
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

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

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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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>

>>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

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

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
