

t; swapping the =3D

```
>=3D3D<BR>>last=3D3D20<BR>> =3D20
> </FONT></DIV><BR>>=3D20
> =3D3D<BR>><DIV><FONT=3D3D20<BR>> face=3D3D3D3DArial =3D
>size=3D3D3D3D2>EDS=3D20
> card with another or go down=3D20
> =3D3D<BR>>to<BR>=3D3D3D<BR>>four.=3D3D20<BR>> =3D20
> =3D3D3D20<BR>> Maybe=3D3D20<BR>> =3D20
> it's</FONT></DIV><BR>>=3D20
> =3D3D<BR>><DIV><FONT=3D3D20<BR>> face=3D3D3D3DArial=3D20
> size=3D3D3D3D2>card 5? Or, triple check the=3D3D20<BR>> =3D20
> =3D3D3D<BR>>connectors=3D3D3D20<BR>> between all=3D20
> the=3D3D20<BR>> cards</FONT></DIV><BR>>=3D20
> =3D3D<BR>><DIV><FONT=3D3D20<BR>> =3D
>face=3D3D3D3DArial=3D3D20<BR>> =3D20
> =3D
>=3D3D<BR>>size=3D3D3D3D2>again.</FONT></DIV><BR>> =3D
>
> =3D3D20<BR>> <DIV><FONT face=3D3D3D3DArial=3D20
> size=3D3D3D3D2></FONT>=3D3D20<BR>> =3D
></DIV><BR>>=3D20
> <DIV><FONT =3D3D<BR>>face=3D3D3D3DArial=3D3D20<BR>> =3D
>size=3D3D3D3D2>All=3D20
> EDS cards are up and running =3D3D3D<BR>>and =3D
>play=3D3D20<BR>> =3D20
> audio=3D3D3D20<BR>> with Paris=3D3D20<BR>> =3D20
> effects.</FONT></DIV><BR>> =3D3D20<BR>> =3D20
> <DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>All 5 cards share =3D
>3=3D20
> =3D3D<BR>>IRQs with=3D3D20<BR>> =3D20
> =3D3D3D<BR>>nothing=3D3D3D20<BR>> =3D3D20<BR>> =3D20
> else.</FONT></DIV><BR>>=3D20
> =3D3D<BR>><DIV><FONT=3D3D20<BR>> face=3D3D3D3DArial=3D20
> size=3D3D3D3D2>What else is=3D3D20<BR>> =3D20
> there?</FONT></DIV><BR>>=3D20
> =3D3D<BR>><DIV><FONT=3D3D20<BR>> =3D
>face=3D3D3D3DArial=3D3D20<BR>> =3D20
> =3D
>=3D3D<BR>>size=3D3D3D3D2>Sadly,</FONT></DIV><BR>> =3D
>
> =3D3D20<BR>> <DIV><FONT =3D
>face=3D3D3D3DArial=3D3D20<BR>> =3D20
> size=3D3D3D3D2>Tom</FONT></DIV><BR>> =3D
>=3D3D20<BR>> =3D20
```

> <DIV>

I choose=3D20
> =3D3D
>Polesoft Lockspam=3D3D20
> to fight =3D
>=3D3D3D
>spam,=3D20
> and=3D3D3D20
> =3D3D20
> =3D20
> you?
<A=3D3D3D20
>=3D20
> =3D3D
>=3D3D3D
>href=3D3D3D3D"<A=3D3D20
> =3D20
> =3D
=
>=3D3D
>href=3D3D3D'
