
Subject: will win 98 see a sub memory stick?
Posted by [rick](#) on Thu, 09 Aug 2007 08:22:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: will win 98 see a sub memory stick?
Posted by [John \[1\]](#) on Thu, 09 Aug 2007 11:20:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>I fixed the sample rate bug in this and my previous two plugins!
>>>
>>>If you hadn'

Subject: Re: will win 98 see a sub memory stick?
Posted by [D-unit](#) on Thu, 09 Aug 2007 13:51:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

>
>>Dimitrios
>>
>>"Mike Audet" <mike@.....> wrote:
>>>
>>>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

Subject: Re: will win 98 see a sub memory stick?
Posted by [D-unit](#) on Thu, 09 Aug 2007 13:52:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
projec

Subject: Re: will win 98 see a sub memory stick?
Posted by [Rich\[3\]](#) on Thu, 09 Aug 2007 14:51:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

th done

>>to change the samples as they came through was all based on a 48k sample
>>rate. So, all the parameters were around 10% wrong. Sample rate is used
>>for more than just what EQ to tweak - there's a lot of math that goes on
>>regarding how the frequencies are affected, an a lot of that involves having
>>the sample rate right.

>>

>>The FreakQ was always set to 44.1. All the other effects I've seen are
>set

>>to 48 by default. If eventiter doesn't make the digital noise at 48k,
themn

>>I would say that there is a very good chance I can fix it.

>>

>>As for adding a wet/dry mix, I think I will eventually be able to do that.

>> I found a 100 page

Subject: Re: will win 98 see a sub memory stick?
Posted by [rick](#) on Thu, 09 Aug 2007 17:40:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt;>the drumtracks in phase you could put the latency adder for the 2 samples
>>>each introduces and not charge the Eds cpu !

>>>

>>>Keep up the great work !

>>>Regards,

>>>Dimitrios

>>>

>>>

>>>

>>>"Mike Audet" <mike@....> wrote:

>>>>

>>>>Hi Dimitrios,

>>>>

>>>>Thanks for you kind words!

>>>>

>>>>It's not that we had sample rate conversion on the fly, but the math
done

>>>>to change the samples as they came through was all based on a 48k sample
>>>>rate. So, all the parameters were

Subject: Re: will win 98 see a sub memory stick?

Posted by [rick](#) on Thu, 09 Aug 2007 17:41:41 GMT

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

around 10% wrong. Sample rate is
used

>>>>for more than just what EQ to tweak - there's a lot of math that goes

>on

>>>>regarding how the frequencies are affected, an a lot of that involves

>having

>>>>the sample rate right.

>>>>

>>>>The FreakQ was always set to 44.1. All the other
