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Subject: OT - mysterious object falls from sky  
Posted by [steve the artguy](#) on Fri, 15 Sep 2006 07:52:56 GMT  
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Subject: Re: OT - mysterious object falls from sky  
Posted by [rick](#) on Fri, 15 Sep 2006 09:13:26 GMT  
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Subject: Re: OT - mysterious object falls from sky  
Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 00:34:44 GMT  
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gt;> sound.  
>>>> The hardware interface and DSP relief are indeed benefits. I do wish the  
>>>> hardware unit chased the selected channel in the DAW. That was a big disappointment.  
>>>>  
>>>> My friend is happy with his purchase, but I am still undecided. One reason  
>>>> is that I am still contemplating getting a Duende and I am reasonably  
> certain  
>>>> that even with a dedicated Firewire card added to my Mac, I could never  
>> get  
>>>> both units to work together. I am hoping to borrow a Liquid Mix to use  
>> more  
>>>> extensively in my room.  
>>>>  
>>>> Gene  
>>>>

>

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com Chris Ludwig <chrisl@adkproaudio.com> wrote:

> Personally I think companies are doing it wrong by using firewire for  
> doing DSP this way. Firewire like USB is a very limited bandwidth  
> general purpose connection.

Chris, as I understand it, USB 2.0 has better "one-way" speed than Firewire, but Firewire has better "both-way" speed than does USB 2.0 (which makes a difference if you're sending signals out, then back in via either protocol), and that's why they all choose Firewire. Is that actually the case?

Neil Hey Chris, not sure why as well. Maybe they no something???  
Or, they already have a easy port over version waiting.

I do know (And You) that Open GL is used for high level graphics. That being the case, I really can't see both Microsoft & Apple dropping support being that the entire Video post pro market works on that standard.

Chris Ludwig <chrisl@adkproaudio.com> wrote:

> Hi Lamont,

> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not  
> sure why they did it sense future versions of Windows and Apple will not

> have Open GL support at all.

>

>

> Chris

>

>

> LaMont wrote:

>> Hi Guys. None. These plugs are very effcient. Here is what waves suggest  
>> and really as shededsome light to the Native plugin delima.

>>

>> Waves says in the SSL docuemntation that these plugin require that your  
DAW

>> run in 32 bit Video mode. If not, (And I have personally witnessed running  
>> in 16 bot mode) these plugins are sluggish and will bore down your system.

>>

>> Plain and simple: The bettter your Video card is, the better overall performance

>> you'll get with using the SSL plugs.  
>>  
>> This is a revelaion of sorts because, as Chuck Duffy once expalined to  
me,  
>> The UAD PCI card is no more than a nice Video card. It seems that waves  
>> have tapped into this technology of using the video card's dsp excellerators  
>> to enhance the performance of their new SSL Plugins.  
>>  
>> Suffice it to say that, the better the video performance,the better performance  
>> of these new plugins..  
>>  
>> "DJ" <notachance@net.net> wrote:  
>>> LaMont. Is there a big latency issue with the URS plugins or the Waves  
SSL  
>>> pluygins with Paris?  
>>>  
>>> Thanks,  
>>>  
>>> DeeJ  
>>>  
>>> "LaMont" <jjdpro@ameritech.net> wrote in message news:451d4bf1\$

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Subject: Re: OT - mysterious object falls from sky  
Posted by [steve the artguy](#) on Sat, 16 Sep 2006 08:14:59 GMT  
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> > ROTLF!! Indeed he does. ;o)  
> > >  
> > > Cheers,  
> > > Kim.  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >>Kim W  
> > >>  
> > >>"DJ" <notachance@net.net> wrote:  
> > >>>I was wondering what that Holden was doing in my driveway and why  
I've  
> > > been  
> > >>>referring to gasoline as being "petrol" lately.  
> > >>>Well, at least I have been paying fewer pence for it lately. If I'm  
> > you,  
> > >>>then I can say cool stuff like "stone the crows" and it will be OK,  
> > >>>right?  
> > >>>  
> > >>>;O)

> > >>>  
 > > >>>"Kim" <hiddensounds@hotmail.com> wrote in message  
 > > >>>news:451deecc\$1@linux...  
 > > >>>>  
 > > >>>>  
 > > >>>> Well I have no idea what Kim W looks like, as we have never been  
 in  
 > > the  
 > > >>>same  
 > > >>>> room together at the same time to my knowledge...  
 > > >>>>  
 > > >>>> ...hmm, never been seen in the same room at the same time eh?  
 Hmm...  
 > > >>>>  
 > > >>>> ...though I am also about 5'9" and my hair these days somewhat  
 > > >>>"cueball'esque"...  
 > > >>>> so perhaps we are the same person. I hear we've never been seen  
 in  
 > > > the  
 > > >>>> same room at the same time either... ;o)  
 > > >>>>  
 > > >>>> ...though if we are the same person, who was I talking to on the  
 > > phone  
 > > >>the  
 > > >>>> other week... ...maybe my medication isn't working... ;o)  
 > > >>>>  
 > > >>>> ...and where the hell did I put those distressors?  
 > > >>>>  
 > > >>>> ;o)  
 > > >>>>  
 > > >>>> Cheers,  
 > > >>>> Kim.  
 > > >>>>  
 > > >>>>  
 > > >>>> "DJ" <notachance@net.net> wrote:  
 > > >>>> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He  
 > > also  
 > > >>has  
 > > >>>> >hair down to his waist and I'm cueball'esque so there wouldn't be  
 > > much  
 > > >>in  
 > > >>>> >the way of mistaking us for each other.....oh yeah.....he's  
 > > >>>>\*really\*  
 > > >>>> >incredibly-as in genius level, smart as well so there's another  
 > > >>>> >dissimilarity. I'm not going to start talking about clothes,  
 > > >>>>toothbrushes,  
 > > >>>> >etc. That's too gross. where'd you get that stuff anyway?  
 > > >>>> >

> > >>> >;o)  
> > >>> >  
> > >>> >"Kim" <hiddensounds@hotmail.com> wrote in message  
> > >>>news:451de552\$1@linux...  
> > >>> >>  
> > >>> >> "DJ" <notachance@net.net> wrote:  
> > >>> >> >Yeah, OK, but are you really Kim.....or are you Kim?  
> > >>> >>  
> > >>> >> Well that is the question. And are you DeeJ? And who is this  
> > Animix  
> > >>>fellow  
> > >>> >> who was posting a while back... and this guy Doug, how does  
he  
> > fit  
> > >>>into  
> > >>> >> the picture? And do Doug Wellington's clothes fit this Animix  
> > >>> >> guy?  
> > >>> >>  
> > >>> >> All these questions and more... ;o)  
> > >>> >>  
> > >>> >> Cheers,  
> > >>> >> Kim.  
> > >>> >> &g

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Subject: Re: OT - mysterious object falls from sky  
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 15:14:51 GMT  
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sounds@hotmail.com" target="\_blank">hiddensounds@hotmail.com> wrote in message  
>> >>

---

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Subject: Re: OT - mysterious object falls from sky  
Posted by [Jamie K](#) on Sat, 16 Sep 2006 15:41:49 GMT  
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>>>news:451de552\$1@linux...  
>> >> >>>> >>  
>> >> >>>> >> "DJ" <notachance@net.net> wrote:  
>> >> >>>> >> >Yeah, OK, but are you really Kim.....or are you Kim?  
>> >> >>>> >>  
>> >> >>>> >> Well that is the question. And are you DeeJ? And who is this  
>> > Animix  
>> >> >>>fellow  
>> >> >>>> >> who was posting a while back... and this guy Doug, how does  
> he

```

>> > fit
>> >> >>> into
>> >> >>>> >> the picture? And do Doug Wellington's clothes fit this Animix
>> >> >>>> >> guy?
>> >> >>>> >>
>> >> >>>> >> All these questions and more... ;o)
>> >> >>>> >>
>> >> >>>> >> Cheers,
>> >> >>>> >> Kim.
>> >> >>>> >>
>> >> >>>> >> >
>> >> >>>> >> >;o)
>> >> >>>> >> >
>> >> >>>> >> >
>> >> >>>> >> >"Kim" <hiddensounds@hotmail.com> wrote in message
>> >> >>>> >> >news:451da750$1@linux...
>> >> >>>> >> >>
>> >> >>>> >> >> "DJ" <notachance@net.net> wrote:
>> >> >>>> >> >> >If I don't have whatever this is, I will die.
>> >> >>>> >> >>
>> >> >>>> >> >> Hehe, it's an oldie, but it still made me LOL. ;o)
>> >> >>>> >> >>
>> >> >>>> >> >> ...because I know it's true. ;o)
>> >> >>>> >> >>
>> >> >>>> >> >> Cheers,
>> >> >>>> >> >> Kim.
>> >> >>>> >> >
>> >> >>>> >> >
>> >> >>>> >>
>> >> >>>> >
>> >> >>>> >
>> >> >>>>
>> >> >>>
>> >> >>>
>> >> >>
>> >> >
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>>
>>
>
>Hehehe!!!!!!! That's funny! I was introduced to Fosters in 1975 in Columbus
Ohio at a bar called the Oar House. I had never seen it before anywhere.
About two weeks later I was down in Key West Florida and ran into an old
Aussie friend I had met in Mexico the year before. He didn't know what it
was either. When I got back to Texas nobody there had ever heard of it

```

(which didn't surprise me since I was from Texas). I brought a case of it back since I was driving at the time, rather than flying. It was quite a novelty with the big heavy cans. Within about a year it was literally everywhere I looked. Vile stuff.....but no more vile than Dixie Beer which I swear must have been brewed using unfiltered swamp water from New Orleans. If you could survive drinking that stuff, you were immune to everything because no self respecting germ would want to live in your body.

;o)

"Martin Harrington" <lendan@bigpond.net.au> wrote in message  
news:451f34bc\$1@linux...

> You know that's funny.

> Most Australians don't / won't drink Fosters...sure says something for  
their

> OS marketing though, doesn't it?

> BTW, I think those 1 litre cans were only for export or made OS. Don't

> remember them here.

> --

> Martin Harrington

> www.lendaneer-so

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Subject: Re: OT - mysterious object falls from sky  
Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 15:45:03 GMT  
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Hi Kim,

No problem. All I could find on the NVIDIA site was an XP driver. Do I use the same driver for 98? Should I try PNY's website (PNY is the manufacturer of the card, right)?

I'm going to try to pick up a couple of these cards. I just got some nice new 1600x1200 LCD for my PARIS computer, so it would be nice to drive them with the DVI input. I'm using Matrox G450s now (one AGP and one PCI).

Rich

>

>Hi, Rich.

>Sorry, your post slipped under the radar.

>I was running these cards under win98 prior to switching to XP

>earlier this year. Drivers are available.

>Kim

>"Kim" <hiddensounds@hotmail.com> wrote:  
>I've enabled it for download anyhow if you wanted a listen...

Having said that I've now removed the song because I just made a new one.  
;o)

Cheers,  
Kim.Nvidia have a unified driver for win98. It supports all Nvidia GPU's. It's called "forceware".

[http://www.nvidia.com/object/win9x\\_53.04](http://www.nvidia.com/object/win9x_53.04)

One thing. Some of these cards come with Splitter cables.  
(The connector on the card drives two seperate monitors via a breakout cable). If this is the case, make sure you buy cards with the splitters included. Also these come in either analog or DVI. Do a little research before bidding.

Kim

"Rich Kelley" <rich\_and\_barbara@netzero.net> wrote:

>

>"Kim W" <no@way.com> wrote:

>Hi Kim,

>

>No problem. All I could find on the NVIDIA site was an XP driver. Do I  
>use the same driver for 98? Should I try PNY's website (PNY is the manufacturer  
>of the card, right)?

>

>I'm going to try to pick up a couple of these cards. I just got some nice  
>new 1600x1200 LCD for my PARIS computer, so it would be nice to drive them  
>with the DVI input. I'm using Matrox G450s now (one AGP and one PCI).

>

>Rich

>

>>

>>Hi, Rich.

>>Sorry, your post slipped under the radar.

>>I was running these cards under win98 prior to switching to XP

>>earlier this year. Drivers are available.

>>Kim

>>

>Hey Jamie, I preety much know tha you have no problems nor resevations on  
logic audio. However, to answer your question

"Then they went back and did some UI cleanup, audio engine remodeling and  
bug fixing. What exact additional features do you desire? What, exactly,  
do you find missing? What part of the current audio track editing or waveform

editing don't you like?io in it's current state . :"

Jamie have a look at a current running thread on gearslutz.com concerning Logic Audio 8: <http://www.gearslutz.com/board/showthread.php?t=87812&highlight=Logic+Audio>

The overwhelmingly want is a sleek plaining field that's not clunky, and more like Pro Tools and Nuendo. How about some of the slick right-mouse clicking features found in Nuendo? Not to mention all of it's menu driven editing..Logic audio is not in this league at all. When they should be.

But, as long as Logic & DP Continue down their Midi first/Audio secondary mind-set, then both will continue to lose market share. Both Apps new complete re-write from scratch. I thought I never say this but, Apple should scrap this versio of Logic 7.x and go build off Sountrack Pro with the addition of Final-Cut Pro, which would yield a Nuendo like app..That would be worth \$900.00 bucks.

Just to clarify. You ask what I don't like about Logic? The answers can be found in SoundTrack Pro sleek modern, but powerful audio editing. If Apple decides to join Final cut and Sountrack together, and start phasing out Logic(Vintage)7.x, then that along would increase market excitement ten-fold.

But,to keep applying bandaids for an antequated ,but powerful midi-audio sequencer is ludacris at best. At it's core, it's a Midi sequencer first and a audio recorder second. That combination does not sit well today. Most of us want a serious, sleek audio engine first, with a good sequencer..That's all.. Yes, I know that there folks like you, and me, who have dedicated Sequencing machines, but not everyone..

Note: My Last version of Logic on windows 5.5 was and sill is smokin!! Very stable runing on an AMD Xp2800 machine with M-audio cards using the EASI drivers. My windows version out performed my G4-500, and our Studios Dual867 G4(so much for the Mac hype). On a PC, I can run full (say 20plus vstis) on a given session with about 50 audio tracks..with verbs. The macs would choke everytime we tried doing soemthing like that..

Now, with Intel dual cores)Logic can run some serious amount of plugins.Hummm.. Even Quad G5 can't run with Intel Macs.. Mac Hype all the way to PC land.. My point, Pc's have always ran Logic better than nay Mac. I should know, I run both..

Same with Mac OSX..Nice OS, but very very Bloated. More bloated than WinXP. To me and others, Windows outperforms OSX on most DAWS..Especially Pro-Tools..It's not even a funny. Now that we are all running PCs (Intels & Amds), we can all have the great performance that only Steve JObs promised us. ":)

Jamie K <Meta@Dimensional.com> wrote:  
>

>Well Emapple HAVE been rewriting Logic, it's improved significantly  
>during the time I've been using it.  
>  
>Have you been following the updates over the last couple of years? First

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Subject: Re: OT - mysterious object falls from sky  
Posted by [Tony Benson](#) on Mon, 18 Sep 2006 16:40:14 GMT  
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>>>>> turns out to  
>> be  
>>>> true.  
>>>>> I think Logic is still a serious contender for DAW  
>>>>> software. Logic  
>>> is  
>>>> still  
>>>>> a good option for many, with it's PT and new third party  
>>>>> hardware options, such as DSP cards. It took apple time to  
>>>>> get the right people in place  
>>>> for  
>>>>> the internal Logic team, some people came from Opcode. I  
>>>>> think Logic  
>>>> will  
>>>>> now improve.  
>>>>>  
>>>>> My point was it's not fair to pick a part Logic and Macs  
>>>>> when your  
> reference  
>>>>> is a 3 to 4 year old version of Logic and an 8 year old  
>>>>> Mac. That's  
>>> ridiculous!  
>>>>> There has been a lot of improvements to Logic and Macs. I  
>>>>> think the  
>>>> current  
>>>>> state of the art, first hand experience and honesty would  
>>>>> reveal a  
> different  
>>>>> conclusion. Logic and Macs are not dead, they are still  
>>>>> prevalent  
> in  
>>>> many  
>>>>> studios. Logic will improve over time, as all DAWs do. I  
>>>>> doubt Logic  
>>>> will  
>>>>> ever be top dog, but so what. That position will be held

>>>>> by PT, and  
>>> Steinberg  
>>>>> second for a long time to come. In the end, the best DAW  
>>>>> is a vary  
>> subjective  
>>>>> matter. To each his own.  
>>>>>  
>>>>> There is a lot of software out there to choose from, I'm  
>>>>> glad we have  
>>>> choices,  
>>>>> other wise we'd all sound the same.  
>>>>>  
>>>>> Just be glad Gibson didn't buy Logic!!!  
>>>>>  
>>>>> James  
>>>>>  
>>>>>  
>>>>> Dedric Terry <dterry@keyofd.net> wrote:  
>>>>>> Hey James - are you using Logic with Symphony? How do  
>>>>>> you like Symphony  
>>>>>> -  
>>>>>> thoughts? Seems like a great interface and a perfect  
>>>>>> complement to  
>>> Logic,  
>>>>>> but I know a few people were skeptical of Apogee's  
>>>>>> ability to deliver  
>>>> the  
>>>>>> driver end, if there is such a concern with core audio.  
>>>>>>  
>>>>>> Dedric  
>>>>>>  
>>>>>> On 10/1/06 5:39 PM, in article 452051c3\$1@linux, "James  
>>>>>> McCloskey" <excelsm@hotmail.com> wrote:  
>>>>>>  
>>>>>>>  
>>>>>>> Apple is a fortune 50 company with billions of dollars  
>>>>>>> behind it.  
>>>> I  
>>>>> don't  
>>>>>>> think Apple or Logic are going to fail any time soon.  
>>>>>>> Logic will,  
>>>> and  
>>>>>> has  
>>>>>>> improved over time. Apple could make more money if  
>>>>>>> they had a PC  
>>>> version  
>>>>>>> again, but it doesn't much matter to Mac users and  
>>>>>>> their are millions

>>>>> of  
 >>>>>> us. I think the biggest problem with Logic is the  
 >>>>>>> \$999.00 price,  
 >> if  
 >>>> it  
 >>>>>> were  
 >>>>>>> \$499.00, and continued to improve, a lot more people  
 >>>>>>> would be using  
 >>>> it.  
 >>>>>>>  
 >>>>>>> There is no perfect DAW, they all need work. Is Nuendo  
 >>>>>>> \$1,500.00  
 >> better  
 >>>>>>> than Logic? Before you answer that, maybe you should  
 >>>>>>> try the latest  
 >>>> version  
 >>>>>>> of Logic on a new Mac with Symphony. Then I think you  
 >>>>>>> would really  
 >>>> know.  
 >>>>>>> Logic 5.5 is a vary old version. It's all subjective,  
 >>>>>>> different  
 > strokes  
 >>>>>>> for different fokes. Jamie and others here are  
 >>>>>>> examples of people  
 >>> that  
 >>>>>> really  
 >>>>>>> like Logic and are able to do serious work with Logic,  
 >>>>>>> so I don't  
 >> think  
 >>>>>> it's  
 >>>>>>> dyeing. Logic and Apple are only going to get better  
 >>>>>>> with time.  
 >  
 >> By  
 >>>> the  
 >>>>>>> way Logic and SoundTrack are supposed to work together,  
 >>>>>>> like Vegas  
 >>> and  
 >>>>>> Acid.  
 >>>>>>> Hey, it's always good to have choices.  
 >>>>>>>  
 >>>>>>> James  
 >>>>>>>  
 >>>>>>> "LaMont" <jjdpro@ameritech.net> wrote:  
 >>>>>>>> Hey Dedric, I disagree..I think Apps like DP & Logic  
 >>>>>>>> Audio should die off fi  
 >> they  
 >>>>>>>> continue down their Mac centric, mac only, Midi first

>>>>>>> approach. They will  
>> die  
>>>>> off  
>>>>>>> if they don't adjust their product to the demands of  
>>>>>>> the industry..  
>>>>>>>  
>>>>>>> Now it's a Steinberg, Digidesign, Cakewalk who are  
>>&g

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Subject: Re: OT - mysterious object falls from sky  
Posted by [Deej \[1\]](#) on Tue, 19 Sep 2006 04:16:39 GMT  
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It in VST3 plugins. The new plugins  
>>>>> with  
>>>>>> are actually very good - new EQs, compressors, expander, gate, chorus,  
>>>>>> delays, etc. They will operate in mono, stereo or multichannel depending  
>>>>> on  
>>>>>> the channel format they are inserted on (the delays and chorus are  
> not  
>>>>>> multichannel unfortunately). Btw, a 5.1 instance of the multiband  
> comp  
>>>>> eats  
>>>>>> up a lot of cpu power. The new VSTi's are also very good - Halion  
> One  
>>> is  
>>>>> a  
>>>>>> rompler based on the Motif to some degree - no editing, but has quite  
>>> a  
>>>>> few  
>>>>>> useful presets. The other VSTi's are quite nice and creative and stand  
>>>>> up  
>>>>>> well along side the Raptures and Absynths of the soft synth world (albeit  
>>>>>> not as versatile as either of these).  
>>>>>>  
>>>>>>> C4 adds the Control Room that is already in Nuendo 3.2 - a great feature  
>>>>> for  
>>>>>>> mixerless setups, esp. with key commands for switching between speaker  
>>>>>>> configs (multichannel, stereo, mono, etc), 4 different monitor outputs,  
>>>>> dim,  
>>>>>>> talkback, monitor source selects, studio configs for headphone mixes,  
>>> etc.  
>>>>>>  
>>>>>>> Instrument tracks are a quick way to add a VSTi with a track directly  
>>> in  
>>>>> the  
>>>>>>> project window (doesn't use the VSTi rack). The only downside is only



> insurmountable barrier here.....the sample latency between EDS  
 > cards/submixes seems to be the culprit. I have also tried it without any  
 > external hardware boxes being attached to the RME cards in the SX DAW.  
 > Makes  
 > no difference. Oh well, I can live with the scenario I was using before  
 > but  
 > it doesn't sound quite as good as what I am trying to do with using SX  
 > solely as an FX processor.  
 >  
 >  
 > "Don Nafe" <dnafe@magma.ca> wrote in message news:45242948\$1@linux...  
 >> looks like it's time to set up a third computer with a basic music  
 > app..that  
 >> can send a start/stop signal to an external clock module which all your  
 >> goodies can then sync to  
 >>  
 >>  
 >> or not  
 >>  
 >> Don  
 >>  
 >>  
 >> "DJ" <notachance@net.net> wrote in message news:45241cfe\$1@linux...  
 >> > Hmmm.....this just may not be possible to achieve. I've got both  
 > systems  
 >> > clocked to the Lucid....No ADAT sync is interfaced with the RME cards.  
 > The  
 >> > jury is still out on whether or not this is going to fly. The latency  
 >> > between EDS cards and the audio being streamed from ADAT modules that  
 > are  
 >> > clocked to those cards may be an insurmountable issue here.  
 >> > Deej  
 >> >  
 >> > "DJ" <notachance@net.net> wrote in message news:45240fc0@linux...  
 >> >> The Cubase rig just crashed while not receiving any sync info at all  
 >> > between  
 >> >> Paris and Cubase. Not good. I've got another trick up my sleeve. Stay  
 >> > tuned.  
 >> >>  
 >> >>  
 >> >> "DJ" <notachance@net.net> wrote in message news:45240db7@linux...  
 >> >> > Further repeated testing has verified that when Paris ADAT sync  
 > output  
 >> > is  
 >> >> > hooked directly up to the RME audio interface ADAT sync input, if  
 > ASIO  
 >> >> > positioning protocol is selected as the Cubase sync source, even if  
 >> >> > the

>> >> RME  
>> >> > transport is set to internal so that the Cubase transport is not  
>> >> > chasing  
>> >> the  
>> >> > Paris timeline, Cubase will crash within 5 seconds of the beginning  
> of  
>> > an  
>> >> > audio track from Submix 2/card B/MEC 2 starting to play.  
>> >> >  
>> >> > Setting sync source in Cubase SX to MTC (with no midi interface  
>> > selected)  
>> >> so  
>> >> > that there is no interfacing between the Paris ADAT module and  
>> >> > Cubase  
>> >> > SX  
>> >> > works fine.....no crashes of cubase SX when processing tracks from  
>> >> multiple  
>> >> > submixes in Paris.  
>> >> >  
>> >> > Thanks for you input on this Dave. Hopefully the Datasync II will do  
>> >> > the  
>> >> > trick.  
>> >> >  
>> >> > Deej  
>> >> >  
>> >> >  
>> >> >  
>> >> > "DJ" <notachance@net.net> wrote in message news:452403c4@

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