Subject: Re: Sometimes it really pays to be a geek
Posted by EK Sound on Wed, 10 Oct 2007 23:20:44 GMT
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p;lt;/DIV>
 >   &a mp;nbs=
p;   =20
<DIV><FONT face=3D3DArial size=3D3D2>2 of the 3 C-16s send =

=
=3D
>now=3D20
 >   &a mp;nbsp; &nbs=
p;   =20
line to middle of song when double=20
=
striking=3D20
>rewind.</FONT></DIV>
> =
          =20
<DIV><FONT face=3D3DArial size=3D3D2>No audio from card B=20
=3D
>except=20
=
solo=3D20
 >   &a mp;nbsp;   &n=
bsp; =20
=
bus.</FONT></DIV>
 >   &a mp;nbsp;=
     =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
=
</DIV>
 >   &a mp;nbsp;   =
; =20
<DIV><FONT face=3D3DArial size=3D3D2>At start up messages =
read=20
=
=3D
>missing=3D20
 >   &

Subject: Sometimes it really pays to be a geek
Posted by DJ on Wed, 10 Oct 2007 23:47:27 GMT
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64;linux">news:471f0f51$1@linux</A>...</DIV</A>>
=
>   &a mp;nbsp;   =2 0
<DIV><FONT face=3D3DArial size=3D3D2>Clean install or so I =

=3D
>thought.=20
=
=3D20
 >   &a mp;nbsp;   =
 =20
Three cards, 3 C16s, 1=20
=
442.</FONT></DIV>
 >   &a mp;nbsp;=

     =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
=
</DIV>
 >   &a mp;nbsp;   =
; =20
<DIV><FONT face=3D3DArial size=3D3D2>SPDIF isn't=20
=
outputting=3D20
 >   &a mp;nbsp; &n=
bsp; =20
=
signal</FONT>&am

Subject: Re: Sometimes it really pays to be a geek
Posted by DJ on Thu, 11 Oct 2007 00:26:30 GMT
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nbsp;&a mp;nbsp; =
    =20
stuff. Nothing about audio=20
=
connections</FONT></DIV>
>   =
;   ;=20
<DIV><FONT face=3D3DArial size=3D3D2>or any of that. =
=3D
>=20
I'm=20
=
too=3D20
 >   &a mp;nbsp;   &nb=
sp; =20
tired to remember but</FONT><FONT face=3D3DArial =
=3D
>size=3D3D2>=20
will=20
=
post=3D20
 >   &a mp;nbsp;   &n=
bsp; =20
it=20
=
tomorrow.</FONT></DIV>
 >   &a mp;=
nbsp;   =20
<DIV><FONT size=3D3D2>

I choose =
Polesoft Lockspam=20
to =3D
>fight=20
=
spam,=3D20
 >   &a mp;nbsp;   &=
nbsp; =20
and=20
=
you?
<A=3D20
 >   &a mp;nbsp; =

;   =20
=3D
>href=3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">