
Subject: I hate Belkin

Posted by [DJ](#) on Wed, 18 Oct 2006 06:50:41 GMT

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> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =
=3D3D

> > charset=3D3D3Diso-8859-1">

> ><META content=3

Subject: Re: I hate Belkin

Posted by [Carl Amburn](#) on Wed, 18 Oct 2006 06:56:16 GMT

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D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>

> ><STYLE></STYLE>

> ></HEAD>

> ><BODY bgColor=3D3D3D#ffffff>

> ><DIV>Aaron, </DIV>

> ><DIV>That's the last step =

I'll be =3D3D

> >taking. =3D3D20

> > and I was hoping you networkers might help me</DIV>

Subject: Re: I hate Belkin

Posted by [animix](#) on Wed, 18 Oct 2006 09:44:11 GMT

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br />

> > <DIV> </DIV>

> > <DIV>Comp #1: Paris is =

running =3D

>=3D3D

> >very well on a=3D3D20

> > XP P4 3.0 and all the goodies. 2 active</DIV>

> > <DIV><FONT face=3D3D3DArial=3D3D20

> > =3D3D

> >size=3D3D3D2> &nbs=3D3D

> >p; =3D3D20

> > ADAT cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =

=3D

>stocked =3D3D

> >for=3D3D20

> > good measure.</DIV>

> > <DIV> </DIV>

> > <DIV>Comp #2: Cubase =
Studio 4 on
=3D
>=3D3D
> >my new AMD=3D3D20
> > 4800+ Dualcore with Creamware</DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; 14=3

Subject: Re: I hate Belkin
Posted by [Jamie K](#) on Wed, 18 Oct 2006 13:30:07 GMT
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up.
>
> I have a master plan that is =3D
>as=3D20
> simple as I can figure to pump Paris
=3D3D
>full of =
real-time =3D
>processing=3D20
> juice. =3D3D20
> Here it=3D20
> is.
>
> Comp #1: Paris is running =3D
>very=3D20
> well on a XP P4 3.0 and all the =3D3D
>goodies. 2=3D20
> =3D
>active
> =3D
>; =3D20
> ADAT cards along with 32 A-D, D-As, two SPDIFS and =3D
>a
=3D3D
>UAD-1 stocked=3D20
> for good measure.
>
> Comp #2: =3D
>Cubase=3D20
> Studio 4 on my new AMD 4800+ Dualcore with=3D20
> =3D
>=3D3D
>Creamware

Subject: Re: I hate Belkin
Posted by [John \[1\]](#) on Wed, 18 Oct 2006 13:45:52 GMT
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>> &nb=3D
>sp; =3D20
> 14 chip Pro card with 20 In/out and Delta 66 w/4 x =
=3D3D
>A-D, =3D
>D-As and one=3D20
> SPDIF=3D20

> =3D
 >in/out,=3D3D20
> =3D
 >; =3D20
 > FX-Teleport Host to comp below linked by 100mbps=3D20
 > =3D3D
>LAN.
>
> Comp #3: Spare =3D
 >AMD 3000+=3D20
 > waiting for a FX-Teleport Client link to =3D3D
>Cubase =
 comp=3D20
 > =3D
 >#2
> &nb=3D
 >sp; =3D20
 > via 100mbps LAN. This guy will take up the slack =3D3D
>for =
 =3D
 >the Cubase=3D20
 > rig if need be.
>
> My application is =3D
 >for heavy=3D20
 > use of Kontakt, multiple softsynths and
=3D3D
>surely =
 Creamware =3D
 >plugs of=3D20
 > all sorts. =3D3D20
> Music styles ranging from =3D
 >rock, heavy=3D20
 > synth, orchestral and =3D3D
>s

Subject: Re: I hate Belkin
 Posted by [John \[1\]](#) on Wed, 18 Oct 2006 13:46:16 GMT
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ometimes in between all =
 of=3D20
 > those.
>
> My goal is to have =3D
 >solid/stable=3D20
 > performance by not abusing any one =3D3D
>computer in =
 the=3D20
 > network.
> Also to maintain an almost =3D
 >unlimited amount=3D20
 > of close to real-time =3D3D
>processing power=3D20
 > throughout.
>
> I am looking into =3D
 >Windows Remote=3D20
 > Desktop to help with =3D3D
>monitor/keyboard=3D20
 > assignments.
> I expect to have 4 monitors and =3D
 >two=3D20
 > keyboard/mice combos with one =3D3D
>KVM between comp 1 =
 &=3D20
 > 2.
> I'm about 2 monitors, a Matrox Triple =3D
 >Head 2 Go=3D20
 > and Kontakt away =3D3D
>before I'm all the way=3D20
 > there.
>
> Anyone see anything blatantly =3D

>wrong=3D20
> with my design? I'm still =3D3D
>Scoping it=3D20
> out!
> Thanks for your=3D20
> input,
> =3D20
> Tom=3D3D20
>
>
>
>
> I =3D
&g

Subject: Re: I hate Belkin

Posted by [TCB](#) on Wed, 18 Oct 2006 14:12:02 GMT

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It;FONT =3D

>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom</DIV>
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
><BLOCKQUOTE=3D20
> dir=3D3D3Dltr=3D3D20
>style=3D3D3D"PADDING-RIGHT: 0px; =

PADDING-LEFT: =3D

>5px;=3D20
> MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: #000000 2px solid; =3D
>MARGIN-RIGHT:=3D20
> 0px">
> <DIV>"Aaron Allen" =3D
><<A=3D3D20
> =3D20
> =3D3D
>href=3D3D3D"<A=3D20
> =3D
=

>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudema=
ilt=3D

>o:know-spam@not_here.dude">know-spam@not_here.dude>>=3D20
> =3D3D
>wrote in=3D3D20
> message <A =3D
>=3D3D
>href=3D3D3D"<A=3D20
> =3D
=

>href=3D3D'news:45549ea7@linux">news:45549ea7@linux...</DIV>'>news:455=
49e=3D

>a7@linux">news:45549ea7@linux...</DIV>
>&nbs=3D
>p;=3D20

> <DIV>What protocol/type of =
=3D

>interface=3D20
> are =3D3D
>you using for=3D3D20
> your=3D20
> networking?</DIV>
> <DIV><FONT =3D
>
> face=3D3D3DArial =3D
>size=3D3D3D2>AA
</DIV>
> =3D20
> <BLOCKQUOTE dir=3D3D3Dltr=3D3D20
> =3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20

> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: =
#000000 =3D
>2px solid;=3D20
> MARGIN-RIGHT: 0px">
> <DIV>"Tom =3D
>Bruhl"=3D20

Subject: Re: I hate Belkin
Posted by [Dedric Terry](#) on Wed, 18 Oct 2006 14:44:55 GMT
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42b13\$1@linux...</DIV>
=3D
>> =3D20
> <DIV>Hey=3D20
> guys,</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I am no match for DJ when it =3D
>comes
=3D3D
>to=3D20
> this but=3D3D20
> I am pursuing a controllable =3D
>version of=3D20
> a monster =3D
>=3D3D
>setup.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I have a master plan that is as =3D3D
>simple =
as I=3D20
> can=3D3D20
> figure to pump Paris full=3D20
> of=3D20
> =3D3D
>real-time=3D3D20
> processing juice.=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Here it=3D20
> is.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>Comp #1: Paris is =3D
>running=3D20
> =3D3D
>very well on a=3D3D20
> XP P4 3.0 and =3D
>all the=3D20
> goodies. 2 active</DIV>
> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
> =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
>=3D3D20
> ADAT=3D20
> cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
stocked=3D20
> =3D3D
>for=3D3D20
> good=3D20

> measure.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=

Subject: Re: I hate Belkin

Posted by [Jamie K](#) on Wed, 18 Oct 2006 15:06:50 GMT

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=3D20

> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>My application is for =

=3D

>heavy use=3D20
> of
=3D3D
>Kontakt,=3D3D20
> multiple =3D
>softsynths and=3D20
> surely Creamware <FONT=3D20
> face=3D3D3DArial=3D3D20
> size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Music styles ranging from rock, =

=3D

>=3D3D
>heavy=3D20
> synth,=3D3D20
> orchestral and sometimes=3D20
> in =3D
>=3D3D
>between=3D20
> all=3D3D20
> of=3D20
> those.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>My goal is to have =3D
>solid/stable=3D20
> =3D3D
>performance by=3D3D20
> not abusing =3D
>any one=3D20
> computer in the =3D
>network.</DIV>
> =3D20
> <DIV>Also to maintain an =

=3D

>almost=3D20
> =3D3D
>unlimited amount of=3D3D20
> close to =3D
>real-time=3D20
> processing power <FONT=3D20
> face=3D3D3DArial=3D3D20
> =3D20

> =3D
>size=3D3D3D2>throughout.</DIV>
> &nb=3D
>sp;=3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I am looking into Windows Remote =
=3D3D
>Desktop=3D20
> to=3D3D20
> help with monitor/keyboard=3D20
> assignments.</DIV>
> =3D20
> <DIV>I expect to have 4 =3D
>monitors and=3D20
> two
=3D3D
>
> keyboard/mice combos with =3D
>one KVM=3D20
> between comp 1 &=3D20
> =3D3D
>2.</DIV>
> =3D20
> <DIV>I'm about 2 monitors, =
=3D
>a Matrox=3D20
> =3D3D
>Triple Head 2 Go=3D3D20
> and Kontakt =3D
>away before=3D20
> I'm all the way =3D
>there.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Anyone see anything blatantly =
wrong
=3D3D
>with=3D20
> my=3D3D20
> design? I'm still Scoping it=3D20
> out!</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Thanks for your=3D20
> =3D3D
>input,</DIV>
> =3D20
> <DIV>Tom=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT=3D20
> size=3D3D3D2>

I choose Polesoft Lockspam to fight=

Subject: Re: I hate Belkin
Posted by [animix](#) on Wed, 18 Oct 2006 16:46:33 GMT
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/stable performance =

[illegible]

$r/A =$
 $\geq 3D$

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