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Subject: Re: Mac is the first to fall.....hahahaha  
Posted by [rick](#) on Fri, 28 Mar 2008 12:27:13 GMT

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aves, Liquid

Mix, SSL Duende and the URS plugs. They all sounded great, tho not identical.

I guess I need to spend more time with the LM, since I already own one. If I were buying again, i would buy the Waves stuff.

Ted

"TCB" <nobody@ishere.com> wrote:

>

>Hey LaMont,

>

>I'm not a huge fan of hardwa

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Subject: Mac is the first to fall.....hahahaha  
Posted by [John \[1\]](#) on Fri, 28 Mar 2008 12:51:14 GMT

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emulations with the Liquid  
Mix, by applying the same settings to the LM version of the same piece of hardware. I couldn't ge

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Subject: Re: Mac is the first to fall.....hahahaha  
Posted by [John \[1\]](#) on Fri, 28 Mar 2008 13:09:25 GMT

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t it any where close to  
sounding similar. However, I DL'd a bunch of tracks that someone set up for comparison's sake with examples from W

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Subject: Re: Mac is the first to fall.....hahahaha  
Posted by [Deej \[5\]](#) on Fri, 28 Mar 2008 16:18:09 GMT

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gt;>>

>>> John wrote:

>>>> only \$499 !

>>>>

>>>> <http://www.usa.denon.com/ProductDetails/3429.asp>

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>>I haven't deal with Waves in a long time, but my last experience was bad enough that I'm not going back unless I'm really pushed. I was a reviewer and paid out of

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Subject: Re: Mac is the first to fall.....hahahaha  
Posted by [James McCloskey](#) on Fri, 28 Mar 2008 18:59:00 GMT  
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hat I have  
>been working hard to try to bring you guys the plugs.  
>  
>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on  
>my PC. The compiler runs perfectly.  
>  
>I've been trying to migrate the PARIS code to the more standard C++ used  
>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as  
is  
>typical for Microsft, the C++ employed by Visual C++ does not adhere to  
the  
>accepted standards. So, there are a zillion changes needed to make the  
code  
>work. Include file names, class names, and the inner workings of the code  
>and compiler are all very different.  
>  
>I started out with 300 compile errors (which I think is the m

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Subject: Re: Mac is the first to fall.....hahahaha  
Posted by [James McCloskey](#) on Fri, 28 Mar 2008 19:02:19 GMT  
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aximum) and  
>slowly widdled it down to 2. When I solved the last 2, another 300 appeared  
>because the compilation process could now progress further (and hit more  
>problems).  
>  
>Chuck has been completely run off his feet and not even on the continent  
>much of the time. When he gets a chance, the Mac will come. It a huge kindness  
>for him to offer to send it. Until then, I'm learning a lot about C++ through  
>these efforts, so it is a joy for me to do it. It would also be nice to  
>leave VC++ 6.0 behind for a more modern compiler on the PC, which could  
follow  
>from this work.  
>  
>I don't have any firm release dates, but I want you guys to know that I  
am

>trying, and one way or another, we will get there. :)

>

>All the best,

>

>MikeHere's the rub... audio is "bi-phase", which means that half the time the electrons are going the other way... this basically negates any claims of directionality.

David.

TCB wrote:

> It's like two more electrons per hour hang at one end of the cable. Basic

> laws of physics state that on a conductor unless you do something to it the

> electrons will spread th

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