
Subject: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [animix](#) on Wed, 18 Oct 2006 04:34:43 GMT
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logue
with the mullahs and dump Israel, they will leave us alone.

Being that they kill other muslims simply for believing a slightly different strain of islam, this is a risky proposition, but there are millions who believe it.

I've said it before, but there is nothing more dangerous than someone who refuses to take people at their word. Appeasers do not gain peace; rather they end up in a corner with no option other than the big red button...

What do you think will happen to the democrats if another major attack happens on our soil?

Will they mo

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [Nei](#) on Wed, 18 Oct 2006 04:54:12 GMT
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rph into uber-hawks? Will they give away Israel?

The next few years will be interesting to say the least.

DCGreat! Would love to see your studio if time permits. Send me your contact info and let's hook up.

Just heard Gerald Levert died...bummer. We had been doing tour dates together...most recently, about a month ago.

TyroneSimple. Yeah...

It would be great to get beyond black and white thinking. Beyond characterizations that rely on false dichotomies. No amount of straw men will protect us.

Sure, such simpliscticity fits in with the views of those itching to revisit the crusades. But does that seem like a really, really smart strategy in 2006? The crusades created piles of dead bodies and we have such better weapons now. Can't we be just a little bit smarter almost a thousand years later?

Using the Hitler appeasement argument is like fitting Cinderella's sister's bloated foot into Cinderella's petite shoes. The shoe doesn't really fit. There are some similarities between these situations, but many differences. It would be limiting to cling to that one point of view, pretending that some straw man is the only other point of view,

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [Chris Ludwig](#) on Wed, 18 Oct 2006 13:54:19 GMT
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t;choose=3D20
> Polesoft Lockspam to fight spam, and you?
> <A =3D
>
> =3D
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html =3D20
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> Transitional//EN">
><HTML><HEAD>
><META=3D20
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
> =3D3D
>charset=3D3D3Diso-8859-1">
><META =3D
>content=3D3D3D"MSHTML=3D20
> 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR>
><STYLE></STYLE>
></HEA=3D
>D>
><BODY=3D20
> bgColor=3D3D3D#ffffff>
><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>Aaron, =3D
></DIV>
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>That's the last step I'll be =3D
>=3D3D
>taking.=3D20
> =3D3D20
> and I was hoping you networkers might help=

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [animix](#) on Wed, 18 Oct 2006 17:02:44 GMT
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gt;</DIV>
> =
></DIV></FONT=20
face=3D3D3DArial size=3D3D3D2> =
</DIV>
> =20
></DIV>Aaron is =

there a=20
=3D
>speed/functionality =3D3D
> >issue=20
with=3D3D20
> >this? Remember 'simple' is good for=20
me</DIV>
> ></DIV></FONT=20
face=3D3D3DArial size=3D3D3D2>as long as it=20
=3D
>works.</DIV>
>
> =20
></DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>Tom</DIV& >
> =20
></DIV></FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> ></BLOCKQUOTE=20
dir=3D3D3Dltr=3D3D20
> >style=3D3D3D"PADDING-RIGHT: =
0px;=20
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>=3D3D
> =20
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =
0px">
> =20
> </DIV>"Aaron Allen" <<A=3D3D20
> =

> =3D3D
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>>href=3D3D3D"<A=20
=
href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudemailto=
o:know-spam@not_here.dude">know-spam@not_here.dude</A>><B=
R>=3D
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> =20
>wrote in=3D3D20
> > message <A =
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> =20
>href=3D3D3D"<A=20
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href=3D'news:45549ea7@linux">news:45549ea7@linux...</DIV'>news:45549e=
a7@linux">news:45549ea7@linux...</DIV>
> =
p;=20
> </DIV></FONT face=3D3D3DArial =
size=3D3D3D2>What=20
protocol/type of =3D
>interface are =3D3D
> =
>you using=20
for=3D3D20
&

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [Neil](#) on Wed, 18 Oct 2006 17:24:51 GMT
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V>
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> > =
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face=3D3D3DArial size=3D3D3D2>My goal is to have =
=3D
>solid/stable=20
=3D3D
> >performance by=3D3D20
> >=20
> > >not abusing any one computer in the=20
network.</DIV>
>

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [animix](#) on Wed, 18 Oct 2006 17:52:05 GMT
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;nbsp; =
</DIV></FONT=20
face=3D3D3DArial size=3D3D3D2>Anyone see anything =
=3D
>blatantly=20
wrong
> >=3D3D
> >>with =
my=3D3D20
> >=20
> > >design? I'm still Scoping it=20
out!</DIV>
> > > >=20

</DIV>Thanks for =
your=20
=3D3D
> > =
>input,</DIV>
> >=20
> > ></DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>Tom </DIV>
> >=20
> > ></DIV></FONT face=3D3D3DAri

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [Neil](#) on Wed, 18 Oct 2006 18:40:50 GMT
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size=3D3D3D2> </DIV>
> >=20
> > ></DIV></FONT face=3D3D3DArial=20
size=3D3D3D2> </DIV>
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size=3D3D3D2></BR></BR>I choose Polesoft Lockspam to=20
fight
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>=3D3D
> >>spam, =
and=3D3D20
> >=20
> > > >you?</BR></A=3D3D20
> >=20
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> > =
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>>>href=3D3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=
ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re=3D<B=

R>>fer=3D3D
> =20
>

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [animix](#) on Wed, 18 Oct 2006 20:35:48 GMT
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d;=3D20
> MARGIN-RIGHT: 0px">
>=20
<DIV>"Tom =3D
>Bruhl"=3D20
> =20
<<A=3D3D20
>> =
href=3D3D3D"<A=3D20
> =20
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>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net<=
t;/A'>mailto:arpegi=3D
>o@comcast.net">arpegio@comcast.net<=
;/A>>=3D20
> =20
=3D3D
>wrote in=3D3D20
> message=20
<A=3D20
> =
=3D3D
>href=3D3D3D"<A=3D20
> =20
=
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>href=3D3D'news:45542b13\$1@linux">news:45542b13\$1@linux</=
A>...</DIV'>news:45=3D
>542b13\$1@linux">news:45542b13\$1=
@linux...</DIV&am p;gt;
>=3D
>=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Hey=3D20
> =20
guys,</DIV><BR& ;gt;>=20
=3D
><DIV><FONT=3D20
> face=3D3D3DArial =

size=3D3D3D2>I am no match for DJ when it=20

Subject: Re: AMD Opteron 175 vs AMD 64 4400 x 2
Posted by [Nil](#) on Wed, 18 Oct 2006 21:26:59 GMT
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=3D
 >comes
>=3D3D
>g t;to=3D20
> =
this=20
but=3D3D20
> I am pursuing a controllable =
=3D
>version=20
of=3D20
> a monster=20
=
=3D
 >=3D3D
>setup.</FONT&a mp;gt;</DIV>
>g=
t;=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
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>face=3D3D3DArial=3D20
>=

size=3D3D3D2>>I have a master plan that is as =
=3D3D</BR>>>simple as=20

I=3D20
>>can=3D3D20</BR>>>figure to pump Paris =

full=3D20
>> face=3D3D3DArial=20
size=3D3D3D2>>of=3D20
>>=20

=3D3D</BR>>>real-time=3D3D20</BR&am p>>> processing=20

juice.=3D20
>> </DIV></BR>& amp>>=20

=3D
>></DIV>=3D20
>>= >> face=3D3D3DArial =

size=3D3D3D2>>Here it=3D20
>>=20

is.</DIV></BR&g t>>=20

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>></DIV>=3D20
>>= >> face=3D3D3DArial =

size=3D3D3D2>>> =

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>></DIV></BR>>>=20

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>> </DIV> face=3D3D3DArial =

size=3D3D3D2>>Comp=20

#1: Paris is =3D
>>running=3D20
>>=

=3D3D</BR>>>very well=20

on a=3D3D20</BR>>> XP P4 3.0 and =3D
>>all =

the=3D20
>>=20

goodies. 2 active</DIV></BR&am p>>> =