

> excellent. It uses the P35 chipset so is compatibel with the 1333mhz fsb
> chips. It has 3 PCI and 3 PCI-e available. 6 SATA ports, 12 USB, 1 FW, 1
> NIC. Very solid board. I've tested thses combinations and it warked fine.
> WE only use NVidia vidoe cards so haven't tried ATI or Matrox. Not sure
> why someone would want to use either of them anyways. :)
>
> 3xUAD PCI 1x UAD PC

Subject: Re: Need assistance with Giga
Posted by [chuck duffy](#) on Wed, 22 Aug 2007 20:27:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

lots aren't sharing an IRQ and I would be able to use both my
Magma's and their PCI cards. another option would be to get a PCIe host card
for one of my Magmas.

I don't see any 1333FSB CPU's out there right now except the Xeons. I don't
really think the increase in price would be worth the difference I would
gain between a 1066 FSB Q6600 and a Q6700 or some whizbang Xeon, but then
again, I'm not at all Intel savvy any more. If I were to do this, it would
have to gain me enough gopower to allow me to operate pretty much 24/7 at
32k buffers with track counts up to 30 and 85% UAD-1 loads. Without that,
I'm good just staying with what I've got here. My current rig is bulletproof
stable running the 2 x Magmas. I just see no point in moving to the dual
socket quad core Barcelona monsterbox until these issues have been sorted
out. I did run across this on EBay the other night. No telling what it will
sell for but someone out there is now offering dual Barcelona quad machines.
I thought that was interesting and perhaps a very risky buy though I also
thought it would be interesting to see what it would do with something like
Reaper which doesn't have the scaling issues that Steinystuff does..

http://cgi.ebay.com/EIGHT-CORE-Workstation-Gaming-Computer-8-GB-Memory_W0QQitemZ180167438019QQihZ008QQcategoryZ140075QQsPPageNameZWVWQQrdZ1QQcmdZViewItem

What I would like to be able to do is utilize 4G RAM on my main DAW and keep
the other Opteron DAW as slave for running VSTi's primarily. I can interface
my Houston controller via midi so I'm wondering if I can run Cubase 4 in 32
bit mode on Windows XP 64 or server 2003 and have access to any additional
memory resources.

As usual, your input is much appreciated.

;o)George Benson is a friend so I am po

Subject: Re: Need assistance with Giga
Posted by [Chris Ludwig](#) on Wed, 22 Aug 2007 21:54:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

sting this info. Skinner auctioneers of Boston are auctioning a nice collection of high value guitars and other instruments that belong to George Benson on Oct 12-14. The catalog is available for download as PDF files. The address is:

<http://www.skinnerinc.com/content/showauction.asp?fam=13&type=latest>

I also posted this on Gearslut.
GeneHi All,

I've uploaded updates for the PARIS Compressor and NoLimit to www.ensoniq.ca.

The big change is that the mono and stereo versions of both plugs now have a mix knob to blend direct and compressed signals.

I also fixed a minor bug that caused the DC blocking to be based on a fixed 48k sample rate (oops!).

If you downloaded my "partial" update, these version fix the phase problem that was introduced when adjusting the lookahead - the beta version blended the input signal, not the delayed, "look-ahead" input signal.

Enjoy!

Mikei'm sorry..I meant microsoft..

EK Sound <ask_me@nospam.net> wrote:

>Actually... it was Avid that bought Digi...

>

>David.

>

>LaMont wrote:

>> It does seem a bit ironic that Digi is the Majority stock holder of Avid.

>> Being that most Pro Tools users are Mac users :)

>>

>> They (PT) Mac users have no idea that their app is owned by Bill Gates..

>>

>> "DJ" <animix _ at _ animas _ dot _ net> wrote:

>>

>>>"Bill L" <bill@billlorentzen.com> wrote in message news:470bc8f3\$1@linux...

>>>

>>>>Elastic Audio is the name of the pitch correction feature in Samplitude

>>

>>

>>>>(like Melodyne). I guess Digi does not take Magix seriously enough not
>>
>> to
>>
>>>>rip off their feature name.
>>>>
>>>
>>>This is surely because Micorsoft owns a big chunk of Digidesign and
>>>therefore encourages them to do this.
>>>
>>>
>>>
>>>>LaMont wrote:
>>>>
>>>>>

Subject: Re: Need assistance with Giga
Posted by [chuck duffy](#) on Wed, 22 Aug 2007 22:56:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

the current one.
> I purchased GVI 4 months ago and 'cringed' when I use it..
>
> "Chris Ludwig" <chrisl@adkproaudio.com> wrote:
>>HI Lamont,
>>Thsi software was the best thing over all I saw and SSL where barely
>>pushing
>
>>it. Maybe it's because the Digi Booth was close. :)
>>
>>Saw Tascam's GVI4 on a MAC and the beta for Giga 4.
>>
>>Giga 4 seems to have addressed allot of stabilty issues, i.e., Quick
>>Sound.
>
>>Looks worth looking at again.
>>
>>
>>Chris
>>
>>"LaMont" <jjdpro@gmail.com> wrote in message [news:470aa932\\$1@linux...](#)
>>>
>>> Thanks. I suspect Digi will once again encrypt it's session files to
>>> keep
>>> their product exclusive..
>>>
>>> "Dedric Terry" <dterry@keyofd.net> wrote:

>>>>It works quite well. There are issues of manufacturers (ahem...
>>>>Digi...)
>>>
>>>>changing their implementations with new revisions
>>>>and causing headaches for everyone else - particularly AAF - so at least
>>>
>>>>with EDL Convert, you can convert to
>>>>a format the recipient app can open. It can read and open PT 5 and
>>>>earlier
>>>
>>>>sessions (version 4 - 5 of course moving up to PT7); EDLs from most
>>>>everything (Sam/Sequoia, Sonic Studio, Vegas, discreet); Cool Edit
>>>>Pro/Audition .sess; OpenTL; AES31; OMF; Sadie; Soundscape; Tascam
>>>>backup;
>>>
>>>>Wavelab, etc; and export to much the same.
>>>>
>>>>OMF of course usually works fine with most major DAWs, as is without
>>>>convert. But where problems occur, even running OMF's through it can
>
>>>>clean
>>>
>>>>up variations in implementation.
>>>>
>>>>A notable downside to OMF and AAF are the legacy dual mono format Digi
>>>>forced on the world. Projects with interleaved stereo
>>>>files are always split (per OMF specs) into dual mono. AAF is supposed
>>> to
>>>>support interleaved, but it also splits interleaved files.
>>>>Not EDL Convert's fault - just a legacy spec issue that is only now,
>>>>slowly
>>>
>>>>being recognized as such.
>>>>
>>>>Dedric
>>>>
>>>>"LaMont" <

Subject: Re: Need assistance with Giga
Posted by [Chris Ludwig](#) on Wed, 22 Aug 2007 23:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>All the best,
>>>>>>>
>>>>>>>Mike
>>>>>>>
>>>>>>>"Aaron Allen" <know-spam@not_here.dude> wrote:

>>>>>>>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I will
>>be
>>>>>all
>>>>>>>
>>>>>>>over this.
>>>>>>>Did you by chance fix it so that the Mac mmap bug is gone for
the
>>>>Mac
>>>>>>>
>>>>>>>users?
>>>>>>>Question: can I run 'this' compressor also w/o causing problems
on
>>>the
>>>>>>>
>>>>>>>crunched version that shipped with the Paris rigs?
>>>>>>>
>>>>>>>AA
>>>>>>>
>>>>>>>
>>>>>>>"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...
>>>>>>>
>>>>>>> Hey all,
>>>>>>>
>>>>>>> I've got some new goodies!
>>>>>>>
>>>>>>> I've just released the "PARIS compressor". It's the original
PARIS
>>>>>>>
>>>>>>>> compressor
>>>>>>>> algo before it was "crunched" to allow 16 compressors to fit on
>>one
>>>>>>>EDS100
>>>>>>>> card. I've added meters (of course) AND
>>>>>>>>
>>>>>>>> I fixed the sample rate bug in this and my previous two plugins!
>>>>>>>>
>>>>>>>> If you hadn't heard, almost all the PARIS effects assume 48k for
>>>their
>>>>>>>>
>>>>>>>> calculations,
>>>>>>>> even when they are working at 44.1K. Not these. They operate
>at
>>>>the
>>>>>>>>
>>>>>>>>> project
>>>>>>>>> sample rate. Can you hear a difference? You tell me!
>>>>>>>>>
>>>>>>>>> you can download these at www.mikeaudet.com/ensoniq.ca or

Rod
"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>He

target=" blank">1@linux...

It must have been extremely cool picking the brains of the PARIS = designers.

Was there a particular version of code warrior that they used for the = mac plugs? It would be great to get those out, too.

All the best,

Mike
=20

"chuck duffy" <c@c.com> wrote:

>

>>I did come across a function in boxTranslator that says

>>it connects the output of one plugin to an input of another, >but it =
uses

>> "order" and "flags" parameters that aren't defined anywhere, and I =
can't

>>find an example of them being used, either.

>

>You can chain output to input, and you can do it using only the box =
markup

>code in the ini file. Basically it allows you to chain two or more =
plugs

>together, output of one to input of another. This serves to form a =
'composite'

>plugin definition. But that's just the definition of the plug, not =
the instance.

> There is no way to point the output of one instance of an insert =
plugin,

>to the input of an instance of an insert on another channel. This =
was confirmed

>by the guys who wrote the software and designed the hardware, that's =
where

>I came up with the idea for wires.

>

>>Did you ever try compiling the Mac plugs under Visual Studio 4.2 =

Subject: Re: Need assistance with Giga...Get Kontakt 2.x
Posted by [Dedric Terry](#) on Fri, 24 Aug 2007 04:28:04 GMT

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

cross

platform?

>> The reason I thought that would be the way to go is that the driver =
requires

>>4.2, and the troll.h has a zillion entries for translating between =
Mac

and

>>PC.

>

>Well, the reason I went with CodeWarrior, is that that's what all the =
mac

>plugs were built with by the Ensoniq guys. =20
>
>>I've yet to get a debug version of a plugin to load in PARIS, too.
>
>It's not possible, AFAIK. What is possible, and I used on a minute by =
minute
>basis is the following:
>
>Sprinkle debugprints throughout your code, then pick up the output =
with
sysinternals
>debugview, available at www.sysinternals.com
>
>>Thanks again for everything!
>>
>>
>>Mike
>>
>>
>>
>>"chuck duffy" <c@c.com> wrote:
>>>
>>>Hi Mike. You are either getting spam filtered or using my old =
address.
>> My
>>>address is=20
>>>
>>>c d u f f y @ i d e a c o r p o r a t i o n . c o m
>>>
>>>for the past couple years
>>>
>>>Wires: no problem sharing the code if I can find it. Unfortunately =
there
>>>is no routing from effect to effect, across channels for inserts in =
the
>>architecture,
>>>so wires is a big hack. Basically what I do is steal 16 words of =
shared
>>>memory at the top of an ESP2 and reserve it. Then for each output =
wire,
>>>I send the audio a sample at a time up to one of the reserved words =
of
>memory.
>>> For each input wire I retrieve the audio a sample at a time from =
that
>reserved
>>>word. It's dirt simple, but suffers from a bad side effect. There =
is

>no
>>>shared memory BETWEEN effects chips. So say that you set up an =
output
>wire,
>>>and an effect and an input wire, and everything works great. But =
then
>you
>>>add another effect, and the effects engine shuffles the algos =
around t

Subject: Re: Need assistance with Giga
Posted by [gene lennon](#) on Fri, 24 Aug 2007 06:03:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

e an ironclad agreement =
with
>>him
>>>that I cannot release it, unless its for sale , and he gets a cut.
>>>
>>>The one thing I do think we should release is matts reverb, cause =
nobody
>>>has heard from here in years.
>>>
>>>Chuck
>>>
>>>
>>>
>>>"Mike Audet" <mike@...> wrote:
>>>>
>>>>No reference projects??!?!?!?
>>>>
>>>>Chuck, thank you so much for all the work you did. I'm very, very =
aware
>>>>that I'm blessed to have your work to look at and learn from. I'm =
having
>>>>such a great time working on this stuff, and it really is a dream =
come
>>true
>>>>to be able to move PARIS forward.
>>>>
>>>>I've sent you a couple of emails, but I have a feeling that my =
messages
>>>get
>>>>killed by your spam filter. I would lov

Subject: Re: Need assistance with Giga
Posted by [LaMont](#) on Fri, 24 Aug 2007 15:34:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

hard to grok the Visual C++ side, think =
about
>>doing
>>>>>it with no reference projects. Yikes.
>>>>>
>>>>>Chuck
>>>>>
>>>>>"Mike Mullin" <lunarlordship@sympatico.ca> wrote:
>>>>>
>>>>>>I'm in and thanks Mike.
>>>>>>cheers,
>>>>>>Mike Mullin
>>>>>>
>>>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>>>>
>>>>>>>Do we have four Mac users other than me whowould be willing to =
kick
>>in
>>>>>\$20
>>>>>>each?
>>>>>>>
>>>>>>>Thanks Mike!
>>>>>>>
>>>>>>>Gantt
>>>>>>>
>>>>>>>"Mike Audet" <mike@...> wrote:
>>>>>>>>
>>>>>>>>I would really like to tackle the Mac stuff, but I don't have =
a Mac
>>>running
>>>>>>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 =
cross
>>>>>platform
>>>>>>>edition just to compile the code. The cheapest I've seen it =
for
is
>>>around
>>>>>>>\$80 plus shipping. If a Mac user wants to send me a copy or =
the
\$100
>>>>>(I
>>>>>>>live in Canada and shipping is always stupid expensive), I'll =
get
>to
>>>>>work

>>>>>>>on it.
>>>>>>>But even then, I can't make any promises except to try.
>>>>>>>
>>>>>>>All the best,
>>>>>>>
>>>>>>>Mike
>>>>>>>
>>>>>>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>>>>>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I =
will
>>be
>>>>>all
>>>>>>>
>>>>>>>>over this.
>>>>>>>>Did you by chance fix it so that the Mac mmap bug is gone =
for
the
>>>>Mac
>>>>>>>
>>>>>>>>users?
>>>>>>>>Question: can I run 'this' compressor also w/o causing =
problems
on
>>>the
>>>>>>>
>>>>>>>>crunched version that shipped with the Paris rigs?
>>>>>>>>
>>>>>>>>AA
>>>>>>>>
>>>>>>>>
>>>>>>>>"Mike Audet" <mike@.....> wrote in message =
news:4705b550\$1@linux...
>>>>>>>>>
>>>>>>>>> Hey all,
>>>>>>>>>
>>>>>>>>> I've got some new goodies!
>>>>>>>>>
>>>>>>>>> I've just released the "PARIS compressor". It's the =
original
PARIS
>>>>>>>
>>>>>>>>> compressor
>>>>>>>>> algo before it was "crunched" to allow 16 compressors to =
fit on
>>>one
>>>>>>>EDS100
>>>>>>>>> card. I've added meters (of course) AND
>>>>>>>>>

```
>>>>>>>>> I fixed the sample rate bug in this and my previous two =
plugins!
>>>>>>>>>
>>>>>>>>> If you hadn't heard, almost all the PARIS effects assume =
48k for
>>>their
>>>>>>>>
>>>>>>>>> calculations,
&
```

Subject: Re: Need assistance with Giga
Posted by [chuck duffy](#) on Sat, 25 Aug 2007 15:40:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
>>>>>>>
>>>>>>
>>>>>
>>>>
>>>
>>
>
>
```

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

```
-----= NextPart 000 0319 01C80AE8.4BAFEC10
```

Content-Type: text/html:

```
charset="iso-8859-1"
```

Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey Mike,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'm installing my mecs =
tomorrow.&nbsp;&nbsp;&nbsp;if all=20
goes well I'll be trying the newest</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>versions of all your work.&nbsp;&nbsp;If =
they sound as=20
good as they look I'll be a</FONT></DIV>
```

<DIV>happy camper! Your ideas (and =
 Dimitrios') are=20
 making Paris breath a little</DIV>
 <DIV>easier again. Every little bit=20
 helps. I have tons of mixes to get to and</DIV>
 <DIV>will be using the comps and NoLimit =
 quite a=20
 bit.</DIV>
 <DIV> </DIV>
 <DIV>Great work!</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Mike Audet" <mike@....> wrote in message <A=20
 =
 href=3D"news:470c3826\$1@linux">news:470c3826\$1@linux...</DIV>
Hi=20
 Chuck,

It must have been extremely cool picking the brains of =
 the=20
 PARIS designers.
 Was there a particular version of code =
 warrior=20
 that they used for the mac
plugins? It would be great to get =
 those out,=20
 too.

What do you think of my work so far?

All the=20
 best,

Mike

"chuck duffy" <<A=20
 href=3D"mailto:c@c.com">c@c.com> wrote:
>
>>I =
 did come=20
 across a function in boxTranslator that says
>>it connects =
 the output=20
 of one plugin to an input of another, >but it uses
>> =
 "order" and=20
 "flags" parameters that aren't defined anywhere, and I =
 can't
>>find=20
 an example of them being used, either.
>
>You can chain =
 output to=20
 input, and you can do it using only the box markup
>code in the =
 ini=20
 file. Basically it allows you to chain two or more=20
 plugs
>together, output of one to input of another. This =
 serves to=20
 form a 'composite'
>plugin definition. But that's just the =
 definition of=20
 the plug, not the instance.
> There is no way to point the =
 output of one=20
 instance of an insert plugin,
>to the input of an instance of an =
 insert=20
 on another channel. This was confirmed
>by the guys who =

ying the =
>newest
>versions of all your work. If they sound as good as they look I'll be a
>happy camper! Your ideas (and Dimitrios") are making Paris breath a =
>little
>easier again. Every little bit helps. I have tons of mixes to get to =
>and
>will be using the comps and NoLimit quite a bit.
>
>Great work!
>Tom
>
> "Mike Audet" <mike@....> wrote in message news:470c3826\$1@linux...
>
> Hi Chuck,
>
> It must have been extremely cool picking the brains of the PARIS =
>designers.
> Was there a particular version of code warrior that they used for the
=
>mac
> plugs? It would be great to get those out, too.
>
> What do you think of my work so far?
>
> All the best,
>
> Mike
> =20
>
> "chuck duffy" <c@c.com> wrote:
> >
> >>I did come across a function in boxTranslator that says
> >>it connects the output of one plugin to an input of another, >but it
=
>uses
> >> "order" and "flags" parameters that aren't defined anywhere, and I
=
>can't
> >>find an example of them being used, either.
> >
> >You can chain output to input, and you can do it using only the box =
>markup
> >code in the ini file. Basically it allows you to chain two or more =
>plugs
> >together, output of one to input of another. This serves to form a =

>'composite'

> >plugin definition. But that's just the definition of the plug, not =

>the instance.

> > There is no way to point the output of one instance of an insert =

>plugin,

> >to the input of an instance of an insert on another channel. This =

>was confirmed

> >by the guys who wrote the software and designed the hardware, that's

=

>where

> >I came up with the idea for wires.

> >

> >>Did you ever try compiling the Mac plugs under Visual Studio 4.2 =

>cross

> platform?

> >> The reason I thought that would be the way to go is that the driver

=

>requires

> >>4.2, and the troll.h has a zillion entries for translating between =

>Mac

> and

> >>PC.

> >

> >Well, the reason I went with CodeWarrior, is that that's what all the

=

>mac

> >plugs were built with by the Ensoniq guys. =20

> >

> >>I've yet to get a debug version of a plugin to load in PARIS, too.

> >

> >It's not possible, AFAIK. What is possible, and I used on a minute by

=

>minute

> >basis is the following:

> >

> >Sprinkle debugprints throughout your code, then pick up the output =

>with

> sysinternals

> >debugview, available at www.sysinternals.com

> >

> >>Thanks again for everything!

> >>

> >>

> >>Mike

> >>

> >>

> >>

> >>

> >>"chuck duffy" <c@c.com> wrote:

> >>>
 > >>>Hi Mike. You are either getting spam filtered or using my old =
 >address.
 > >> My
 > >>>address is=20
 > >>>
 > >>>c d u f f y @ i d e a c o r p o r a t i o n . c o m
 > >>>
 > >>>for the past couple years
 > >>>
 > >>>Wires: no problem sharing the code if I can find it. Unfortunately
 =
 >there
 > >>>is no routing from effect to effect, across channels for inserts in
 =
 >the
 > >>architecture,
 > >>>so wires is a big hack. Basically what I do is steal 16 words of =
 >shared
 > >>>memory at the top of an ESP2 and reserve it. Then for each output
 =
 >wire,
 > >>>I send the audio a sample at a time up to one of the reserved words
 =
 >of
 > >memory.
 > >>> For each input wire I retrieve the audio a sample at a time from =
 >that
 > >reserved
 > >>>word. It's dirt simple, but suffers from a bad side effect. There
 =
 >is
 > >no
 > >>>shared memory BETWEEN effects chips. So say that you set up an =
 >output
 > >wire,
 > >>>and an effect and an input wire, and everything works great. But =
 >then
 > >you
 > >>>add another effect, and the effects engine shuffles the algos =
 >around to
 > >>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
 > >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 have an ironclad agreement
 =
 >with
 > >>him
 > >>>that I cannot release it, unless its for sale , and he gets a cut.
 > >>>
 > >>>The one thing I do think we should release is matts reverb, cause =
 >nobody
 > >>>has heard from here in years.
 > >>>
 > >>>Chuck
 > >>>
 > >>>
 > >>>
 > >>>"Mike Audet" <mike@...> wrote:
 > >>>>
 > >>>>No reference projects?!?!?!?!
 > >>>>
 > >>>>Chuck, thank you so much for all the work you did. I'm very, very
 =
 >aware
 > >>>>that I'm blessed to have your work to look at and learn from. I'm
 =
 >having
 > >>>>such a great time working on this stuff, and it really is a dream
 =
 >come
 > >>true
 > >>>>to be able to move PARIS forward.
 > >>>>
 > >>>>I've sent you a couple of emails, but I have a feeling that my =
 >messages
 > >>>get
 > >>>>killed by your spam filter. I would love 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.
> >

Subject: Re: Need assistance with Giga...Get Kontakt 2.x

Posted by [TCB](#) on Mon, 27 Aug 2007 20:55:31 GMT

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

t;<A=20
> =
>href=3D"mailto:lunarlordship@sympatico.ca">lunarlordship@sympatico.ca=
>>=20
> wrote:
>>>>>
>>>>>>I'm in =
>and=20
> thanks=20
> =
>Mike.
>>>>>>cheers,
>>>>>>Mike =
>
> Mullin
>>>>>>
>>>>>>"Gantt =
>Kushner"=20
> <<A =
>href=3D"mailto:ganttmann@comcast.net">ganttmann@comcast.net>=20
> =
>wrote:
>>>>>>
>>>>>>>Do =
>we=20
> have four Mac users other than me whowould be willing to=20
> =
>kick
>>>>>>in
>>>>>>\$20
>>>>>>>=
>>each?
>>>>>>>
>>>>>>>=
>Thanks=20
> =
>Mike!
>>>>>>>
>>>>>>>Gant=
>t
>>>>>>>
>>>>>>>"Mike=20
> Audet" <mike@...>=20
> =
>wrote:
>>>>>>>
>>>>>>>=
>;>I=20
> would really like to tackle the Mac stuff, but I don't have a=20
> Mac
>>>>>>running
>>>>>>>>PARIS =
>and I'm=20

> pretty sure that I need a copy of Visual C++ 4.2=20
> =
>cross
>>>platform
>>>>>>>>edit=
>ion=20
> just to compile the code. The cheapest I've seen it=20
> for
is
>>>around
>>>>

Subject: Re: Need assistance with Giga...Get Kontakt 2.x
Posted by [lamont\[7\]](#) on Tue, 28 Aug 2007 03:11:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

In@nospam.kc.rr.com> wrote:

>>>
>>>I don't know why. I suspect its because the Paris Native comp likes getting
>>>whacked. It's a totally different vibe than putting something before the
>>>UAD to limit the input. You can turn up the uad and get it working hard.
>>
>>Honestly, it's because so many people when working in digital -
>>whether they've worked in analog prior or not - are SO focused
>>on "hitting it hard" & spanking this & spanking that, when
>>really in digital it's just the opposite.. shit just works
>>& sounds better when you BACK OFF just a bit.
>>
>>Give ALL your inline processes some headroom - whether it's a
>>channel level or a plugin or a mix buss... and your stuff will
>>sound better. Paris kinda helps in this regard in that (like
>>Chuck reveaeld to us) zero is really -20, so that helps on one
>>inline gainstage, but with plugins in series, back off a hair &
>>don't try to run everything at maximum absolute zero & you'll
>>find a realm of clarity there, trust me!
>>
>>Well, fuck it - don't trust me... try it & see for yourself!
>>lol
>>
>>Neil
>lol, not Tom's... TOMS! Tom-Toms, you know, the things that
drummers used to have twelve of but now it's hard find a kid
with more than two of 'em on his kit?

What I was saying is that several posts, mine included, stated
that they frequently find themselves gating toms, but not kick
& snare; so if that's what you do most often as well, why would
you be feeling like the odd man out?

Note that I said "frequently", not frequency" - don't want
to have you coming back & say: "WTF, Tom never said anything
about only gating certain frequencies!"

:D

Neil

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>Tom???

>I don't see any post from Tom.

>I just meant most posts seemed to be bagging on gating stuff. So I was taking

>the unpopular stance. That's what I ment by weird.

>RodHave you tried sticking a simple

>gain plugin either in front of, or in back of (depending on

>where the overload is coming from) that Neve Comp & THEN try

>dialing in the amount of coloration you want

That's what my original post referred to. Put the Paris native eq after the UAD, exc

Subject: Re: Need assistance with Giga...Get Kontakt 2.x

Posted by [TCB](#) on Tue, 28 Aug 2007 15:10:30 GMT

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

>>

>>>Looks worth looking at again.

>>>

>>>

>>>Chris

>>>

>>>"LaMont" <jjdpro@gmail.com> wrote in message news:470aa932\$1@linux...

>>>>

>>>> Thanks. I suspect Digi will once again encrypt it's session files to

>>>> keep

>>>> their product exclusive..

>>>>

>>>> "Dedric Terry" <dterry@keyofd.net> wrote:

>>>>>It works quite well. There are issues of manufacturers (ahem...

>>>>>Digi...)

>>>>>

>>>>>changing their implementations with new revisions

>>>>>and causing headaches for everyone else - particularly AAF - so at least

>>>>>

>>>>>with EDL Convert, you can convert to

>>>>>a format the recipient app can open. It can read and open PT 5 and

>>>>>earlier
>>>>
>>>>>sessions (version 4 - 5 of course moving up to PT7); EDLs from most
>>>>>everything (Sam/Sequoia, Sonic Studio, Vegas, discreet); Cool Edit
>>>>>Pro/Audition .sess; OpenTL; AES31; OMF; Sadie; Soundscape; Tascam
>>>>>backup;
>>>>
>>>>>Wavelab, etc; and export to much the same.
>>>>>
>>>>>OMF of course usually works fine with most major DAWs, as is without
>>>>>convert. But where problems occur, even running OMF's through it can
>>
>>>>>clean
>>>>
>>>>>up variations in implementation.
>>>>>
>>>>>A notable downside to OMF and AAF are the legacy dual mono format Digi
>>>>>forced on the world. Projects with interleaved stereo
>>>>>files are always split (per OMF specs) into dual mono. AAF is supposed
>>>> to
>>>>>support interleaved, but it also splits interleaved files.
>>>>>Not EDL Convert's fault - just a legacy spec issue that is only now,
>>>>>slowly
>>>>
>>>>>being recognized as such.
>>>>>
>>>>>Dedric
>>>>>
>>>>>"LaMont" <jjdpro@gmail.com> wrote in message news:470a8051\$1@linux...
>>>>>>
>>>>>> Dedric, I'm curious.How well does that software works?
>>>>>>
>>>>>> "Dedric Terry" <dterry@keyofd.net> wrote:
>>>>>>>SSL bought it from CuiBonoSoft - it was EDL Convert Pro. Works great
>>>> for
>>>>>>
>>>>>>>converting
>>>>>>>EDLs, OMFs, etc (I use v4 - it's a lifesaver). The word from a v5

>>>>>>>beta
>>>>>>>
>>>>>>>>tester is that it does in fact convert PT7 projects to and from Nuendo
>>>> XML
>>>>>>>
>>>>>>>>and works very well.
>>>>>>>>
>>>>>>>>>The support for PT7 transfers is the new feature to v5 that could

Subject: Re: Need assistance with Giga...Get Kontakt 2.x
Posted by [LaMontt](#) on Wed, 29 Aug 2007 03:26:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;
>>>>>>"LaMont" <jjdpro@gmail.com> wrote in message news:470a6145\$1@linux...
>>>>>>
>>>>>> Have you guys & gals seen this new SSL software product that will
>>>>>> convert
>>>>>> any session (EDL) into another format DAW sesion format.
>>>>>>
>>>>>> If this thing works, this could be big?
>>>>>> <http://www.sonicstate.com/news/shownews.cfm?newsid=5384>
>>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
><http://www.nwmedia.com/>

Nice people, good work. They did ours and we'll be going back for the next one.

Sarah

"Don Nafe" <dnafe@magma.ca> wrote in message news:470bb59d\$1@linux...
> Hi All
>
> I'm looking for a few good CD pressing houses in both Canada and the US to
> do a run of either 500 or 1000 CDs not CDR's
>
> All suggestions are welcome
>
> DOn
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Have you tried sticking a simple
>>gain plugin either in front of, or in back of (depending on
>>where the overload is comng from) that Neve Comp & THEN try
>>dialing in the amount of coloration you want
>
>That's what my original post referred to. Put the Paris native eq after
the
>UAD, except you don't have to gain down, just let it set there.
>Rod

>

AH! I must've missed the original one in the thread, I guess.
Sorry to be redundant, in that case.

Neil First off, which packet did you download, AND did it un-rar properly?

I ask because the installer pack worked for me, but the other one didn't.

Neil

"Kerr Mathieson" <oneninehundred@virgin.net> wrote:

>hi guys

>

>I can't seem to get those antress plug ins to show up in VST or in Paris.

>

>I've got them in my vst plug ins folder, same as everything else.....

>

>Is it possibly because I'm running ME still?

>

>any help/ideas appreciated

>

>thanks

>

>KerrPaul Braun <cygnus_nospam@ctgonline.org> wrote:

>On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:

>>

>>Sprinkle debugprints throughout your code, then pick up the output with sysinternals

>>debugview, available at www.sysinternals.com

>>

>

>Dude! WTF did you just say???? And is that legal here in the USA???

No kidding... last time I sprinkled debugprints anywhere it cost me a \$500 fine & a day in jail.

:DInteresting stuff, LaMont, just had a chance to watch it. I still think that there is something really special about Live I've never found in another audio app. It's a mindset, a degree of predictability within the program, when you reach for a button or knob or control it's right where you expect it to be, even if you didn't know where it was going to be. Still this is cool tech. I often wonder what I'll do if I ever quit using Steinberg software, and at this point I'd probably go with PT at whatever is their cheapest HD card rig. Digi certainly seems to have realized that the synth/sample/DJ

set has a few coins to scratch together and seems to be willing to put some effort into features we can use. Mayb

Subject: Re: Need assistance with Giga...Get Kontakt 2.x
Posted by [Dedric Terry](#) on Wed, 29 Aug 2007 05:07:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pro Tools 'Elastic Audio'.

>Yeah yeah, on the surface it lloks like ACID meets Ableton Live, but as you
>get deeper into the video(15 minutes), you start seessing some really powerful
>editing stuff.
>
>This new Elastic Audio feature will replace their Beat-Detective feature
>which was already a powerful tool for Drum editing..For more info on

dbgprint
<http://msdn2.microsoft.com/en-us/library/ms792790.aspx>

debugview
<http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.mspix>

Sprinkling
www.parishilton.com

Chuck

"Neil" <IOUOI@OIU.com> wrote:

>
>Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>>On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:
>>>
>>>Sprinkle debugprints throughout your code, then pick up the output with
>sysinternals
>>>debugview, available at www.sysinternals.com
>>>
>>
>>Dude! WTF did you just say???? And is that legal here in the USA???
>
>No kidding... last time I sprinkled debugprints anywhere it
>cost me a \$500 fine & a day in jail.
>
>:D
>Thanks for this, Chuck. At first, I was just throwing exceptions to see if
a block of code was being run. Then, I found your fprintf code, and built
in a running log of what was going on.

This sounds a lot better. :)

As for the reverb, I actually spent a couple of days trying to get it running, but it was one of the first things I did, and I'm not sure if the problem was that I didn't know what I was doing, or if the compiled object code was broken. Do you have a copy of the dsp source for that one? The posted code only had the compiled .o file.

Thanks again!

Mike

"chuck duffy" <c@c.com> wrote:

>

>For more info on

>

>dbgprint

><http://msdn2.microsoft.com/en-us/library/ms792790.aspx>

>

>debugview

> [http://www.microsoft.com/technet/sysinternals/Miscellaneous/ DebugView.msp](http://www.microsoft.com/technet/sysinternals/Miscellaneous/DebugView.msp)

>

>Sprinkling

>www.parishilton.com

>

>Chuck

>

>"Neil" <IOUOI@OIU.com> wrote:

>>

>>Paul Braun <cygnus_nospam@ctgonline.org> wrote:

>>>On 10 Oct 2007 10:06:42 +1000, "chuck duffy" <c@c.com> wrote:

>>>>

>>>>Sprinkle debugprints throughout your code, then pick up the output with

>>sysinternals

>>>>debugview, available at www.sysinternals.com

>>>>

>>>

>>>Dude! WTF did you just say???? And is that legal here in the USA???

>>

>>No kidding... last time I sprinkled debugprints anywhere it

>>cost me a \$500 fine & a day in jail.

>>

>>:D

>>

>Hi neil,

I downloaded the pack with the installer in it and it seemed to unrar

properly,

then the exe file seemed to install properly as well.

I've just discovered that when I boot up Wavelab, it tries to run the plug ins too and keeps giving me a message that there's a library file missing, for every modern plug in. wierd. there's only a .dll file for each one came from the exe file, so I'm kinda stuck!

thanks

Kerr

"Neil" <OIOIU@OIU.com> wrote in message news:470cddd0\$1@linux...

>

> First off, which packet did you download, AND did it un-rar

> properly?

>

> I ask because the installer pack worked for me, but the other

> one didn't.

>

> Neil

>

>

> "Kerr Mathieson" <oneninehundred@virgin.net> wrote:

>>hi guys

>>

>>I can't seem to get those antress plug ins to show up in VST or in Paris.

>>

>>I've got them in my vst plug ins folder, same as everything else.....

>>

>>Is it possibly because I'm running ME still?

>>

>>any help/ideas appreciated

>>

>>thanks

>>

Subject: Re: Need assistance with Giga...Get Kontakt 2.x

Posted by [TCB](#) on Wed, 29 Aug 2007 13:21:52 GMT

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

BLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

```

</HEAD>
<BODY bgColor=#ffffff>
<DIV><FONT face=Arial size=2>This means the EDS cards didn't take a =
hit.&nbsp;=20
Whew . . .</FONT></DIV>
<DIV><FONT face=Arial size=2>Yes, it was definitely hardware.&nbsp; =
Chris Lang=20
sent me his Mec</FONT></DIV>
<DIV><FONT face=Arial size=2>(thanks Chris) and I installed four =
modules and all=20
is right</FONT></DIV>
<DIV><FONT face=Arial size=2>in Paris.&nbsp; Tomorrow another Mec =
shows from Jon=20
Jiles and</FONT></DIV>
<DIV><FONT face=Arial size=2>I will install another 4 cards in =
that.&nbsp; I=20
have three Mecs that are</FONT></DIV>
<DIV><FONT face=Arial size=2>on the bench right now and maybe two of =
those will=20
be repaired</FONT></DIV>
<DIV><FONT face=Arial size=2>shortly with the new chips.&nbsp; =
Hopefully I'll be=20
up to the 4 Mecs that I </FONT></DIV>
<DIV><FONT face=Arial size=2>wanted </FONT><FONT face=Arial =
size=2>in the first=20
place.</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>I may add a 442 (HA!&nbsp; feeling =
ambitious again)=20
for the SPDIF loop technique.&nbsp; </FONT></DIV>
<DIV><FONT face=Arial size=2>Just leave </FONT><FONT face=Arial =
size=2>it=20
hanging there for when I need it.</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>All is well.</FONT></DIV>
<DIV><FONT face=Arial size=2>Finally,</FONT></DIV>
<DIV><FONT face=Arial size=2>Tom</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2><BR><BR>I choose Polesoft Lockspam to fight spam, =
and=20
you?<BR><A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY></HTML>

```

-----=_NextPart_000_006A_01C80B4C.12C1CD10--This is a multi-part message in MIME format.

-----=_NextPart_000_0046_01C80B59.BBA24D30
Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Got Jon's Mec here today by surprise. Thanks Jon.
Am off for a quick 2 chip replacement on "Smokey the Mec".
If that works I'll have three mecs and a 442 to get my rig
right where it was supposed to be 3 months ago. =20

There will be two Mecs waiting in the wings also.

Don't use a Default Project!!!!!!!!!!!!!!
Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:470d1f19@linux...

This means the EDS cards didn't take a hit. Whew . . .
Yes, it was definitely hardware. Chris Lang sent me his Mec
(thanks Chris) and I installed four modules and all is right
in Paris. Tomorrow another Mec shows from Jon Jiles and
I will install another 4 cards in that. I have three Mecs that are
on the bench right now and maybe two of those will be repaired
shortly with the new chips. Hopefully I'll be up to the 4 Mecs that I =
wanted in the first place.

I may add a 442 (HA! feeling ambitious again) for the SPDIF loop =
technique. =20
Just leave it hanging there for when I need it.

All is well.
Finally,
Tom

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>
-----=_NextPart_000_0046_01C80B59.BBA24D30
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =

charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV>Got Jon's Mec here today by surprise. =
Thanks=20
Jon.</DIV>
<DIV>Am off for a quick 2 chip replacement =
on "Smokey=20
the Mec".</DIV>
<DIV>If that works I'll have three mecs and =
a 442 to get=20
my rig</DIV>
<DIV>right where it was supposed to be 3 =
months=20
ago. </DIV>
<DIV> </DIV>
<DIV><FONT face=3DArial size=3D2&

Subject: Re: Need assistance with Giga...Get Kontakt 2.x
Posted by [Dedric Terry](#) on Wed, 29 Aug 2007 14:19:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

t; </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
in message=20
 news:470d1f19@linux...</DIV>
 <DIV>This means the EDS cards didn't take =
a hit. </DIV>
 Whew . . .</DIV>
 <DIV>Yes, it was definitely =
hardware. Chris Lang=20
 sent me his Mec</DIV>
 <DIV>(thanks Chris) and I installed four =
modules and=20
 all is right</DIV>
 <DIV>in Paris. Tomorrow another Mec =
shows from=20
 Jon Jiles and</DIV>

<DIV>I will install another 4 cards in =
 that. I=20
 have three Mecs that are</DIV>
 <DIV>on the bench right now and maybe two =
 of those=20
 will be repaired</DIV>
 <DIV>shortly with the new chips. =
 Hopefully I'll=20
 be up to the 4 Mecs that I </DIV>
 <DIV>wanted <FONT face=3DArial =
 size=3D2>in the=20
 first place.</DIV>
 <DIV> </DIV>
 <DIV>I may add a 442 (HA! feeling =
 ambitious=20
 again) for the SPDIF loop technique. </DIV>
 <DIV>Just leave <FONT face=3DArial =
 size=3D2>it=20
 hanging there for when I need it.</DIV>
 <DIV> </DIV>
 <DIV>All is well.</DIV>
 <DIV>Finally,</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <DIV>

I choose Polesoft Lockspam to fight spam, =
 and=20
 you?
<A=20
 =
 href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 ..html </DIV></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0046_01C80B59.BBA24D30--"Kerr Mathieson"
 <oneninehundred@virgin.net> wrote:
 >Hi neil,
 >
 >I downloaded the pack with the installer in it and it seemed to unrar
 >properly,
 >
 >then the exe file seemed to install properly as well.
 >
 >I've just discovered that when I boot up Wavelab, it tries to run the plug
 >ins too and keeps giving me a message that there's a library file missing,
 >for every modern plug in. wierd. there's only a .dll file for each one
 >came from the exe file, so I'm kinda stuck!

In that case, I have a feeling that you may have installed them into the wrong vstplugins folder. Is that possible? Do you have more than one of those on your hard drive?

A .dll file IS a library file.

Neilwww.nwmedia.com (in Portland, OR)

"Don Nafe" <dnafe@magma.ca> wrote:

>Hi All

>

>I'm looking for a few good CD pressing houses in both Canada and the US to

>do a run of either 500 or 1000 CDs not CDR's

>

>All suggestions are welcome

>

>DOn

>

>yeah, I double checked and checked again (and then once more!), they're in the same plugins folder as everything else.

I knew the .dll files were library files, which is what confused me the most about the wavelab message lol!

Think I'll download them in all forms and unpack/install and see what happens. Still think it might be something to do with running ME though, 'cause the modern site says 2000/XP for system req.

hmmmmm

thanks

"Neil" <IOOI@OIU.com> wrote in message news:470d3717\$1@linux...

>

> "Kerr Mathieson" <oneninehundred@virgin.net> wrote:

>>Hi neil,

>>

>>I downloaded the pack with the installer in it and it seemed to unrar

>>properly,

>>

>>then the exe file seemed to install properly as well.

>>

>>I've just discovered that when I boot up Wavelab, it tries to run the plug

>

>>ins too and keeps giving me a message that there's a library file missing,

>

>>for every modern plug in. wierd. there's only a .dll file for each one
>
>>came from the exe file, so I'm kinda stuck!
>
> In that case, I have a feeling that you may have installed them
> into the wrong vstplugins folder. Is that possible? Do you have
> more than one of those on your hard drive?
>
> A .dll file IS a library file.
>
> Neill never had the code for the reverb, but I do have a working compiled version
including presets that were importe
