
Subject: Audio damage

Posted by [TCB](#) on Fri, 28 Sep 2007 00:43:25 GMT

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D3D20
> =20

> > ><DIV><FONT face=3D3D3D3D3DArial=20
size=3D3D3D3D3D2>Mike A. =3D3D3D
> > =
>suggested=20
the=3D3D3D20
>

Subject: Re: Audio damage

Posted by [TCB](#) on Fri, 28 Sep 2007 01:23:23 GMT

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; > > .ini=20

file
=3D3D3D3D
>=3D 3D3D3D3D
> =
>to make=20
=3D3D3D
> > >sure=3D3D3D3D3D20
>=20
=3D3D3D20
> > > >card A is 0. I'll =
try=20
that.</DIV><BR& ;>> =
=3D3D3D
> =20
> >
> > > =
><DIV>&

Subject: Re: Audio damage

Posted by [Cujjo](#) on Fri, 28 Sep 2007 03:03:24 GMT

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ONT=20

face=3D3D3D3D3D3DArial size=3D3D3D3D3D2> =
=3D3D3D
> =20
> >
> > > =20
</DIV>
> ><DIV><FONT=20
face=3D3D3D3D3D3DArial=3D3D3D20
> > > =20
size=3D3D3D3D3D2> </DIV>
> =20
=3D3D3D
> > =
>><DIV>=3D3D3D20
> =20
> > </DIV>
> ><DIV> =

</DIV>
> =3D3D3D20
> > =
>

Subject: Re: Audio damage

Posted by [Graham Duncan](#) on Fri, 28 Sep 2007 03:10:30 GMT

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; =20

><DIV> </DIV>
> =20

><DIV>"rick"=3D3D3D20
> > > > =20

<<A=3D3D3D3D20
> > =20

><href=3D3D3D3D3D3D"<A=3D3D3D20
> > > =

> =20

=3D3D3D<BR&g

Subject: Re: Audio damage

Posted by [TCB](#) on Fri, 28 Sep 2007 03:43:08 GMT

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t;> > > =3D3D
> =20

=

=3D
>><href=3D3D3D3D'mailto:parnell68@hotmail.com">parnell=

68@hotmail.com</A'>mai=3D
><to=3D3D
> =20

><pa=3D3D3D
> > =20

=

><rnell68@hotmail.com">parnell68@hotmail.com</A>>=

=3D3D3D20
> =20

> > > =

=3D3D3D3D
>=3D3D3D3D3D
> =20

><wrote in=3D3D3D3D3D20
> =3D3D3D
> =

> =20

>><message=3D3D3D20
> > > =20

<A=3D3D3D3D3D20
> =20

=

=3D3D3D3D
>><href=3D3D3D3D3D3D "<A=3D3D3D20
> =

> =20

> > =3D3D3D
> > > =3D3D
> =20

=

=3D
 >>><href=3D3D3D3D'news:inqgh393an5s4m99q caojn09vn112t4u6r@=

4ax.com">news:inqgh=3D
>393=3D3D

Subject: Re: Audio damage

Posted by [Erling](#) on Fri, 28 Sep 2007 07:26:29 GMT

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r />

=3D3D3D
> > > > cards show =

up=3D3D3D20
> =20

> > > in paris =3D3D3D3D
><with=20

the=3D3D3D3D20
> =3D3D3D20
> > > =
> > =20
=3D3D3D3D3D3D
>>single=3D3D3D3D3D20& ;lt;BR>> > =
mec?
>how=20
=3D3D3D
> > > >many i/o=3D3D3D20
> > =
> > =20
> > cards =3D3D3D3D3D
>>in =
each=3D3D3D3D20
>> > > =20
=3D3D3D
> > > =20
>mec?
>
>
&a mp;gt;On=3D3D3D20
> > =
> > =20
> > Fri, 19 Oct=3D3D3D3D20
>> =
=3D3D3D20
> > > =20
> > 2007
>=3D3D3D3D3D3D
>>& amp;lt;BR>>> > =
00:22:39=20
-0400, =3D3D3D
> > > =
>"Tom=3D3D3D20
> > > =20
> > Bruhl"=3D3D3D3D20
>> > > =20
<<A=3D3D

Subject: Re: Audio damage
Posted by [Cujjo](#) on Fri, 28 Sep 2007 13:53:41 GMT
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; > > =
> > =20
=3D3D3D
> > > =20
=
>=3D3D3D3D3D
>>=3D3D3D3D3D3D&l t;BR>>>patchbay.
>&g=
t;
>>This=3D3D3D3D=3D3D3D
> > > =20
> > >3D20
>> =3D3D3D20
> > > =
> > =20
=3D3D3D3D
>>means to=3D3D3D3D20
>> > me =
software unless=20
someone =3D
>=3D3D3D
> > > =
>tells=3D3D3D20
> > > =20
> > > me=3D3D3D3D20
>> =
=3D3D3D20
> > > =20
> > > =3D3D3D
> > > =20
=
>=3D3D3D3D3D
>>=3D3D3D3D3D3D&l t;BR>>>differently.
>=
;>
>>I=3D3D3D3D=3D3D3D
> > > =20
> > >3D20
>> =3D3D3D20
> > > =
> > =20
=3D3D3D3D
>>have a new=3D3D3D3D20
>> > C =
drive which I=20
will load
=3D
>XP =3D3D3D
> > > > > and no =

pace.=3D3D3D20
> > > > Any=20
other=3D3D3D3D3D20
> =
=3D3D3D3D
>
> ;=20
=3D3D3D20
> > > > =20

>suggestions?
& >
>More=20
fr

Subject: Re: Audio damage
Posted by [TCB](#) on Fri, 28 Sep 2007 14:06:28 GMT
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ustrated=3D3D3D20
> > > > =20
=3D3D3D3D
>than=3D3D3D3D20
> =20
my=3D3D3D3D3D20
> =3D3D3D
> > > =20
>=3D3D3D3D20
> =3D3D3D20
> > > =
> > =20
=3D3D3D
> > > =20
=
>=3D3D3D3D
>clients,<B R>>Tom
><BR& > ;=
gt;>
=3D3D3D
> =20
> > =20
=
>;><BR=3D3D3D3D
&g t;>>
>l=3D3D3D3D20& > ;=
lt;BR>>=20
=3D3D3D20
> > > > choose=20
=3D3D3D3D3D
>Polesoft=3D3D3D3D3D20&a mp;lt;BR>> =
Lockspam=20
=3D3D3D
> > > >&to fight=3D3D3D20
> > =
> > =20
> > spam,=3D3D3D3D20
> > > =
and=3D3D3D3D3D20
>=20
=3D3D3D20
> > > > =3D3D3D
> > > =
> > =20
=
=3D
 >>=3D3D3D3D
>you?& lt;BR>>http://www.poleso=
ft.com/refer.html=3D3D3D3D20
& >=3D3D =3D
>3D
>>&nbs=
p;=20
> >>=3D3D3D20
> > > > > =20
=3D3D3D
> > > =20
=
>=3D3D3D3D
>=3D3D3D3D3D20& >lt;BR>>
</BLOC=
KQUOTE></BODY>=3D3D3D
> > > =20
> > =20
=
>;</HTML>
& >=3D 3D3D3D
>>
> ;=
<BR&am
