

---

Subject: Antress Plugin's - Question and/or warning

Posted by [Neil](#) on Thu, 27 Sep 2007 14:29:57 GMT

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

---

amp;gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20

&gt;=3D3D3D3D3D<BR>&gt;&gt;boots up so=3D3D3D3D20<BR>&gt;&nbsp; =

&gt;&nbsp;=20

&gt;&nbsp; &gt;&nbsp; the=3D3D3D3D3D20<BR>&gt;&gt;1 mec =

=3D3D3D3D<BR>&gt;&nbsp;=20

&gt;&nbsp; &gt;&nbsp;=20

=

&gt;that</FONT>&gt;</DIV>&gt;<BR>&gt;</DIV>&gt;</FONT>=3D3D3D=

3D20<BR>&gt;&nbsp;=20

&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; face=3D3D3D3D3D3DArial =

size=3D3D3D3D3D2&gt;&lt;I'm=20

using shows up but<BR>=3D<BR>&gt;never =3D3D<BR>&gt;&nbsp; &gt;

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [rick](#) on Thu, 27 Sep 2007 15:56:47 GMT

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

---

; =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =

&gt;=3D3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20

&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20

=3D3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =3D3D3D<BR>&gt;&nbsp; =

&gt;&nbsp;=20

=3D3D<BR>&gt;&nbsp;=20

=

=3D<BR> &gt;&gt;&gt;&gt;href=3D3D3D3D3D'news:inqgh39 3an5s4m99qcaojn09vn112=

t4u6r@4ax.com"&gt;news:in=3D<BR>&gt;qgh=3D3D<BR>&gt;&nbsp;=20

&gt;393=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;an5=3D3D3D3D<BR>&gt;&nbsp; =

&gt;&nbsp;=20

&gt;&nbsp; =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20

=

=3D<BR>&gt;&gt;&gt;&gt;'&gt;news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.c=

0

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [John \[1\]](#) on Thu, 27 Sep 2007 16:03:40 GMT

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

---

m"&gt;news:inqgh393an5</A>=3D<BR>&gt;=3D3D3D=3D3D <BR>&gt;&nbsp;=20

&gt;3D=3D3D3D<BR>&gt;&nbsp;

---

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

amp;gt;&gt;=20  
 =3D3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20  
 right&lt;BR&gt;order...right?&lt;BR&gt;all the cards show up in paris=20  
 =3D<BR>&gt;=3D3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp;with=20  
 the=3D3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20  
 =3D3D3D3D3D&lt;BR&gt;&gt;single=3D3D3D3D3D20& amp ;lt;BR&gt;&gt;&nbsp; =  
 mec?&lt;BR&gt;how=20  
 many i/o =3D<BR>&gt;cards =3D3D<BR>&gt;&nbsp; =  
 &gt;=3D3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20  
 &gt;&nbsp; &gt;in each=3D3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
 &gt;&nbsp;=20  
 mec?&lt;BR&gt;&lt;BR&gt;&lt;BR&gt;On Fri, 19 =  
 Oct=3D3D3D3D20<BR>&gt;&nbsp;=20  
 &gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20  
 2007&lt;BR&gt;=3D3D3D3D3D&lt;BR&gt;&gt;& amp ;lt;BR&gt;&gt;&nbsp; 00:22:39 =  
 -0400, "Tom=20  
 =3D<BR>& amp

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

amp;lt;FONT=20  
face=3D3D3D3D3D3DArial size=3D3D3D3D3D2&gt;Pretty sure=20  
=3D<BR>&gt;=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;it's =  
right=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; but who =  
=3D3D3D3D&lt;BR&gt;&gt;=3D3D3D3D3D&lt;BR& &gt;&gt;=20  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20  
&gt;&nbsp; knows?&lt;/FONT&gt;&lt;/DIV&gt;& &lt;BR&gt;&gt;&nbsp; =  
=3D3D3D<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&gt;&lt;DIV&gt;&lt;FONT=3D3D3D20<BR >&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; face=3D3D3D3D3D3DArial =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20  
=  
&gt;&nbsp;size=3D3D3D3D3D3D2&gt;Thanks,&lt;/FONT&g t;&lt;/DIV&gt;&lt;BR&gt;&gt; =  
  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT=20  
face=3D3D3D3D3D3DArial=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20  
size=3D3D3D3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/D IV&gt;&lt;BR&gt;&gt;=20  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&lt;DIV&gt;&lt;F

Subject: Re: Antress Plugin's - Question and/or warning  
Posted by [Chris Latham](#) on Fri, 28 Sep 2007 05:25:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mp;gt;&lt;BR&gt;&lt;BR&gt;&gt;l=3D3D3D 3D3D20&lt;BR&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
thought =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;l =  
was=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; groovin' but once the second Mec was=20  
=3D3D3D3D3D&lt;BR&gt;&gt; =3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;introduced&lt;BR&gt;&gt;the=3D3D3D3D3D20 &lt;BR&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
system =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;stopped.=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; That was a few weeks=20  
ago.&lt;BR&gt;&gt;&lt;BR&gt;&gt;Toda y l =3D3D3D<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;=3D3D3D3D3D&lt;BR&gt;&gt; =3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;tried=3D3D3D3D3D20&lt;BR&gt;&gt;&nbsp; p; &gt;&nbsp; different =  
cables, eds=20  
cards, =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;mecs,=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; eliminated the magma =  
=3D3D3D3D3D&lt;BR&gt;&gt;&nbsp;=20

---

---

Subject: Re: Antress Plugin's - Question and/or warning  
Posted by [laMont \[1\]](#) on Fri, 28 Sep 2007 07:01:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mp;gt;&nbsp;=20  
&gt;&nbsp;=20  
=  
&gt;caojn09vn112t4u6r@4ax.com &lt;/A&gt;...&lt;/DIV&gt;&lt;BR&gt;& amp;=3D3D=  
D3D3D&lt;BR&gt;&=3D3D3D<BR>&gt;&nbsp;=20  
&gt;&nbsp;=3D3D<BR>&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;&gt;gt;&lt;BLOCKQUOTE=3D3D3D3D3D2 0&lt;BR&gt;&gt;style=3D=  
3D3D3D3D3D"PADDING-RIGHT:=3D3D3D3D=3D<BR>&gt;20=3D3D3D <BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&lt;BR&gt;&gt; =3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp; 0px;=20  
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;=3D3D3D3D3D&lt;BR&gt;&gt;BORDER-LEFT:=3D 3D3D20 <BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&nbsp; =3D3D3D3D&lt;BR&gt;&gt;#000000 =

2px=3D3D3D3D20<BR>&gt;&nbsp;=20  
solid;=3D<BR>&gt;MARGIN-RIGHT:=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp;=20  
0px"&gt;i=3D3D3D3D3D20<BR>&gt;&nbsp; know this as dumb as=20  
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;=3D3D3D3D<BR>&gt;&gt;it=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp;=20  
gets=3D3D3D3D20<BR>&gt;&gt;&nbsp; but the bnc is attached in=20  
=3D3D3D<BR>

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [Neil](#) on Fri, 28 Sep 2007 07:52:14 GMT

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

---

3D3D3D20<BR>&gt;&gt;=3D3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp; &gt;&nbsp;=20  
=  
=3D3D3D3D3D<BR>&gt;&gt;href=3D3D3D3D3D3D"&lt;A=3D3D3D3D20<BR>&gt;&gt;=  
=20  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=3D3D3D<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;&gt;=3D3D3D3D<BR>&gt;&gt;h ref=3D3D3D3D3D'mailto:arpegio@=  
comcast.net"&gt;arpegio@comcast.n=3D<BR>&gt;et&amp;l=3D3D3D=3D3D<BR>&gt;&=  
nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;&nbsp;=20  
=

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [John \[1\]](#) on Fri, 28 Sep 2007 11:36:49 GMT

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

---

rent cables,=20  
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;eds cards,=3D3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&nbsp; mecs, =  
=3D3D3D3D<BR>&gt;&gt;eliminated=3D3D3D3D20& ;lt;BR>&gt;&nbsp;=20  
the magma=3D3D3D20<BR>&am

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [Neil](#) on Fri, 28 Sep 2007 13:34:48 GMT

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

---

Subject: Re: Antress Plugin's - Question and/or warning  
Posted by [John \[1\]](#) on Fri, 28 Sep 2007 15:00:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Antress Plugin's - Question and/or warning..Review  
Posted by [LaMontt](#) on Fri, 28 Sep 2007 16:19:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Next what I would do is install over the minimum setup exe file (subsystem effects) to your new moved directory exactly !!

Then I would for sure delete from the Paris folder the default.ppj project  
AND the untitled project.ppj to.

Let us know !

Regards,

Dimitrios

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

>

>

>Mike,

>I used to use a Lucid but since all of this mess I stopped.

>I'm trying to get stable from square one with the least amount=20

>of hardware. I am using the default project for sure. The only=20

>other thing that I still question is my move of Paris to C:ParisPro .

>I should think the default project will either work or not. Maybe

>configs or something else is fighting during Paris startup?

---

Subject: Re: Antress Plugin's - Question and/or warning..Review

Posted by [John \[1\]](#) on Fri, 28 Sep 2007 16:57:43 GMT

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

ed.

>

> Isn't t

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [LaMontt](#) on Fri, 28 Sep 2007 20:47:01 GMT

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

>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>=3D

> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> > <DIV>"Mike Audet" <mike@....> wrote in message <A=3D20

> > =3D

> =

>>href=3D3D"news:471b2ec2\$1@linux">news:471b2ec2\$1@linux</A>...</DIV><BR>H=

>i=3D20

> > Tom,<BR><BR>If you've only got one card in, then the Mastercard =

>=3D3D 0

> =3D

> >setting is=3D20

> > right.<BR> The file is Paris.cfg, and it lives in the =

>c:\program=3D20

> > files\Emu\PARIS PRO<BR>folder.<BR><BR>I'd still check it out to see

=

>=3D

> >what it is=3D20

> > set to.<BR><BR>If it is wrong, what you are describing will=3D20

> > happen.<BR><BR>Good luck!<BR><BR>&

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [Neil](#) on Sat, 29 Sep 2007 00:45:38 GMT

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

---

;<BR>> ><META=3D20

> > http-equiv=3D3D3D3DContent-Type content=3D3D3D3D"text/html; =3D

> >=3D3D3D3D<BR>> =3D20

> > > charset=3D3D3D3DISO-8859-1"><BR>> ><META =3D

> > content=3D3D3D3D"MSHTML=3D20

> > 6.00.2800.1400" name=3D3D3D3DGENERATOR><BR>> =3D20

> > ><STYLE></STYLE><BR>> =3D

> >></HEAD><BR>> =3D20

> > ><BODY bgColor=3D3D3D3D#ffffff><BR>> =3D

> >><DIV><FONT=3D20

> > face=3D3D3D3DArial =3D

> > size=3D3D3D3D2>Rick,</FONT></DIV><BR>> =3D20

> > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>1 mec, no BNC =3D

> >

---

---

Subject: Re: Antress Plugin's - Question and/or warning

Posted by [Chris Latham](#) on Sat, 29 Sep 2007 06:50:36 GMT

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

---

3D20

> > http-equiv=3D3D3D3DCon

---