
Subject: direct X

Posted by [RK](#) on Wed, 15 Feb 2006 19:30:07 GMT

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qhYYbDSgwl+mr8w9LyXSN1a5rvbkysNzFXyZFkyjn1n0IC3YIkNHNuPS27A/
NO6VukB+A/dbk1PK1w1gwG40UoraCe7Q3HEN6SROKjAoioQoiZtm2gs1BVuK
fg51F/Au/coKf4s3g8l/DVy9

Subject: Re: direct X

Posted by [mike audet\[1\]](#) on Wed, 15 Feb 2006 22:41:48 GMT

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9igWKfaX5kmxyFIGitcpZTzY4qJZoUiNkBcE5Cklu1OR
KCtO6N1bHYwtdwisvwmHoFpelDQgiy5DbzxOKu8TfCDAAC5VHFFNUXHKgfbX
DuSFysFxaUT0JbSbO9t7SsvR9zHivxxabcfYKR0t/wBNSPbiS7CykgZ3FPwc
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oFAoFAoFAoOZLt4bbH9LHvW3aJdN0QUCgUCg5z4xeH22fAtr+WnKDoygqJ6J
uoQ9Nwlt1ZS36fZYA4smKboyXYwgLTxZH2cFbyZgFcowXSwVRHAMSPwx6tOe
npx7TM5Hd/FkBFRCN3fK9vLgqO/tZohE2hehqgmWG1cUDLvHD1i6aXa0+9OM

Subject: Re: direct X

Posted by [wmarkwilson](#) on Mon, 20 Feb 2006 02:11:21 GMT

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tely, all

>>>>>vendors

>>>>>

>>>>>aren't nearly as accommodating as Rim Buntinas is and sometimes we

>>>>>have

>>>>>to

>>>>>work together through trial and error to figure stuff out.

>>>>>

>>>>>Over the years this group has developed into much more of a community

>>of

>>>>>

>>>>>PARIS and former PARIS users and fewer and fewer technical questions

>>come

>>>>>

>>
