
Subject: Classic

Posted by [TCB](#) on Fri, 28 Sep 2007 14:47:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

p;gt;</B=3D3D3D
> =20

> =20

=

><LOCKQUOTE></BODY></HTML& amp;gt;
>
>& amp;|=
t;BR></BLOCKQUOTE><=3D3D3D
> =20

> >/BODY></HTML>
> > =20

>
> > >
> >
> =20

>
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20

Transitional//EN">
> =

><HTML><HEAD>
> =20

><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=20

=3D3D
> > charset=3D3D3Diso-8859-1">
> =

><META=20

content=3D3D3D"MSHTML 6.00.2800.1400" =

name=3D3D3DGENERATOR>
> =20

><STYLE></STYLE>
> =

></HEAD>
> =20

><BODY bgColor=3D3D3D#ffffff>
> =

><DIV><FONT=20

face=3D3D3DArial =

size=3D3D3D2>Mike,</DIV&a mp;gt;
> =20

><DIV>I used to use =

a Lucid but=20

since
=3D
>all of
> =3D3D
> >this =
mess=20

I=3D3D20
> =

>stopped.</DIV>
> =20

><DIV>I'm trying to =
get stable=20

from =3D
>square =3D3D
> >one with =
the=3D3D20
> =20

>least amount </DIV>
> =20

><DIV>of =
hardware. I am=20

using the =3D3D
> >default project=3D3D20
> =
>for=20

sure. The only </DIV>
> =20

><DIV>other thing =
that I still=20

=3D
>question is my
> =3D3D
> >move=20

of=3D3D20
> >Paris to C:ParisPro=20

.</DIV>
> ><DIV><FONT=20

face=3D3D3DArial size=3D3D3D2>I should think the default =

=3D
>project=20

will
> > > > > either =
work=20
> > Maybe</DIV>
> =20
></DIV>>configs or =
something else=20
> is =3D3D
> >>fighting during

Subject: Re: Classic

Posted by [emaren0t](#) on Sat, 29 Sep 2007 01:59:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

>
> >
> =3D20
> > >Rick,
> >1 mec, no BNC involved. Paris boots =3D
> >up so=3D20
> > the 1 mec that
> >I'm using shows up but never any A to =3D
> >Ds or=3D20
> > any installed modules.
> >This is the same symptom =3D
> >before I=3D20
> > repaired one of my mecs with a
> >new chip. The =3D
> >clock=3D20
> > light continues to flash too. Never locks in.
> =3D20
> > >
> >I am using the simplest setup I can imagine and =3D
> >still=3D20
> > it's not =3D3D
>working.
> >Mike A. suggested =3D
> >the .ini=3D20
> > file to make sure card A is 0. I'll =3D
> >try
=3D3D
>=3D3D3D
> =3D20
> > >that.
> >Pretty sure it's right but who=3D20
> > knows?
> >Thanks,
> >Tom
> =3D20
> > >
> >
> >
> =3D
> >>
> =3D20
> > >
> >"rick" <<A=3D20
> > href=3D3D"mailto:parnell68@hotmail.com">parnell68@hotmail.com>
> =
>=3D
> >wrote in=3D20
> > message =3D3D3D
> =3D20
> > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
> =3D20
> > > i know this as dumb as it gets but the bnc is attached in =3D
> >the=3D20
> > right
> > order...right?
> > =3D
> >all the=3D20
> > cards show up in paris with the single mec?
> > =3D
> >how many=3D20
> > i/o cards in each mec?
> >
> =3D
> >>
> =3D20
> > > On Fri, 19 Oct 2007 00:22:39 -0400, "Tom Bruhl" =3D

> >=3D3D
><<A=3D20
> > =3D
> =
>>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net>
>&n=3D=
>
> >bsp;=3D20
> > > wrote:
> >
> > >I =3D
> >thought I=3D20
> > was groovin' but once the second Mec was introduced
> =3D
> >> =3D20
> > >the system stopped. That was a few weeks ago.
> =3D20
> > > >
> > >Today I tried different =3D
> >cables,=3D20
> > eds cards, mecs, eliminated the =3D3D
>magma
> =3D
> >=3D3D3D
> =3D20
> > >and
> > >still no clock lock or modules =3D
> >showing up=3D20
> > in the paris patchbay.
> > >
> =3D
> >> =3D20
> > >This means to me software unless someone tells me=3D20
> > differently.
> > >
> > =3D
> >>I have=3D20
> > a new C drive which I will load XP and no pace. Any=3D20
> > =3D3D
>other=3D3D3D20
> > =3D
> >>suggestions?
> =3D20
> > > >
> > >More frustrated than my=3D20
> > clients,
> > >Tom
> > =3D20
> > >
> > >
> > =3D
> >>
> =3D20
> > > >
> > >I choose Polesoft =3D
> >Lockspam to=3D20
> > fight spam, and you?
> > =3D20
> > >http://www.polesoft.com/refer.html =3D3D3D20
> =3D20
