
Subject: AES Passes

Posted by [Morgan](#) on Wed, 19 Sep 2007 14:12:46 GMT

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

gt;>>>>>

>>>>>>>> To be honest, I could start a project (Midi-wise) and go to

>>>>>>>> tracking

>>>>>>>> audio/edit...Then,

>>>>>>>> mix in this app.. Things can only get better, as I have stated ,

>>>>>>>> this

>>>>>>>> is

>>>>>>>> only version 1.0..OH.. NO CRASHES..!!! Torturing this baby for 2

>>>>>>>> hours

>>>>>>>> straight..

>>>>>>>>

>>>>>>>> Another cool part of the bundle is : Main-stage: I really can't

>>>>>>&

Subject: Re: AES Passes

Posted by [Tom Bruhl](#) on Thu, 20 Sep 2007 22:15:50 GMT

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

r any A to =3D
>
> =

=3D3D
>>=3D3D3D
>& amp ;gt;Ds=20

or=3D3D20
>> =3D20
> =20

any=3D3D3D20
>>installed=3D3D20&l t;BR>>> =

=3D20
> =20

=

modules.></DIV>>
 >></DIV>>=3D20 <B=
R>> =20

=3D3D
>>face=3D3D3D3DArial=3D3D20& amp ;lt;BR>>> =20

size=3D3D3D3D2>This is =3D
>the same=3D20
> =

symptom before I=20

=3D3D3D
>>repaired =

=3D
 >=3D3D
>>one=3D3D20
 >>=20

=3D20
> of=3D3D3D20
>>my mecs =

with=3D3D20
>>=20

=3D20
> =20

=

a></DIV>>
 ></DIV>>=3D20
>&=

 =20

face=3D3D3D3DArial=3D3D20
>> ; size=3D3D3D3D2>new =

chip. The=20

=3D
>clock light=3D20
> =

=3D3D3D
>>continues=20

to=3D3D20
>> =20

=3D
>flash=3D3D3D20
>>too.=3D20
> Never=20

locks=3D3D20
> =3D20
> =20
in.</DIV><BR&g t;></DIV><FONT=20
=3D
>face=3D3D3D3DArial=3D20
> =20
=3D3D
>
>&am p; =20
size=3D3D3D3D2>=3D20
> =20
</DIV>
><DIV&am p;g;</FONT=3D20
> =20
=3D3D
>face=3D3D3D3DArial=3D3D20&am p;
> =

size=3D3D3D3D2>l=20
am =3D
>using the simplest=3D20
> setup I can=20
=3D3D3D
>imagine=3D3D20<BR&am p;g;> =3D20
> =20
and=3D3D3D20
>still it's not=3D3D20
> =

=3D20
> =20
=
working.</DIV><BR& amp;g;></DIV><FONT=3D20 <B=
R>> =20
=3D3D
>face=3D3D3D3DArial=3D3D20&am p;
> =20
size=3D3D3D3D2>Mike A. =3D
>suggested the=3D20
> =

..ini file=20
=3D3D3D
>to make=3D3D20
> =3D20
> =20
sure=3D3D3D20
>card A is 0. I'll try=3D3D20
>=20
=3D20
> =20
=
that.</DIV><BR&am p;g;></DIV><FONT=3D20
&=&
gt; =20
=3D3D
>face=3D3D3D3DArial=3D3D20&am p;
> =20
size=3D3D3D3D2>Pretty =3D
>sure it's right=3D20
> =

but=20
who=3D3D20
> =3D20
> =20
=
=3D
 >=3D3D3D
>knows?</DIV>
=
></DIV&am p;g=3D
>t;</FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =

=3D20
> =20
=
=3D
 >=3D3D
>size=3D3D3D3D2> ;Thanks,</=
DIV>
>=3D
 ></DIV><FONT=3D3D<BR&g t;>=3D=
3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =

=3D20
> =20
=
=3D
 >size=3D3D3D3D2>Tom&l t;/DIV>
>&l=
t;DIV><=3D
>FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=20
size=3D3D3D3D2>=3D20
> =20
=
=3D
 >=3D3D
></DIV>& amp;
></DIV><FO=
NT=3D3D20
>&am p;nbs=3D
>p;=3D20
> =20
face=3D3D3D3DArial size=3D3D3D3D2>=3D20
> =20

=
=3D3D
>></DIV>><B R>><DIV>>=3D3D20
> ;=
>=20
=3D20
> =20
</DIV>>
><DIV>>=3D20
> =20
</DIV>>
><DIV>>=3D3D20
>> =
=3D20
> =20
</DIV>>
><DIV>> "rick"=3D20
> =20
=
=3D
 >=3D3D
><<A=3D3 D3D20
>>href=3D3D3D=
3D"<A=3D3D20
>>&n=3D
>bsp;=3D20
> =20
=
=3D
>=3D3D
>>href=3D3D3D'mailto:parnell68@hotmail.com">=
t;parnell68@hotmail.c=3D
 >om</A'>mailto:pa=3D3D<

Subject: Re: AES Passes

Posted by [Tyrone Corbett](#) on Thu, 20 Sep 2007 22:20:02 GMT

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

gt;><BODY=3 D3D20
>&=3D
>=20
=3D20
> =20
=
bgColor=3D3D3D3D#ffffff>
>&am p;lt;DIV>><FONT=3D20
>=
 =20
face=3D3D3D3DArial=3D3D20
>> =3D20
> =20
=
=3D
 >=3D3D
>>size=3D3D3D3D2> ;Rick,></DI=
V>
>>&l=3D
 >t;DIV>><FONT=3D3D20
>&a mp;gt;=
;=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>1 mec, no BNC =
involved.=20
Paris=3D20
> =3D3D
>>=3D3D3D
>& ;gt;boots =
up=20
so=3D3D20
>> =20
=3D
>the=3D3D3D20
>>1=3D20
> =
mec=3D20
> =20
=
=3D
 >=3D3D
>>that ;gt;</DIV>>
>>=
<DIV>><FONT=3D
>=3D3D20
>>=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>I'm using =
shows up but=20
neve
