
Subject: Error in initializing Paris Engine?

Posted by [tonehouse](#) on Mon, 31 Dec 2007 15:23:17 GMT

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tion! This thing RULES!

>

> I had been testing it with stuff I had recorded before. With a live

> guitar....it's

> amazing. It responds just like a tube amp. I have some gui cleanup and

> some debugging code to remove, and it is ready to go.

>

> Holy shit!

Subject: Re: Error in initializing Paris Engine?

Posted by [Gantt Kushner](#) on Mon, 31 Dec 2007 16:34:28 GMT

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>

>

> Mike

>

>

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

>>

>>Thanks, Rob!

>>

>>I just got the amp to load and run. I've got some bugs to fix - my gain

>>code is fubared for some reason. But, it sounds like a very aggressive,

>>metal focused guitar amp. It works best for leads.

>>

>>It's not going to replace my Marshall JCM 800, but it will have its place

>>in the tool box.

>>

>>I should have it out by the end of the week.

>>

>>All the best!

>>

>>Mike

>>

>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:

>>>Great stuff Mike, keep up the good work dude.

>>>Rob

>>>

>>>"Mike Audet" <mike@....> wrote in message news:47d3f

Subject: Re: Error in initializing Paris Engine?
Posted by [John \[1\]](#) on Mon, 31 Dec 2007 20:41:22 GMT
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t;
>>>
>>
>>
>Hey Mike,

Did you ever get a Mac to work with?

Gantt

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

>
>Hi Everyone,
>
>I just thought I'd post an update so that you don't think I've forgotten
>about you.
>
>The crazy snow has been good for PARIS development. I've coded a back and
>and a ui for the class a amp from the dp4+/dp-pro. Unfortunately, there
>must be differences in the way memory is handled between the two platforms,
>because it disables most other plugins as soon as it loads (and it doesn't
>work, either).
>
>I had to sort out how PARIS references tables compared to the DP/Pro, which
>I figured out last night. I thought that would fix the plug, but it didn't.
>There must be something else.
>
>Anyway, I'm working on it. I'm sure that what I learn from this effort
will
>make the rest of the dp/pro ports that much easier.
>
>Hope you're all doing well.
>
>MikeHi Gantt,

I actually got a copy of OS 9 to run in an emulator on my PC. As soon as
I get the development Mac from Chuck, I'll clone the development environment
there and compile until they're all done.

It's kind of cool watching OS 9 boot up on my X2 Athlon.

I'll let you know the minute I have more news.

Mike

"Gantt Kushner" <ganttmann@comcast.net> wr

Subject: Re: Error in initializing Paris Engine?

Posted by [tonehouse](#) on Mon, 31 Dec 2007 21:26:42 GMT

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orld:

>>

>> <http://www.ted.com/index.php/talks/view/id/206>

>>

>> Here is the amazing feat:

>>

>> ENGINEERING 101...4000 YRS LATER - American Stonehenge

>> Not all questions are answered but it comes close.

>> http://j-walkblog.com/index.php?/weblog/posts/moving_big_rocks

>>

>> The mystery of Stonehenge may have been unlocked by a construction worker,

>> who lives in Michigan - a very smart construction worker.

>> It is fascinating. It is amazing that this guy could figure out

>> something that has confounded

>> scholars for centuries. And not only figure it out, but demonstrate it!

>> This guy could build a replica of Stonehenge single-handedly, while

>> a committee of 20 or 30 Civil Engineering professors from leading

>> universities would be debating how it couldn't be done.

>> If only they made RayDAT 6 x ADAT, I would have been there. MADI for a

>> laptop is very cool.

Graham

Chris Ludwig wrote:

> Crazy new RME gear Coming Soon

>

>

> HDSPe RayDAT

>

> The HDSPe RayDAT provides unique features:

>

> * 4 x ADAT digital I/O, supporting 192 kHz via S/MUX4 operation

> * 1 x SPDIF digital I/O, 192 kHz-capable

> * 1 x AES/EBU digital I/O, 192 kHz-capable

> * 2 x MIDI I/O, 32 channels high-speed MIDI via breakout cable

> * Up to 36 inputs and 36 outputs can be used simultaneously!

> * DIGICheck

>

> < en_support_techinfo.php?page=content/support/en_support_tech info_digicheck >,
>
> RMEs unique metering- and analysing tool
> * TotalMix: 2592 channel mixer
>
> < en_support_techinfo.php?page=content/support/en_support_tech
info_hdsp_totalmix_hardware >
>
> with 42 bit internal resolution
> * Native PCI Express - no PCI to PCI Express bridge used
> * S/MUX poured in hardware: 16 channels 24-bit/96kHz for record and
> playback on ADAT opti

Subject: Re: Error in initializing Paris Engine?
Posted by [John \[1\]](#) on Tue, 01 Jan 2008 00:28:00 GMT
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ow end of the amp. It has Marshall growl and smoothness now!

One thing to be aware of is that it wi

Subject: Re: Error in initializing Paris Engine? EDS card....
Posted by [tonehouse](#) on Tue, 01 Jan 2008 17:44:24 GMT
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s.com/MiscAudio/GiftOfTheDesert-mp3.mp3

>
>
> I uploaded this one as a hi-rez mp3 file, so you could hear
> every detail, so it's a little bigger (9megs), but it's worth
> it, trust me - it's barely discernable from the full 35-meg wav
> rendering.
>
> I really like this mix... listen to it on halfway-decent
> monitors or phones & you're gonna feel like you're right in the
> middle of it.
>
> And, of course, Rod does a killer job of
