

Subject: Resetting the Sony HR-MP5 processor?
Posted by [Stevehwan](#) on Sun, 22 Jul 2007 19:44:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

re
willing to pay for shipoing both ways. Post here to =
lemme=20
know
if you need that for a favor; at which point we can =
negotiate
for=20
your firstborn or something lol! =20

Neil

"Aaron Allen" <A=20
=
href=3D"mailto:know-spam@not_here.dude">

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by [xpam_mark](#) on Mon, 23 Jul 2007 08:46:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

[illegible]

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by [Aaron Allen](#) on Mon, 23 Jul 2007 12:59:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

io@comcast.netmailto:arpegi=
o@comcast.net">arpeggio@comcast.net>=20
wrote =
=3D3D
 > &a mp; =
>;in=20
=
message=3D3D20
 > &a mp; &nb=

[illegible]

interface portion got fried and all your MEC cards are likely to=20
be
=3D
>ok...=3D20
>holla back on that man.=20
</DIV>
></DIV></FONT face=3D3DArial=20
size=3D3D2>Sorry, no spare MEC's around here, in =3D
>fact=20
I'm=3D20
>going to be growing my rig again shortly with a few =
more EDS=20
=
cards=3D20
>:)</DIV>
></DIV></FONT =

face=3D3DArial size=3D3D2> =
</DIV>
></DIV></FONT=20
face=3D3DArial size=3D3D2>Say Tom, have you called The Soniq =
=3D
>about=20
repairing=3D20
>yours... he offers warranty on his work yano=20
:)</DIV>
></DIV>=20
</DIV>
></DIV></FONT face=3D3DArial=20
size=3D3D2>AA</DIV>
></BLOCKQUOTE=20
dir=3D3Dltr=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: =
5px;=20
MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px">
> </DIV>"Tom Bruhl" =
<<A=3D20
> =20
href=3D3D"<A=20
=
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.netmailto:arpegi=
o@comcast.net">arpegio@comcast.net>=20
wrote =3D
>in message=3D20
> <A href=3D3D"<A=20
=
href=3D'news:46f9621b@linux">news:46f9621b@linux...</DIV>'>news:46f962=
1b@linux">news:46f9621b@linux...</DIV>
> =20
p;=20
</DIV>Most absolutely =
hardware. 3=20
=3D
>Mecs down for=3D20
> the=20
count.</DIV>
> </DIV></FONT =
face=3D3DArial=20
size=3D3D2>No word on the 10 modules that were=20
=3D
>onboard=3D20
> =20
during</DIV>
> </DIV></FONT =
face=3D3DArial=20
size=3D3D2>the mishap.</DIV>
> =20
</DIV>=20
</DIV>
> </DIV></FONT face=3D3DArial =
size=3D3D2>Anyone=20
have a spare mec they can part
=3D
>
> =20
with?</DIV>
> </DIV></FONT =
face=3D3DArial=20

[illegible]

[illegible]