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Subject: ATN Mike Audet: plug-in ideas  
Posted by [manic](#) on Tue, 01 Apr 2008 10:24:05 GMT  
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Hi Mike!

Forgive me for jumping in here... i have not been around here in a few years since i stopped using paris.

Congrats on your work pulling the new plugins together... i was so pumped when Chuck started working on the first lot of skunkworks stuff, especially No Limit.

I'm tempted at some stage to put a couple of cards back in a rig seeing as i still have some paris remnants... Not sure what other code you have but 2 plugins that i think Paris would do \*SO\* well would be:

- 1) Tape Emulator (!!)
- 2) Transient Designer (ala SPL's hardware TD or Sonnox Trans Mod)

Not sure if it's even possible, but i would definitely fire up my MEC's again for those babies!

Also, what about the Leslie emulator from the DP4?

Good luck with it all... great to see people are still loving the sound of Paris.

Henry.

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Subject: Re: ATN Mike Audet: plug-in ideas  
Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 10:30:55 GMT  
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Hi manic,

The Leslie is a possibility, but the others are unlikely. I bought a book on DSP programming which has some ideas, but we'd need an algorithm for a tape emulator or transient designer, and I'm betting that creating a good one would be tough.

If there was anything in the DP/Pro that you would particularly want, that is very possible.

All the best,

Mike

"manic" <me@me.com> wrote:

>  
>Hi Mike!  
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>since i stopped using paris.  
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>Henry.

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Subject: Re: ATN Mike Audet: plug-in ideas  
Posted by [manic](#) on Tue, 01 Apr 2008 10:44:18 GMT  
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Well, it was worth a shot! Just in the middle of a big project at the moment...  
when it's over, i'll try and fire up paris and check out the de-esser etc.

Thanks.. Henry.

"Mike Audet" <mike@..> wrote:

>  
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>  
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>on DSP programming which has some ideas, but we'd need an algorithm for

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Subject: Re: ATN Mike Audet: plug-in ideas

Posted by [rick](#) on Tue, 01 Apr 2008 14:42:20 GMT

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On 1 Apr 2008 20:30:55 +1000, "Mike Audet" <mike@..> wrote:

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>on DSP programming which has some ideas, but we'd need an algorithm for a  
>tape emulator or transient designer, and I'm betting that creating a good  
>one would be tough.

hey mike, for the americans here just tell us it's a must have item  
and we'll buy it. ;o)

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