and so does virtua via. I've had mixed results with the virtua via, but others report good results with Intel chipsets.

I'll start a new thread about this once I get the PSCL scheduling fix done.

Cheers!

Mike

Subject: Re: Some real 64 bit progress!!!
Posted by [Paul Beach](#) on Wed, 25 Jul 2012 15:07:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you, once again, for your efforts Mike! I'm still running PARIS on an XP machine, but have purchased a new 64 bit computer running Windows 7 Professional. I am truly looking forward to the day when I can run PARIS on that machine. Meanwhile, I'll stand in line, cheering you on.

Subject: Re: Some real 64 bit progress!!!
Posted by [kerryg](#) on Sun, 28 Apr 2013 20:37:25 GMT

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

Heads up folks - the driver is RELEASED! See sticky post here.
