
Subject: analog tape restoration
Posted by [Yanoska](#) on Fri, 24 Aug 2007 05:23:20 GMT
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0
>>different
>>>ESP2 chips to get a better allocation. Your input wire can get =
allocated
>>>to one chip, the output to another. Then things no worky. The fix =
is

Subject: Re: analog tape restoration
Posted by [gene lennon](#) on Fri, 24 Aug 2007 05:36:10 GMT
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>to
>>>remove the input and output wire, then add them back, and in all =
likelyhood
>>>they will end up on the same chip, but its a pain.
>>>
>>>I have a great keyed gate and a sidechain I never released because =
wires
>>>is not a reliable method, and there is no other way to route from =
channel
>>>to channel among inserts.
>>>
>>>I also can't release the precision limiter because that is the =
property
>>of
>>>one of the original ensoniq guys, and I hav

Subject: Re: analog tape restoration
Posted by [Kim W](#) on Fri, 24 Aug 2007 08:41:50 GMT
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e to work on the precision =
limiter,
>>>>and It would be a huge help to have the wires code to look at. One =
of
>the
>>>>things I still have no clue about (among many) is how the routing =
works.
>>>> I would really, really, love to add a side chain to a compressor, =
and

>>I
>>>>think that the wires code would be a huge help.
>>>>
>>>>Thanks again for everything!
>>>>
>>>>Mike
>>>>
>>>>PS - I don't know if you've seen my little site at ensoniq.ca, but =
you've
>>>>got a very special thanks right at the top.
>>>>
>>>>
>>>>
>>>>"chuck duffy" <c@c.com> wrote:
>>>>>
>>>>>Mike,
>>>>>
>>>>>The Mac stuff is built under Code Warrior, not visual C++. It's =
a real
>>>>nightmare,
>>>>>and if you think it was

Subject: Re: analog tape restoration
Posted by [Bill L](#) on Sun, 26 Aug 2007 01:46:50 GMT
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;gt;>they will end up on the =
same chip,=20
but its a pain.
>>
>>I have a great keyed =
gate and a=20
sidechain I never released because wires
>>is not a =
reliable=20
method, and there is no other way to route from =
channel
>>to=20
channel among inserts.
>>
>>I also can't =
release the=20
precision limiter because that is the=20
property
>>of
>>one of the original ensoniq =
guys, and I=20
have an ironclad agreement with
>>him
>>that I =
cannot=20
release it, unless its for sale , and he gets a=20
cut.
>>
>>The one thing I do think we should =
release=20
is matts reverb, cause nobody
>>has heard from here in=20
=
years.
>>
>>Chuck
>>
>>g=

wrote:
>>&a

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..html </DIV></BODY ></HTML>

like.

way. This one sounds thick and the high end remains intact.

fun building these things.

I'll post the current version.