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Subject: Announcement - A Paris Blog is born

Posted by [Kerry Galloway](#) on Sun, 30 Mar 2008 22:53:45 GMT

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>  
> There is NONE unhandled exception from using VST plugins with Paris  
>  
> regards,  
> Dimitrios  
>  
> "Dimitrios" <musurgio@otenetNOSPAM.gr> wrote:  
>>  
>>Ok based to many real word tests (like mixing records...) Paris does not  
> like  
>>much the DX plugins.  
>>I don't know if this is related to DX 9 but anyway there are many  
>>unhandled  
>>exceptions occuring.  
>>  
>>Vst's are working smoother with Paris.  
>>Now for Waves users while many DX versions of waves cause these unhandled  
>>exception if you will use the VST versions of waves with Paris then this  
>>will be a life saver.  
>>You will need for these the shell2vst.exe which is a free little app that  
>>can extract from waves waveshells their related plugins.  
>>Chainer is a must have as thru it waves vst (by using this shell2vst.exe)  
>>works smooth !  
>>Chainer does not see the waveshells directly as other chainers too.  
>>  
>>Now API plugins do not show thru Chainer as vst because the gui cannot  
>>load  
>>at all.  
>>  
>>The only way to see API vst plugins inside paris (not the DX) is by using  
>>the free multifxvst chainer ONLY from inside chainer because Paris will  
> crash  
>>if you try to load multifxvst directly !  
>>  
>>So to summarize till now.  
>>  
>>Get chainer !!  
>>Get shell2vst.exe (free)if you have wave plugins , get multifxvst (free)  
>>if you have api plugins.  
>>  
>>DISABLE DX for Paris from Paris cfg.  
>>To use some essential DX plugins needed like autotune !! use the FREE FFX4  
>>chainer which will be seen from Paris as vst but will load from itself DX  
>>plugins (no vst here)

>>Also FFX4 does NOT se mono DX plugins.  
>>  
>>NOW if you wanna use the SSL waves AGAIN Chainer cannot openm the SSL  
>>gui.  
>>To use the waves SSL you can use the Effectchainer which is a free chainer  
>>using VST and DX !  
>>Now why not use this for all plugins ?  
>>Well you could if you would use only VST plugins, DX causes problems still  
>>due to Paris handling DX.  
>>Effectchainer CANNOT load the API gui at all too.  
>>so multifixvst is needed again.  
>>  
>>AGAIN shell2vst is needed to extract waves as usable vst plugins.  
>>  
>>Anyway my consumptions are that DX a no no , use vst instead.  
>>  
>>To complete my tests I will use the old vdx33 dx chainer but why use vst  
>>plugins seen as DX when you can use directly vst plugins ??  
>>  
>>Make a directory only seen by Paris named like Parisvst and put inside  
>>ONLY  
>>, chainer , effectchainer, Faderworks, FFX4.  
>>  
>>All your other vst plugins can be put in a directory named VST.  
>>Let chainer and/or effectchainer see that directory only.  
>>  
>>Disable DX as to have a clean drop down DX/vst Paris menu.  
>>  
>>This for now.  
>>Regards,  
>>Dimitrios  
>For some reason I thought you were on a mac.. apologies, my bad totally.  
Probably a hold over from remembering when Altiverb was Mac only. Getting  
older sucks sometimes, heh.

FXpansion is a directx~VST adaptor. Either versions 3.3 or 3.0 work with  
Paris.

I believe it's been posted here before and I expect if you put up a usable  
email address somebody he

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Subject: Re: Announcement - A Paris Blog is born  
Posted by [Robert](#) on Mon, 31 Mar 2008 00:24:36 GMT  
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"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:486cf5bd\$1@linux...

> Hi all remaining users,

>

> I have opted to have Chris Ludwig build what will be most assuredly

> the fastest and last Paris computer for myself. It will operate both

> Paris 3.0

> and Cubase 4.2 in XP Pro synced by SMPTE to MTC.

> This comp should be delivered within the next two weeks but has been

> bench tested already and is working as Chris and I had hoped.

>

> Hardware installed:

> 13 slot Magma with 5 EDS

> 1 UAD PCI or PCIe

> 1 Creamware Pro

> 1 M-Audio 8/8 MIDI Patchbay

>

> Computer:

> Intel Core2 Quad Q9450 overclocked to 2.8

> Mobo with 3 PCI, 3 PCIe slots, 1 PCI 16x, FSB 3333

> 4 Gigs RAM

> GeForce 8600 GT 512 Meg dual head

> 2 x SATA 2 32Meg cache 500 Gig drives for audio and sample sets

> 1 SATA 2 160 Gig 8 Meg cache for OS

>

> Chris has done serious work in getting the C-16 to behave normally

> and getting 4 gig RAM to show up with major league DAW tweaking.

> From what I've read this comp will be four times as fast as my existing

> AMD 4800+ DualCore . . . Enough said.

>

> It appears that PCI slots are going to be extinct in the next 12 months or

> so.

> ADK have boxes of their own to accommodate our needs other than a Magma.

> If you want the bestest, fastest most stable PC ever built for Paris and

> maybe

> even your other DAW of choice I'd suggest you get on over to Chris at ADK.

> Did I mention the comp came in at \$2,000? Not bad at all in my opinion.

>

> I will be posting as I start setting up the system here. There's no rush

> for me

> so I will walk you through it and ask a few questions along the way I'm

> sure.

>

> Carry on,

> Tom

>

>

>

>

>

>"Rich Lamanna" <richard.lamanna@verizon.net> wrote:

>Yeah, I liked his analogy of the planet likening it to a "big electron",

>woooooo, woooooo, wooooooo, wooooooo; I thought I was the only one who

>pictured the solar system as part of a big molecule. What a philosophical

>comedian, the dude was deep.

I thought I was. I conceived this notion during a paranoid moment during an acid trip back in the early 70's when I decided that nuclear testing was going to start a interdimentional chain reaction that would eventually cause our sun to explode. Of course, I then proceeded to write it all down and turn it in as a mini thesis for a political science class I was taking at the time.....then I sobered up.

I was embarrassed about this until I saw the last few minutes of Men In Black, which totally vindicated me.

support any forward motion. Blog/wiki/networking/development rig are certainly part of that infrastructure but we also had a serious need for hard info - things like current community size and composition etc. If we want to tell outside developers who we are as a community, we better know who we are first, and I had the suspicion that my "spitball" guesstimates weren't doing us much justice.

research and detective work, and what I lack in skills I cheerfully supplement with grunt work. I wanted to share one of the results of that basic research with you all.

before. As far as I know we never got a definitive answer. We've now got a fairly firm "floor" for the size of the current PARIS user community. It stands at an eye-opening (at least to me) 125 current users - and rising, so