

---

Subject: Controlling kick drum dynamics?

Posted by [John \[1\]](#) on Sat, 08 Sep 2007 12:31:16 GMT

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;then shut off just before XP =

=3D<BR>&gt;boots=20

and<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;screws =

the=3D3D20<BR>&gt;&nbsp;=20

&gt;whole shootin' match.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20

&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;I'll double =  
che

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Subject: Re: Controlling kick drum dynamics?

Posted by [John \[1\]](#) on Sat, 08 Sep 2007 12:33:48 GMT

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ck seating=20

of the<BR>=3D<BR>&gt;cards<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &a

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Subject: Re: Controlling kick drum dynamics?

Posted by [Mikep\[2\]](#) on Sat, 08 Sep 2007 14:04:44 GMT

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&gt;&nbsp;=20

&gt;3 . . . ? The Magma?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20

&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;Damn. Are =

there Magma=20

=3D3D<BR>&gt;&nbsp; &gt;drivers? If so=3D3D20<BR>&gt;&nbsp; &gt;I'd =  
need older=20

ones. The Magma&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =

&gt;&lt;/DIV&gt;&lt;/FONT=20

face=3D3D3DArial size=3D3D3D2&gt;tech was almost laughing at =

how<BR>=3D<BR>&gt;old=20

=3D3D<BR>&gt;&nbsp; &gt;mine is. =3D3D20<BR>&gt;&nbsp; &gt;It has a =  
slot on the=20

far left&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =

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face=3D3D3DArial size=3D3D3D2&gt;for the Magma card. The newer=20

=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;one's slot=3D3D20<BR>&gt;&nbsp; =

&gt;#s go 1-13 rt=20

to left as you face

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Subject: Re: Controlling kick drum dynamics?

Posted by [DJ](#) on Sat, 08 Sep 2007 18:56:21 GMT

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ot;-//W3C//DTD HTML 4.0=20

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size=3D3D2&gt;&lt;Hi=20

Mike,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;&lt;DIV&gt;&lt;FONT =

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size=3D3D2&gt;&lt;I think Windows will boot fine, at =3D<BR>&gt;least it =

used=20

=

to=3D20<BR>&gt;with&lt;/F

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Subject: Re: Controlling kick drum dynamics?

Posted by [rick](#) on Sat, 08 Sep 2007 20:26:20 GMT

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O'>news:470f58fa\$1@linux">news:470f58fa\$1@linux&lt;/A&gt;...&lt;/DIV&=

gt;&lt;BR&gt;&lt;Hi=3D20</A><BR>&gt;&lt;&lt;=20

Tom,&lt;BR&gt;&lt;BR&gt;I have the same old Magma, and it doesn't =

require=20

any=3D20<BR>&gt;&lt;&lt; drivers.&lt;BR&gt;&lt;BR&gt;I'd try booting =

Windows

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Subject: Re: Controlling kick drum dynamics?

Posted by [LaMon](#) on Sun, 09 Sep 2007 02:12:33 GMT

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amp;&lt;FONT face=3D3DArial size=3D3D2&gt;the new supply to =

croak? Fans=20

are =3D<BR> &gt;&lt;&lt;=20

&gt;cooling=3D20<BR>&gt;&lt;&lt;=20

too.&lt;/FONT&gt;&lt;/DIV&gt;<BR> &gt;&lt;&lt;=20

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&lt;/DIV&gt;<BR>&gt;&lt;&lt;=20

&gt;&lt;DIV&gt;&lt;FONT=20

face=3D3DArial size=3D3D2&gt;I'm thinking I have a broken=20

EDS<BR>&gt;&lt;&lt; then=20

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&gt;&nbsp; I can't believe this one but . . .=3D3D20<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;&nbsp; I've had 5 cards in a 13 slot Magma =  
for=20  
years.&nbsp; Now it won't<BR>&gt;&nbsp; &gt;&nbsp; start up and keep =

running.&nbsp; This began tonight as<BR>&gt;&nbsp; &gt;&nbsp; I =  
tried adding=20  
Mec #2 to a 1 Mec setup.&nbsp; The Magma<BR>&gt;&nbsp; &gt;&nbsp; =  
would=20  
power on for a split second then stop.&nbsp; I'm =  
thinking<BR>&gt;&nbsp;=20  
&gt;&nbsp; power supply.&nbsp; It might still work with all 5 cards =  
and 1=20  
Mec<BR>&gt;&nbsp; &gt;&nbsp; if I baby it.<BR>&gt;&nbsp; =  
&gt;<BR>&gt;&nbsp;=20  
&gt;&nbsp; Once it's off I have to unplug, wait, replug and start=20  
again.<BR>&gt;&nbsp; &gt;&nbsp; Maybe it will start up with one Mec=20  
then.&nbsp; I thought there was=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; a =  
auto shut=20  
off mechanism built in to the Magma.&nbsp; I didn't see =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;anything<BR>&gt;&nbsp; &gt;&nbsp; about that in the=20  
manual.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; ? ? =  
?<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;&nbsp; Why Me???<BR>&gt;&nbsp; =  
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spam, and=20  
you?<BR>&gt;&nbsp; &gt;&nbsp; <A=20  
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bgColor=3D3D3D#ffffff&gt;<BR>&gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT =  
face=3D3D3DArial=20  
size=3D3D3D2&gt;Most Excellent Fix It =3D3D<BR>&gt;&nbsp;=20  
&gt;Guys,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =  
&gt;&lt;DIV&gt;&lt;FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;New problem. Just installed a =

=3D<BR>&gt;new=20  
=3D3D<BR>&gt;&nbsp; &gt;Antec 550=3D3D20<BR>&gt;&nbsp; &gt;watt=20  
supply.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =  
&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;Powers up nicely in the Magma. =  
=3D<BR>&gt;lt=20  
=3D3D<BR>&gt;&nbsp; &gt;will run=3D3D20<BR>&gt;&nbsp; &gt;with 5 EDS =  
  
cards&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT =  
  
face=3D3D3DArial size=3D3D3D2&gt;then shut off just before XP =  
=3D<BR>&gt;boots=20  
and<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;screws =  
the=3D3D20<BR>&gt;&nbsp; =20  
&gt;whole shootin' match.&lt;/FONT&gt;&lt;/DIV&a

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Sun, 09 Sep 2007 15:23:05 GMT  
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mp;gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;I'll double =  
check=20  
seating of the<BR>=3D<BR>&gt;cards<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =  
&gt;but=20  
what=3D3D20<BR>&gt;&nbsp; &gt;else would have made=20  
even&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;the new supply to croak? Fans =  
=3D<BR>&gt;are=20  
=3D3D<BR>&gt;&nbsp; &gt;cooling=3D3D20<BR>&gt;&nbsp; &gt;well=20  
too.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =  
&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;I'm =  
thinking I have a=20  
broken EDS<BR>=3D<BR>&gt;then =3D3D<BR>&gt;&nbsp; &gt;? =  
Maybe=3D3D20<BR>&gt;&nbsp;=20  
&gt;3 . . . ? The Magma?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;Damn. Are =  
there Magma=20  
=3D3D<BR>&gt;&nbsp; &gt;drivers? If so=3D3D20<BR>&gt;&nbsp; &gt;I'd =  
need older=20  
ones. The Magma&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;tech was =  
almost=20  
laughing at how<BR>=3D<BR>&gt;old =3D3D<BR>&gt;&nbsp; &gt;mine is.=20  
=3D3D20<BR>&gt;&nbsp; &gt;It has a slot on the far=20

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left</FONT></DIV><BR>&nbsp; &nbsp;</DIV></FONT>=20
face=3D3D3DArial size=3D3D3D2&gt;for the Magma card. The newer=20
=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;one's slot=3D3D20<BR>&gt;&nbsp; =
&gt;#s go 1-13=20
rt to left as you face the =
front.</FONT></DIV><BR>&gt;&nbsp;=20
&gt;</DIV></FONT face=3D3D3DArial size=3D3D3D2&gt;I think =
mine's the=20
opposite =3D<BR>&gt;judging by<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =
&gt;my=20
master=3D3D20<BR>&gt;&nbsp; &gt;card=20
placement.</FONT></DIV><BR>&gt;&nbsp; =
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face=3D3D3DArial size=3D3D3D2&gt;</FONT>&gt; =
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&gt;</DIV></FONT face=3D3D3DArial size=3D3D3D2&gt;Everything =
is broken it=20
=3D3D<BR>&gt;&nbsp; =
&gt;seems.</FONT></DIV><BR>&gt;&nbsp;=20
&gt;</DIV></FONT face=3D3D3DArial=20
size=3D3D3D2&gt;Tom</FONT></DIV>&gt; <BR>&gt;&nbsp;=20
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</DIV><BR>&gt;&nbsp; &gt;</BLOCKQUOTE =
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=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px"&gt;<BR>&gt;&nbsp; &gt;&nbsp; </DIV></FONT>"Tom Bruhl"=20
</A=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; href=3D3D3D"<A

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Subject: Re: Controlling kick drum dynamics?

Posted by [DJ](#) on Sun, 09 Sep 2007 22:12:58 GMT

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> > > <DIV>"Tom Bruhl" <<A=3D20
> > > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
> >wrote =3D
> > >in message=3D20
> > > <A =
> >href=3D3D"news:470d9f41$1@linux">news:470d9f41$1@linux</A>...</DIV>
> > > <DIV><FONT face=3D3DArial size=3D3D2>I can't believe this one but .
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> > . =3D
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> > > <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> > > <DIV><FONT face=3D3DArial size=3D3D2>I've had 5 cards in a 13 slot  
> =  
> >Magma =3D  
> > >for=3D20  
> > > years. Now it won't</FONT></DIV>  
> > > <DIV><FONT face=3D3DArial size=3D3D2>start up and keep running. =  
> >This =3D  
> > >began=3D20  
> > > tonight as</FONT></DIV>  
> > > <DIV><FONT face=3D3DArial size=3D3D2>I tried adding Mec #2 to a 1 =  
> >Mec =3D  
> > >setup. The=3D20  
> > > Magma</FONT></DIV>  
> > > <DIV><FONT face=3D3DArial size=3D3D2>would power on for a split =  
> >second =3D  
> > >then=3D20  
> > > stop. I'm thinking</FONT></DIV>  
> > > <DIV><FONT face=3D3DArial size=3D3D2>power supply. It might st

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Subject: Re: Controlling kick drum dynamics?  
Posted by [TCB](#) on Tue, 11 Sep 2007 15:59:31 GMT  
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and=3D20<BR>> =20  
> > > you?<BR><A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
> > > =  
> > > href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
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> > ></FONT></DIV></BLOCKQUOTE></BODY></HTML><BR=  
> > >>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
> > >  
> > >This is a multi-part message in MIME format.

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Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

My tech probably can.  
"rick" <parnell68@hotmail.com> wrote in message =  
news:4131h3prqigrc2lm11ut4lfu3lcb160n96@4ax.com...  
sorry i hadn't read all the other posts but even new ones can be bad..  
i've never used a magma so i'm not familiar with their hookup  
protocol.



can you pu

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 02:10:07 GMT  
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NT></DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>I think mine's the opposite judging =
by<BR>=3D3D<BR>>my=3D20
> > > master=3D3D20<BR>>card=3D20
> > > placement.</FONT></DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>Everything is broken it=3D20
> > > =3D3D<BR>>seems.</FONT></DIV><BR>><DIV><FONT=3D20
> > > face=3D3D3DArial=3D20
> > > size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2></FONT> =3D
> > ></DIV><BR>><BLOCKQUOTE=3D20
> > > dir=3D3D3Dltr=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: =3D
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> > >o@comcast.net">arpeggio@comcast.net</A</A>>>=3D20
> > > wrote =3D3D<BR>>in message=3D3D20<BR>> <A =
href=3D3D3D"<A=3D20
> > > =3D
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>href=3D3D'news:470d9f41$1@linux">news:470d9f41$1@linux</A>...</DIV>'news=
:47=3D
> > >0d9f41$1@linux">news:470d9f41$1@linux</A>...</DIV</A>><BR>=3D
> > >> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I can't believe =
this =3D
> > >one but . .=3D20
> > > . =3D3D<BR>></FONT></DIV><BR>> =3D
```



Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 03:25:04 GMT  
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Subject: Re: Controlling kick drum dynamics?  
Posted by [John \[1\]](#) on Wed, 12 Sep 2007 11:45:29 GMT  
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