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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

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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

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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

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

t;<BR>&gt;&gt;<BR>&gt;&gt; "Mike=20  
Audet" &lt;mike@...&gt; =  
wrote:<BR>&gt;&gt;&a

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Subject: Re: analog tape restoration  
Posted by [audioguy\\_editout](#) on Mon, 27 Aug 2007 03:42:39 GMT  
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what you=20  
think.<BR> &gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;& &gt;&gt;&gt;=20  
=  
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-----=\_NextPart\_000\_0319\_01C80AE8.4BAFEC10--Thanks, Tom! I'm having a great time adding all the feature that I would like.

Good luck with the MECs and the mixes. I look forward to hearing what you think of the plugs. I think the new compressor sounds great. The stock comp always seemed to sound thick, but it dulled the high end in an unpleasant way. This one sounds thick and the high end remains intact.

I'm not sure how much fixing the sample rate bugs made a difference. It would be fun to bounce some tracks with old and new versions to see if there is an audible difference. Right now, I'm just too busy and having too much fun building these things.

I got a ducker working last night. I just have to change the metering so that it makes sense. If anyone is desperate for a ducker, let me know and I'll post the current version.

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