
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=3D3D3D3D20
>=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=3D3D3D3D3DArial size=3D3D3D3D3D2> =
=3D3D3D
> =20
> >
> > > =20
</DIV>
> ><DIV><FONT=20
face=3D3D3D3D3DArial=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=3D3D3D3D3D20
> &nbsp;=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<BR&nbsp; >> =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
=3D3D3D3D3D
>single=3D3D3D3D3D20& amp ;lt;BR>> =
mec?
how=20
=3D3D3D
> > > > many i/o=3D3D3D20
> =
> =20
> cards =3D3D3D3D
>in =
each=3D3D3D3D20
> =20
=3D3D3D
> > =20
>mec?

<BR&a mp;gt;On=3D3D3D20
> =
> =20
> Fri, 19 Oct=3D3D3D3D20
> =
=3D3D3D20
> > =20
> 2007
=3D3D3D3D3D
>& 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
=
>=3D3D3D3D
>=3D3D3D3D3D&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
=
>=3D3D3D3D
>=3D3D3D3D3D&l t;BR>>differently.
=
>
>l=3D3D3D3D=3D3D3D
> =20
> >3D20
> =3D3D3D20
> > =
> =20
=3D3D3D3D
>have a new=3D3D3D3D20
> C =
drive which l=20
will load
=3D
>XP =3D3D3D
> > > and no =

pace. =3D3D3D20
> > > Any=20
other=3D3D3D3D20
> =
=3D3D3D3D
>
> ;=20
=3D3D3D20
> > > =20

>suggestions?
>& amp ;
>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=3D3D3D3D20
> =3D3D3D
> > =20
>=3D3D3D3D20
> =3D3D3D20
> > =
> =20
=3D3D3D
> > =20
=
>=3D3D3D3D
>clients,<B R>>Tom
><BR& amp ;=
>>
=3D3D3D
> =20
> =20
=
>;><BR=3D3D3D3D
&g t;>>
>l=3D3D3D3D20& amp ;=
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
& amp;=3D3D =3D
>3D
> =
p;=20
> >> =3D3D3D20
> > > =20
=3D3D3D
> > =20
=
>=3D3D3D3D
>=3D3D3D3D3D20& amp ;lt;BR>>
</BLOC=
KQUOTE></BODY>=3D3D3D
> =20
> =20
=
>;</HTML>
& amp;=3D 3D3D3D
>>
> ;=
<BR& am
