





senderella so only WET signal can be sent; this is useful only for bussing say dsrumtracks to a compressor and not need the dry tracks playing. In that situation no wrapper needs senderella. But for full use and potential senderella needs wrapped; 6. Wrappers that can be used are the FREE = Spinaudio = [http://www.spinaudio.com/downloads.php?download\\_type=3D3&download\\_id=3D33](http://www.spinaudio.com/downloads.php?download_type=3D3&download_id=3D33) which can wrap ONLY one VST plugin. So here you can wrap one instance of senderella and use it as send for reverbs. If you buy Spinaudio ofcourse you can have as many plugins wrapped as you want; 7.. Senderella by renaming its dll like send1, send2, send3 etc can be used as many times as you want it is that simple; 8. you need to have 16bit files (empty) on the receiving senderella instances; 9. If you have multiple cards then use (if you want it across submixes) tracks 15 and 16 of your last card, so that all sending instances are before these two; 10. On Me works but I haven't got very stable results which may be my computer though so you could give some more tests but on XP works just fine; here; 11. So to come to its actual use; First you wrap as we said senderella, I prefer chainer because chainer is extremely stable and has some good functionality like dry and wet volumes many slots midi automation preset handling etc; Note that here we need a VST chainer/wrapper because senderella is only VST; For UAD1 you can use the same wrapper chainer and wrap the vst versions of VST; HINT: If

you buy chainer get the free Spinaudiolite and use its one=20  
 instance<BR>&gt;to wrap only chainer.<BR>&gt;So UAD1 plugins inside =  
 chainer=20  
 will retain knob functionality and lower<BR>the<BR>&gt;latency down =  
 to 4096=20  
 samples for a normal UAD1 plugin.<BR>&gt;<BR>&gt;12. If you wanna =  
 use all=20  
 things without buying anything you can do this:<BR>&gt;Get=20  
 Spinaudiolite&nbsp;FREE and wrap senderella.<BR>&gt;Get FFX4 DX =  
 chainer=20  
 =  
 free<BR>&gt;[http://vincent.burel.free.fr/download/ffx4\\_FullDemo3.zip](http://vincent.burel.free.fr/download/ffx4_FullDemo3.zip)<BR>&=
 >NOTE:=20  
 FFX-4 wraps/chains ONLY DX plugins whereas Chainer wraps/chains=20  
 only<BR>&gt;VST<BR>&gt;HINT: From inside Chainer you can use FFX-4 =  
 so have=20  
 chainer to wrap DX and<BR>&gt;VST....<BR>&gt;<BR>&gt;13. FFX-4 also =  
 has a=20  
 low 4096 samples latency for UAD plugz. If you think<BR>&gt;that is =  
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 that FXpansion wrapper that you guys were using gives =  
 16384<BR>&gt;samples=20  
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 Spinaudiolite.<BR>&gt;<BR>&gt;15. You put senderella on the audio =  
 tracks you=20  
 wanna send to a reverb, put<BR>&gt;the send volume accordingly and =  
 redirect=20  
 (full to the right) because<BR>&gt;Spinaudio mixes two times the =  
 sound of=20  
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 16bit=20  
 empty long files (5 minutes<BR>&gt;or more,whatever)<BR>&gt;17. On =  
 track 15=20  
 you open as STEREO the senderella again =  
 (spinaudiolite<BR>&gt;wrapped) and=20  
 put senderella as receiver .<BR>&gt;Then on next native slot you =  
 open FFX-4=20  
 on track 15 as STEREO again.<BR>&gt;<BR>&gt;18. You open from inside =  
 FFX-4 a=20  
 UAD1 reverb or any other DX reverb (like<BR>&gt;DSPFX)<BR>&gt;If you =  
 put=20  
 UAD1 rvereb you get 4096 latency.<BR>&gt;If you put a DX reverb you =  
 probably=20  
 will get 0 latency !!, so no<BR>&gt;compensation needed at =  
 all.<BR>&gt;It=20  
 ius like having AUX with DX effect for Paris !<BR>&gt;<BR>&gt;19. =  
 Now if you=20  
 insist of using a UAD1 plugin reverb, the to compensate =

you<BR>&gt;do the=20  
following:<BR>&gt;<BR>&gt;You nudge ALL YOUR TRACKS (except for the =  
reverb=20  
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nothing=20  
will happen anyway- )100ms<BR>to<BR>&gt;the left and put voxengo =  
sample=20  
delay (Try this instead of&nbsp; AnalogX DX<BR>&gt;plugin because =  
you have=20  
the 64 plugin limit and with VST plugins NO LIMIT<BR>&gt;Then put =  
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latency plugin 384 samples to the right.<BR>&gt;Thus all processed =  
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for=20  
now.<BR>&gt;Please ask questions so I can see where I did my wrong=20  
=  
homework...<BR>&gt;Regards,<BR>&gt;Dimitrios<BR >&gt;<BR>&gt;<BR>&gt;<BR>&=  
gt;<BR>&gt;<BR></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML >

-----=\_NextPart\_000\_001A\_01C5CDE3.57A182C0--Yes a fucking wooden quality of sound...)

Regards,  
Dimitrios

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
news:434aa59b\$1@linux...

> .....which brings to mind the question, if Paris Hilton is screwing  
> someone in the woods and a tree falls on them, does it actually make a  
> sound?

>  
>  
>  
> "Miguel Vigil" <nospam@nospam.com> wrote in message news:434a5b2b@linux...  
>> A thread about \*nothing\*

>>  
>> Who will watch it?

>>  
>>  
>> El Miguel

>>  
>>  
>>  
>> "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message  
>> news:r7tjk1p7kdkt3m9m1go78iba4gue9h0gsn@4ax.com...

>>> On Sun, 9 Oct 2005 17:26:28 -0600, "DJ"  
>>> <animix\_spam-this-ahole\_@animas.net> wrote:

>>>  
>>> >In order for this to be really effective, you need to record nothing,  
>> copy

> > > this to an adjacent track, invert the phase and then do a bounce.

> > > >

> > > >;oP

> > > >

> > > Now, that be some well-crafted nothing!

> > >

> > > yeah-- Chas

> >

> >

>

>Due to Hurricane Katrina and RITA I was without power here in New Orleans. I posted a message But couldnt find any replaies it's about the error code 1/ffffffffffff I get when I try to load my paris 2.2 I just went to windows from win98 and it all worked fine a few months ago I changed to XP and hadnt tried using the paris right before the strom I tried without any luck I didnt install the BETA drivers still without any luck..... you guys have any suggestions?

-JAYwell.....now that would depend on whether or not they actually heard the tree before it landed on top of them and I guess we wouldn't know unless thou were video taping it and the audio was enabled on the videocam. Also, if the video showed them react to the falling of the tree before it struck them, then that would also indicate something.....but the bigger question would be.....if Paris Hilton is screwing someone in the woods and a tree falls on them, does anyone care?

;o)

"Dimitrios" <musurgio@otenet.gr> wrote in message news:434ab639@linux...

> Yes a fucking wooden quality of sound...:)

> Regards,

> Dimitrios

> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message

> news:434aa59b\$1@linux...

> > .....which brings to mind the question, if Paris Hilton is screwing

> > someone in the woods and a tree falls on them, does it actually make a

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> >

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>>>>>  
>>>> Now, that be some well-crafted nothing!  
>>>>  
>>>> yeah-- Chas  
>>>  
>>>  
>>  
>>  
>  
>overheating will cause this.

"Phil Aiken" <paiken@partners.org> wrote in message news:434ab124\$1@linux...  
>  
> I'm getting a large amount of crashes all of the sudden. Right in the  
middle  
> of a song playback will just stop, and the computer is frozen. I need to  
> physically disconnect the power cord to restart it.  
> Anybody else experience this?  
> It is only happening as far as I can tell with Paris, and it is not  
project  
> specific, nor related to any particular plugins. I have rulled that out.  
> I guess my next move is to remove one card at a time and see what happens  
> unless someone has any other suggestions.  
> Sigh.  
>  
> Oh yeah, Windows '98 - 2 card system...  
>Much abliged.  
What was your feeling with Mr. Monterello?

"Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote:  
>  
>No,Joe Monterello is with Capital Bauer Ins I think in Albany,NY.  
>

>Music Pro I think does the musicians union insurance now so they  
>are pretty large I imagine.I saw some posts on GearslutZ that  
>some people were getting bad service from them recently.  
>  
> When I called Heritage the VP answered the phone.I'm going to  
>email him a list.Now no deductible might mean higher rates,but I  
>haven't asked about rates with some deductible yet.  
>  
> I've heard some people saying they like Clarion.  
>  
> I'll let you know what I find.  
>  
>Pete  
>  
>"cujo" <chris@applemanstudio.com> wrote:  
>>  
>>Hmm, Is that the guy Joen Monterello that affilates with Mix Mag?  
>>He told me there is a deductible. I thought it was 1000.00 that would mean  
>>I would need a large loss for it to help. Btter thhan nothing but at 900.00  
>>per year or so.  
>>  
>>Please let me know more about what you find.  
>>I am in need as well. Where is Music pro from and what did you here?  
>>  
>>  
>>"Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote:  
>>>  
>>> Looking for some insurance and they seem to look pretty good.  
>>>Was going to check out MusicPro,but I've been hearing some not  
>>>great reviews as of late.Might check Clarion too.  
>>> Heritage looks like no deductibles which is nice.  
>>>  
>>>TIA,  
>>>Pete  
>>  
>Dear DJ,  
Yes I have thought of that several times.  
I have contacted Spinaudio to make them do a buffer for us to change for the  
lowest, I don't know who will come up with this but it can be done...  
This multifixvst which is also free <http://www.kvraudio.com/get/1068.html>  
This lowers latency to the 2048 samples !  
The author promised to send me the code for further developing and Doug  
asked for it to develop it so maybe we can make it with a smaller latency...  
Regards,  
Dimitrios

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
news:434aa4a6\$1@linux...

> >13. FFX-4 also has a low 4096 samples latency for UAD plugz. If you think  
> that is big note that FXpansion wrapper that you guys were using gives  
16384  
> samples of latency !!<  
>  
> I have been reading your posts about this. I appreciate your efforts. You  
> have done a whole lot of testing and in a previous post you mentioned a  
way  
> to get the sample latency of UAD-1 plugins down to 2048 samples, which is  
> \*fairly\* close to a 50ms nudge in the Paris editor. If a wrapper can  
> actually reduce latency, then why not write one that reduces it  
altogether?  
> Would this be possible to do?//.....or at least might it be possible to  
> actually write a UAD-1 > Paris latency compensator/wrapper with even less  
> latency.....say exactly 88 samples, so it would corelate to 1 x Paris  
> ms (or some incremental \*Paris\* nudge/slide). If it was specific to Paris  
> editor increments such as:  
>  
> 1ms= 80 samples  
> 5ms= 240 samples  
> 10ms= 480 samples  
> 25ms= 1120 samples  
> 50ms= 2240 samples  
> 75ms= 3360 samples  
> 100ms= 4480 samples  
>  
> .....then the Voxengo/Sampleslide step could be eliminated. Still,  
> there would need to be some way to adjust for the UAD-1 plugins like  
> Fairchild and Pultec, which have different latency than the 1176 and  
LA-2A,  
> so this \*exact\* situation might not ever be possible.  
>  
> Dunno.....just a thought.  
>  
> Deej  
>  
>  
> "Mike R." <emarenot@yahoo.com> wrote in message news:434a807e\$1@linux...  
> >  
> > Dimitrios, thanks for the effort to put this together. I'm adding this  
to  
> > my "paris keepers" file.  
> > MR  
> >  
> > "Dimitrios" <musurgio@otenet.gr> wrote:  
> > >Ok,  
> > >Due to the many posts that maybe misleading if you don't follow all of  
> them

> > >in the right order I decided to summarize what I know regarding  
> senderella  
> > >and its use with Paris .  
> > >  
> > >1. Use inside Paris.cfg at the top the string EDSTransfer=8,16  
> > You  
> > >could use 8,8 but this has problems with audio streaming. The 8,16  
seems  
> > >like the magical number, remember I tried them all....  
> > >This is needed because then Senderella works realtime NO LATENCY as a  
> buss  
> > >inside Paris.  
> > >Senderella seems like the greatest discovery among FREE plugins for  
> Paris,  
> > >link: <http://www.kvraudio.com/get/1433.html>  
> > >Senderella newest version has a redirect option so you can send the  
> signal  
> > >and not hear (or hear) the dry signal if you want.  
> > >It has 64 busses ! and now saves its condition and preset (the version  
> > >before could not) after saving your song.  
> > >  
> > >2. Senderella works across submixes ! but the latency in between  
> submixes  
> > >has to be taken into consideration.  
> > >  
> > >3. So possible uses are  
> > >a) Use your favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE reverb as  
> a buss  
> > >with senderella.  
> > >You occupy two Paris audio tracks for your reverb return using 16bit  
> (24bit  
> > >works too) silence paf file.  
> > >Here you can create a long 5 minute file or bigger and have it in handy  
> > >anytime you want it.  
> > >b) Use your favourite compressor VST/DX/UAD1/POWERCORE/EXTERNAL for  
buss  
> > >compression.  
> > >  
> > >4. On both uses the method is around the same.  
> > >  
> > >5. Senderella although showing up as it is in Paris as vst does not let  
> > the  
> > >audio pass the plugin, It stops in senderella so only WET signal can be  
> > >send.  
> > >this is useful only for bussing say dsrumtracks to a compressor and not  
> need  
> > >to have also the dry tracks playing.  
> > >In that situation no wrapper needs for senderella.

> > >But for full use and potential senderella needs to be wrapped  
> > >  
> > >6. Wrappers that can be used are the FREE Spinaudio lite  
> > > [http://www.spinaudio.com/downloads.php?download\\_type=3&download\\_id=33](http://www.spinaudio.com/downloads.php?download_type=3&download_id=33)  
> which  
> > >can wrap ONLY one VST plugin.  
> > >So here you can wrap one instance of senderella and use it as send for  
> > >reverbs.  
> > >If you buy Spinaudio ofcourse you can have as many plugins wrapped as  
you  
> > >want.  
> > >  
> > >7.. Senderella by renaming its dll like send1,send2,send3 etc can be  
used  
> > as  
> > >many times as you want it is that simple.  
> > >  
> > >8. you need to have 16bit files (empty) on the receining senderella  
> > >instances.  
> > >  
> > >9. If you have multiple cards then use (if you want it across submixes)  
> > >tracks 15 and 16 of your last card, so that all sending instances are  
> bfore  
> > >these two.  
> > >  
> > >10. On Me works but I haven't got very stable resluts which may be my  
> > >computer though so you could give some more tests but on XP works just  
> fine  
> > >here.  
> > >  
> > >11. So to come to its actual use  
> > >First you wrap as we said senderella, I prefer chainer because chainer  
is  
> > >extremely stable and has some good functinality like dry and wet  
volumes  
> > >many slots midi automation preset handling etc.  
> > >Note that here we need a VST chainer/wrapper because senderella is only  
> > VST.  
> > >For UAD1 you can use the same wrapper chainer and wrap the vst versions  
> > of  
> > >VST.  
> > >HINT: If you buy chainer get the free Spinaudiolite and use its one  
> instance  
> > >to wrap only chainer.  
> > >So UAD1 plugins inside chainer will retain knob functionality and lower  
> > the  
> > >latency down to 4096 samples for a normal UAD1 plugin.  
> > >

> > >12. If you wanna use all things without buying anything you can doing  
> this:  
> > >Get Spinaudiolite FREE and wrap senderella.  
> > >Get FFX4 DX chainer free  
> > >[http://vincent.burel.free.fr/download/ffx4\\_FullDemo3.zip](http://vincent.burel.free.fr/download/ffx4_FullDemo3.zip)  
> > >NOTE: FFX-4 wraps/chains ONLY DX plugins whereas Chainer wrapps/chains  
> only  
> > >VST  
> > >HINT: From inside Chainer you can use FFX-4 so have chainer to wrap DX  
> and  
> > >VST....  
> > >  
> > >13. FFX-4 also has a low 4096 samples latency for UAD plugz. If you  
think  
> > >that is big note that FXpansion wrapper that you guys were using gives  
> 16384  
> > >samples of latency !!  
> > >  
> > >14. So you wrap senderella with Spinaudiolite.  
> > >  
> > >15. You put senderella on the audio tracks you wanna send to a reverb,  
> put  
> > >the send volume accordingly and redirect (full to the right) because  
> > >Spinaudio mixes two times the sound of the track)  
> > >  
> > >16. On audio tracks 15 and 16 you put two 16bit empty long files (5  
> minutes  
> > >or more,whatever)  
> > >17. On track 15 you open as STEREO the senderella again (spinaudiolite  
> > >wrapped) and put senderella as receiver .  
> > >Then on next native slot you open FFX-4 on track 15 as STEREO again.  
> > >  
> > >18. You open from inside FFX-4 a UAD1 reverb or any other DX reverb  
(like  
> > >DSPFX)  
> > >If you put UAD1 rvereb you get 4096 latency.  
> > >If you put a DX reverb you probably will get 0 latency !!, so no  
> > >compensation needed at all.  
> > >It ius like having AUX with DX effect for Paris !  
> > >  
> > >19. Now if you insist of using a UAD1 plugin reverb, the to compensate  
> you  
> > >do the following:  
> > >  
> > >You nudge ALL YOUR TRACKS (except for the reverb return on tracks 15  
and  
> > >16-well even if you put it there too nothing will happen anyway- )100ms  
> > to

> > >the left and put voxengo sample delay (Try this instead of AnalogX DX  
> > >plugin because you have the 64 plugin limit and with VST plugins NO  
LIMIT

> > >Then put inside latency plugin 384 samples to the right.

> > >Thus all processed tracks will be alligned to reverb return on tracks.

> > >

> > >That is for now.

> > >Please ask questions so I can see where I did my wrong homework...

> > >Regards,

> > >Dimitrios

> > >

> > >

> > >

> > >

> > >

> >

>

>Phil,

Do you use any EDSTransfer string in Paris cfg ?

Regards,

Dimitrios

"Phil Aiken" <paiken@partners.org> wrote in message news:434ab124\$1@linux...

>

> I'm getting a large amount of crashes all of the sudden. Right in the  
middle

> of a song playback will just stop, and the computer is frozen. I need to

> physically disconnect the power cord to restart it.

> Anybody else experience this?

> It is only happening as far as I can tell with Paris, and it is not  
project

> specific, nor related to any particular plugins. I have rulled that out.

> I guess my next move is to remove one card at a time and see what happens

> unless someone has any other suggestions.

> Sigh.

>

> Oh yeah, Windows '98 - 2 card system...

>Actually haven't talked to him yet.Gave them a call,but they're closed today.

Pete

"cujo" <chris@applemanstudio.com> wrote:

>

>Much abliged.

>WHat was your feeling with Mr. Monterello?

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>"Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote:

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>>No,Joe Monterello is with Capital Bauer Ins I think in Albany,NY.

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>> When I called Heritage the VP answered the phone.I'm going to  
>>email him a list.Now no deductible might mean higher rates,but I  
>>haven't asked about rates with some deductible yet.

>>

>> I've heard some people saying they like Clarion.

>>

>> I'll let you know what I find.

>>

>>Pete

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>>>>great reviews as of late.Might check Clarion too.  
>>>> Heritage looks like no deductibles which is nice.

>>>>

>>>>TIA,

>>>>Pete

>>>

>>

>Have you followed EVERY step EXACTLY as laid out here?:

<http://homepage.mac.com/osxlover/ParisFAQs/parisonxp.html>

David.

Jay wrote:

> Due to Hurricane Katrina and RITA I was without power here in New Orleans.

> I posted a message But couldnt find any replaies it's about the error code

> 1/ffffffffffff I get when I try to load my paris 2.2 I just went to windows  
> from win98 and it all worked fine a few months ago I changed to XP and hadnt  
> tried using the paris right before the storm I tried without any luck I didnt  
> install the BETA drivers still without any luck..... you guys have any  
> suggestions?  
>  
> -JAYDepends if it is a rare tree or not.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

>well.....now that would depend on whether or not they actually heard  
>the tree before it landed on top of them and I guess we wouldn't know unless  
>they were video taping it and the audio was enabled on the videocam. Also,  
>if the video showed them react to the falling of the tree before it struck  
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a  
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>> > >

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>nothing,  
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>>>>> >this to an adjacent track, invert the phase and then do a bounce.  
>>>>>  
>>>>> >;oP  
>>>>>  
>>>>> Now, that be some well-crafted nothing!  
>>>>>  
>>>>> yeah-- Chas  
>>>>  
>>>>  
>>>  
>>>  
>>  
>>  
>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0430\_01C5CDB1.A9EBDE40

Content-Type: text/plain;

charset="iso-8859-1"

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Dimitrios,

My problems were not crashing Paris but rendering my C drive unbootable.

It may have been an unrelated problem but it was traumatizing. Thanks =

for

the quick response too. =20

It would be sweet to have the lowest latency (reverbs with no =  
compensation)

and a number that relates to Paris' 1 ms nudge. I'm all for that.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =

news:434ab602@linux...

Dear Tom,

You may have had problems because of console...

This damn nice chainer is a nogo (at least for now) with Paris.

It crashes Paris a lot.

I don't use any automation in Paris yet...

You know I am new here...

Maybe you used EDSTransfer=3D8,8 which is also a no go for Paris.

Too many streaming errors.

use 8,16

Spinaudio wraps senderella in a way that if you don't rferirect the =

sound the sound almost doubles its volumeChainer does not do that...

Regards,  
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:434aa820@linux...

Dimitrios,  
You a powerhouse of information! Your work with  
Paris and associated plugins is great for us all.  
A couple of questions:

#1) What do you mean by two times the sound?

Step 15: and redirect (full to the right) because  
>Spinaudio mixes two times the sound of the track)

#2) Do you have problems with Paris automation with everything =  
nudged?

If I have muted my tom tracks and nudge them the automation will  
be off. If I nudge install effects and then mute toms would this =  
solve the problem?

>You nudge ALL YOUR TRACKS (except for the reverb return on tracks =  
15 and

>16-well even if you put it there too nothing will happen anyway- =  
)100ms  
to

>the left and put voxengo sample delay (Try this instead of AnalogX =  
DX

>plugin because you have the 64 plugin limit and with VST plugins NO =  
LIMIT

>Then put inside latency plugin 384 samples to the right.

>Thus all processed tracks will be aligned to reverb return on =  
tracks.

>

If I could only wrap my head around all of this I'd be all set. The =  
first time you posted

about Senderella and Chainer I used it for a while then my C drive =  
became useless. I'm

still not sure why. I'm afraid to try it again now but that's just =  
me. I think if I can

understand it clearly I'll be able to implement it more easily. =20

You are helping me with this explanation and it's appreciated =  
greatly.

Thanks for your effort once again,  
Tom

=20

"Mike R." <emarenot@yahoo.com> wrote in message =  
news:434a807e\$1@linux...

Dimitrios, thanks for the effort to put this together. I'm adding =  
this to  
my "paris keepers" file. =20  
MR

"Dimitrios" <musurgio@otenet.gr> wrote:  
>Ok,  
>Due to the many posts that maybe misleading if you don't follow =  
all of them  
>in the right order I decided to summarize what I know regarding =  
senderella  
>and its use with Paris .  
>  
>1. Use inside Paris.cfg at the top the string =  
EDSTransfer=3D8,16 =20  
You  
>could use 8,8 but this has problems with audio streaming. The =  
8,16 seems  
>like the magical number, remember I tried them all....  
>This is needed because then Senderella works realtime NO LATENCY =  
as a buss  
>inside Paris.  
>Senderella seems like the greatest discovery among FREE plugins =  
for Paris,  
>link: <http://www.kvraudio.com/get/1433.html>  
>Senderella newest version has a redirect option so you can send =  
the signal  
>and not hear (or hear) the dry signal if you want.  
>It has 64 busses ! nad now saves its condition and prest (the =  
version  
>before could not) after saving your song.  
>  
>2. Senderella works across submixes ! but the latency in between =  
submixes  
>has to be taken into consideration.  
>  
>3. So possible uses are  
>a) Use your favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE =  
reverb as abuss  
>with senderella.  
>You occupy two Paris audio tracks for your reverb return using =  
16bit (24bit

>works too) silence paf file.  
 >Here you can create a long 5 minute file or bigger and have it in =  
 handy  
 >anytime you want it.  
 >b) Use your favourite compressor VST/DX/UAD!/POWERCORE/EXTERNAL =  
 for buss  
 >compression.  
 >  
 >4. On both uses the method is around the same.  
 >  
 >5. Senderella although showing up as it is in Paris as vst does =  
 not let  
 the  
 >audio pass the plugin, It stops in senderella so only WET signal =  
 can be  
 >send.  
 >this is useful only for bussing say dsrumtracks to a compessor =  
 and not need  
 >to have also the dry tracks playing.  
 >In that situation no wrapper needs for senderella.  
 >But for full use and potential senderella needs to be wrapped  
 >  
 >6. Wrappers that can be used are the FREE Spinaudio lite  
 =  
 > [http://www.spinaudio.com/downloads.php?download\\_type=3D3& ;download\\_id=3D3=3](http://www.spinaudio.com/downloads.php?download_type=3D3& ;download_id=3D3=3) which  
 >can wrap ONLY one VST plugin.  
 >So here you can wrap one instance of senderella and use it as =  
 send for  
 >reverbs.  
 >If you buy Spinaudio ofcourse you can have as many plugins =  
 wrapped as you  
 >want.  
 >  
 >7.. Senderella by renaming its dll like send1,send2,send3 etc can =  
 be used  
 as  
 >many times as you want it is that simple.  
 >  
 >8. you need to have 16bit files (empty) on the receining =  
 senderella  
 >instances.  
 >  
 >9. If you have multiple cards then use (if you want it across =  
 submixes)  
 >tracks 15 and 16 of your last card, so that all sending instances =  
 are bfore  
 >these two.

>

>10. On Me works but I haven't got very stable results which may =  
be my  
>computer though so you could give some more tests but on XP works =  
just fine  
>here.

>

>11. So to come to its actual use  
>First you wrap as we said senderella, I prefer chainer because =  
chainer is  
>extremely stable and has some good functionality like dry and wet =  
volumes  
>many slots midi automation preset handling etc.  
>Note that here we need a VST chainer/wrapper because senderella =  
is only  
VST.  
>For UAD1 you can use the same wrapper chainer and wrap the vst =  
versions  
of  
>VST.  
>HINT: If you buy chainer get the free Spinaudiolite and use its =  
one instance  
>to wrap only chainer.  
>So UAD1 plugins inside chainer will retain knob functionality and =  
lower  
the  
>latency down to 4096 samples for a normal UAD1 plugin.

>

>12. If you wanna use all things without buying anything you can =  
doing this:  
>Get Spinaudiolite FREE and wrap senderella.  
>Get FFX4 DX chainer free  
>[http://vincent.burel.free.fr/download/ffx4\\_FullDemo3.zip](http://vincent.burel.free.fr/download/ffx4_FullDemo3.zip)  
>NOTE: FFX-4 wraps/chains ONLY DX plugins whereas Chainer =  
wrapps/chains only  
>VST  
>HINT: From inside Chainer you can use FFX-4 so have chainer to =  
wrap DX and  
>VST....

>

>13. FFX-4 also has a low 4096 samples latency for UAD plugz. If =  
you think  
>that is big note that FXpansion wrapper that you guys were using =  
gives 16384  
>samples of latency !!

>

>14. So you wrap senderella with Spinaudiolite.

>

>15. You put senderella on the audio tracks you wanna send to a =  
reverb, put  
>the send volume accordingly and redirect (full to the right) =  
because  
>Spinaudio mixes two times the sound of the track)  
>  
>16. On audio tracks 15 and 16 you put two 16bit empty long files =  
(5 minutes  
>or more,whatever)  
>17. On track 15 you open as STEREO the senderella again =  
(spinaudiolite  
>wrapped) and put senderella as receiver .  
>Then on next native slot you open FFX-4 on track 15 as STEREO =  
again.  
>  
>18. You open from inside FFX-4 a UAD1 reverb or any other DX =  
reverb (like  
>DSPFX)  
>If you put UAD1 rvereb you get 4096 latency.  
>If you put a DX reverb you probably will get 0 latency !!, so no  
>compensation needed at all.  
>It ius like having AUX with DX effect for Paris !  
>  
>19. Now if you insist of using a UAD1 plugin reverb, the to =  
compensate you  
>do the following:  
>  
>You nudge ALL YOUR TRACKS (except for the reverb return on tracks =  
15 and  
>16-well even if you put it there too nothing will happen anyway- =  
)100ms  
to  
>the left and put voxengo sample delay (Try this instead of =  
AnalogX DX  
>plugin because you have the 64 plugin limit and with VST plugins =  
NO LIMIT  
>Then put inside latency plugin 384 samples to the right.  
>Thus all processed tracks will be alligned to reverb return on =  
tracks.  
>  
>That is for now.  
>Please ask questions so I can see where I did my wrong =  
homework...  
>Regards,  
>Dimitrios  
>  
>  
>

>  
>

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<DIV><FONT face=3DArial size=3D2>My problems were not crashing Paris but =
rendering=20
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message=20
  <A href=3D"news:434ab602@linux">news:434ab602@linux</A>...</DIV>
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<DIV><FONT face=3DArial size=3D2>You know I am new =  
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Roman"=20  
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not) after saving your song.<BR>&gt;<BR>&gt;2. Senderella works =  
across=20  
submixes ! but the latency in between submixes<BR>&gt;has to be =  
taken=20  
into consideration.<BR>&gt;<BR>&gt;3. So possible uses =  
are<BR>&gt;a) Use=20  
your favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE reverb as=20  
abuss<BR>&gt;with senderella.<BR>&gt;You occupy two Paris audio =  
tracks for=20  
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compressor VST/DX/UAD!/POWERCORE/EXTERNAL for=20  
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need<BR>&gt;to=20  
have also the dry tracks playing.<BR>&gt;In that situation no =  
wrapper=20  
needs for senderella.<BR>&gt;But for full use and potential =  
senderella=20  
needs to be wrapped<BR>&gt;<BR>&gt;6. Wrappers that can be used =  
are the=20  
FREE Spinaudio=20  
=  
lite<BR>&gt; http://www.spinaudio.com/downloads.php?download\_type=3D3& ;amp;=  
download\_id=3D33&nbsp;=20  
which<BR>&gt;can wrap ONLY one VST plugin.<BR>&gt;So here you can =  
wrap one=20  
instance of senderella and use it as send =  
for<BR>&gt;reverbs.<BR>&gt;lf=20  
you buy Spinaudio ofcourse you can have as many plugins wrapped as =  
you<BR>&gt;want.<BR>&gt;<BR>&gt;7.. Senderella by renaming its dll =  
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(empty) on=20

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 volume=20

accordingly and redirect (full to the right) =  
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 =  
 homework...<BR>&gt;Regards,<BR>&gt;Dimitrios<BR >&gt;<BR>&gt;<BR>&gt;<BR>&=

It makes a different sound if she spreads her legs at the right moment. And if she screams, you know she's faking it. After all, women suck air in when they get off, not out.

James

>"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
>news:434aa59b\$1@linux...  
>> .....which brings to mind the question, if Paris Hilton is screwing  
>> someone in the woods and a tree falls on them, does it actually make a  
>> sound?  
>>  
>>  
>>  
>> "Miguel Vigil" <nospam@nospam.com> wrote in message news:434a5b2b@linux...  
>> > A thread about \*nothing\*  
>> >  
>> > Who will watch it?  
>> >  
>> >  
>> > El Miguel  
>> >  
>> >  
>> > "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message  
>> > news:r7tjk1p7kdkt3m9m1go78iba4gue9h0gsn@4ax.com...  
>> > > On Sun, 9 Oct 2005 17:26:28 -0600, "DJ"  
>> > > <animix\_spam-this-ahole\_@animas.net> wrote:  
>> > >  
>> > > >In order for this to be really effective, you need to record nothing,  
>> > > > copy  
>> > > >this to an adjacent track, invert the phase and then do a bounce.  
>> > > >  
>> > > > ;oP  
>> > > >  
>> > > > Now, that be some well-crafted nothing!  
>> > >  
>> > > yeah-- Chas  
>> >  
>> >  
>>  
>>  
>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0014\_01C5CDF0.294EC380  
Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Hi,

Maybe it was console doing that.

I had many blue screens.

You can have reverbs with no compensation !!

Just use DX reverbs.

Most of them are of 0 latency.

Truverb, DSPFX, Princeton 2016, almost all I tested are of 0 latency.

SIR is not

So using senderella and DX efect you don't need to compensate.

My thoughts were to use only 0 latency plugins ...

Thats why I tested several compressors and posted some free good ones.

Waves C1 is not best but is 0 latency too.

Regards,

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:434ac5d4@linux...

Dimitrios,

My problems were not crashing Paris but rendering my C drive =  
unbootable.

It may have been an unrelated problem but it was traumatizing. Thanks =  
for

the quick response too. =20

It would be sweet to have the lowest latency (reverbs with no =  
compensation)

and a number that relates to Paris' 1 ms nudge. I'm all for that.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:434ab602@linux...

Dear Tom,

You may have had problems because of console...

This damn nice chainer is a nogo (at least for now) with Paris.

It crashes Paris a lot.

I don't use any automation in Paris yet...

You know I am new here...

Maybe you used EDSTransfer=3D8,8 which is also a no go for Paris.

Too many streaming errors.

use 8,16

Spinaudio wraps senderella in a way that if you don't rfect the =  
sound the sound almost doubles its volumeChainer does not do that...

Regards,

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:434aa820@linux...

Dimitrios,

You a powerhouse of information! Your work with Paris and associated plugins is great for us all.  
A couple of questions:

#1) What do you mean by two times the sound?

Step 15: and redirect (full to the right) because  
>Spinaudio mixes two times the sound of the track)

#2) Do you have problems with Paris automation with everything = nudged?

If I have muted my tom tracks and nudge them the automation will be off. If I nudge install effects and then mute toms would this solve the problem?

>You nudge ALL YOUR TRACKS (except for the reverb return on tracks = 15 and

>16-well even if you put it there too nothing will happen anyway- = )100ms

to

>the left and put voxengo sample delay (Try this instead of = AnalogX DX

>plugin because you have the 64 plugin limit and with VST plugins = NO LIMIT

>Then put inside latency plugin 384 samples to the right.

>Thus all processed tracks will be aligned to reverb return on = tracks.

>

If I could only wrap my head around all of this I'd be all set. = The first time you posted

about Senderella and Chainer I used it for a while then my C drive = became useless. I'm

still not sure why. I'm afraid to try it again now but that's = just me. I think if I can

understand it clearly I'll be able to implement it more easily. =20

You are helping me with this explanation and it's appreciated = greatly.

Thanks for your effort once again,  
Tom

=20

"Mike R." <emarenot@yahoo.com> wrote in message = news:434a807e\$1@linux...

Dimitrios, thanks for the effort to put this together. I'm =  
adding this to  
my "paris keepers" file. =20  
MR

"Dimitrios" <musurgio@otenet.gr> wrote:  
>Ok,  
>Due to the many posts that maybe misleading if you don't follow =  
all of them  
>in the right order I decided to summarize what I know regarding =  
senderella  
>and its use with Paris .  
>  
>1. Use inside Paris.cfg at the top the string =  
EDSTransfer=3D8,16 =20  
You  
>could use 8,8 but this has problems with audio streaming. The =  
8,16 seems  
>like the magical number, remember I tried them all....  
>This is needed because then Senderella works realtime NO =  
LATENCY as a buss  
>inside Paris.  
>Senderella seems like the greatest discovery among FREE =  
plugins for Paris,  
>link: <http://www.kvraudio.com/get/1433.html>  
>Senderella newest version has a redirect option so you can send =  
the signal  
>and not hear (or hear) the dry signal if you want.  
>It has 64 busses ! nad now saves its condition and prest (the =  
version  
>before could not) after saving your song.  
>  
>2. Senderella works across submixes ! but the latency in =  
between submixes  
>has to be taken into consideration.  
>  
>3. So possible uses are  
>a) Use your favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE =  
reverb as abuss  
>with senderella.  
>You occupy two Paris audio tracks for your reverb return using =  
16bit (24bit  
>works too) silence paf file.  
>Here you can create a long 5 minute file or bigger and have it =  
in handy  
>anytime you want it.  
>b) Use your favourite compressor VST/DX/UAD!/POWERCORE/EXTERNAL =  
for buss

>compression.  
>  
>4. On both uses the method is around the same.  
>  
>5. Senderella although showing up as it is in Paris as vst does =  
not let  
the  
>audio pass the plugin, It stops in senderella so only WET =  
signal can be  
>send.  
>this is useful only for bussing say dsrumtracks to a cmpressor =  
and not need  
>to have also the dry tracks playing.  
>In that situation no wrapper needs for senderella.  
>But for full use and potential senderella needs to be wrapped  
>  
>6. Wrappers that can be used are the FREE Spinaudio lite  
=  
> [http://www.spinaudio.com/downloads.php?download\\_type=3D3& ;download\\_id=3D3=](http://www.spinaudio.com/downloads.php?download_type=3D3&download_id=3D3=3)  
3 which  
>can wrap ONLY one VST plugin.  
>So here you can wrap one instance of senderella and use it as =  
send for  
>reverbs.  
>If you buy Spinaudio ofcourse you can have as many plugins =  
wrapped as you  
>want.  
>  
>7.. Senderella by renaming its dll like send1,send2,send3 etc =  
can be used  
as  
>many times as you want it is that simple.  
>  
>8. you need to have 16bit files (empty) on the receining =  
senderella  
>instances.  
>  
>9. If you have multiple cards then use (if you want it across =  
submixes)  
>tracks 15 and 16 of your last card, so that all sending =  
instances are bfore  
>these two.  
>  
>10. On Me works but I haven't got very stable resluts which may =  
be my  
>computer though so you could give some more tests but on XP =  
works just fine  
>here.

>

>11. So to come to its actual use

>First you wrap as we said senderella, I prefer chainer because =  
 chainer is

>extremely stable and has some good functionality like dry and =  
 wet volumes

>many slots midi automation preset handling etc.

>Note that here we need a VST chainer/wrapper because senderella =  
 is only  
 VST.

>For UAD1 you can use the same wrapper chainer and wrap the vst =  
 versions  
 of  
 >VST.

>HINT: If you buy chainer get the free Spinaudiolite and use its =  
 one instance

>to wrap only chainer.

>So UAD1 plugins inside chainer will retain knob functionality =  
 and lower  
 the  
 >latency down to 4096 samples for a normal UAD1 plugin.

>

>12. If you wanna use all things without buying anything you can =  
 doing this:

>Get Spinaudiolite FREE and wrap senderella.

>Get FFX4 DX chainer free

>[http://vincent.burel.free.fr/download/ffx4\\_FullDemo3.zip](http://vincent.burel.free.fr/download/ffx4_FullDemo3.zip)

>NOTE: FFX-4 wraps/chains ONLY DX plugins whereas Chainer =  
 wrapps/chains only

>VST

>HINT: From inside Chainer you can use FFX-4 so have chainer to =  
 wrap DX and

>VST....

>

>13. FFX-4 also has a low 4096 samples latency for UAD plugz. If =  
 you think

>that is big note that FXpansion wrapper that you guys were =  
 using gives 16384  
 >samples of latency !!

>

>14. So you wrap senderella with Spinaudiolite.

>

>15. You put senderella on the audio tracks you wanna send to a =  
 reverb, put

>the send volume accordingly and redirect (full to the right) =  
 because

>Spinaudio mixes two times the sound of the track)

>

>16. On audio tracks 15 and 16 you put two 16bit empty long = files (5 minutes  
>or more,whatever)  
>17. On track 15 you open as STEREO the senderella again = (spinaudiolite  
>wrapped) and put senderella as receiver .  
>Then on next native slot you open FFX-4 on track 15 as STEREO = again.  
>  
>18. You open from inside FFX-4 a UAD1 reverb or any other DX = reverb (like  
>DSPFX)  
>If you put UAD1 rvereb you get 4096 latency.  
>If you put a DX reverb you probably will get 0 latency !!, so = no  
>compensation needed at all.  
>It ius like having AUX with DX effect for Paris !  
>  
>19. Now if you insist of using a UAD1 plugin reverb, the to = compensate you  
>do the following:  
>  
>You nudge ALL YOUR TRACKS (except for the reverb return on = tracks 15 and  
>16-well even if you put it there too nothing will happen = anyway- )100ms  
to  
>the left and put voxengo sample delay (Try this instead of = AnalogX DX  
>plugin because you have the 64 plugin limit and with VST = plugins NO LIMIT  
>Then put inside latency plugin 384 samples to the right.  
>Thus all processed tracks will be alligned to reverb return on = tracks.  
>  
>That is for now.  
>Please ask questions so I can see where I did my wrong = homework...  
>Regards,  
>Dimitrios  
>  
>  
>  
>  
>

-----=\_NextPart\_000\_0014\_01C5CDF0.294EC380  
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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<DIV><FONT face=3DArial size=3D2>Hi,</FONT></DIV>
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....</FONT></DIV>
<DIV><FONT face=3DArial size=3D2&
```

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Subject: Re: Einstein...

Posted by [rick](#) on Thu, 08 Sep 2005 09:50:10 GMT

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---

et="\_blank">arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =  
in message=20

<A href=3D"news:434ac5d4@linux">news:

---

Subject: Re: Einstein...

Posted by [dc\[2\]](#) on Thu, 08 Sep 2005 16:53:40 GMT

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

robably can see dead people,  
receive transmissions from alien civilizations, and makeout the  
rotting corpse of Jimmy Hoffa from deep below the Javitz Center!

Next, there was the poor Korean fellow trying to sell PC-board power  
amps. He had a pretty esoteric product, marginal English language  
skills, and a booth in the middle of much more interesting gear. Hope  
next time he takes my suggestion and hires some busty, young women to  
help him get his message across.

Finally, the chap with the mic mount that uses three long screws to  
hold the mic instead of some suspension system. His rig certainly  
looks li

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