
Subject: AES Passes

Posted by [Morgan](#) on Wed, 19 Sep 2007 14:12:46 GMT

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gt;>>>>>

>>>>>>>>> To be honest, I could start a project (Midi-wise) and go to
>>>>>>>>> tracking
>>>>>>>>> audio/edit...Then,
>>>>>>>>> mix in this app.. Things can only get better, as I have stated ,
>>>>>>>>> this
>>>>>>>>> is
>>>>>>>>> only version 1.0..OH.. NO CRASHES..!!! Torturing this baby for 2
>>>>>>>>> hours
>>>>>>>>> straight..
>>>>>>>>>
>>>>>>>>> Another cool part of the bundle is : Main-stage: I really can't
>>>>>>&

Subject: Re: AES Passes

Posted by [Tom Bruhl](#) on Thu, 20 Sep 2007 22:15:50 GMT

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r any A to =3D
>
> =
=3D3D
>=3D3D3D
& amp ;gt;Ds=20
or=3D3D20
> =3D20
> =20
any=3D3D3D20
>installed=3D3D20&l t;BR>> =
=3D20
> =20
=
modules.</DIV><BR& amp;gt;></DIV></FONT=3D20 <B=
R>> =20
=3D3D
>face=3D3D3D3DArial=3D3D20& amp ;lt;BR>> =20
size=3D3D3D3D2>This is =3D
>the same=3D20
> =
symptom before l=20
=3D3D3D
>repaired =
=3D
 >=3D3D
>one=3D3D20<BR& amp;gt;>=20
=3D20
> of=3D3D3D20
>my mecs =
with=3D3D20
>=20
=3D20
> =20
=
a</DIV>
 ></DIV></FONT=3D20
>&=
nbsp;=20
face=3D3D3D3DArial=3D3D20
> ; size=3D3D3D3D2>new =
chip. The=20
=3D
>clock light=3D20
> =
=3D3D3D
>continues=20
to=3D3D20
> =20
=3D
>flash=3D3D3D20
>too.=3D20
> Never=20

locks=3D3D20
> =3D20
> =20
in.</DIV>
></DIV><FONT=20
=3D
>face=3D3D3D3DArial=3D20
> =20
=3D3D
>
> =20
size=3D3D3D3D2>=3D20
> =20
</DIV>
></DIV><FONT=3D20
> =20
=3D3D
>face=3D3D3D3DArial=3D3D20
> =20
size=3D3D3D3D2>|l=20
am =3D
>using the simplest=3D20
> setup I can=20
=3D3D3D
>imagine=3D3D20
> =3D20
> =20
and=3D3D3D20
>still it's not=3D3D20
> =
=3D20
> =20
=
working.</DIV>
></DIV><FONT=3D20 <B=
R>> =20
=3D3D
>face=3D3D3D3DArial=3D3D20
> =20
size=3D3D3D3D2>Mike A. =3D
>suggested the=3D20
> =
..ini file=20
=3D3D3D
>to make=3D3D20
> =3D20
> =20
sure=3D3D3D20
>card A is 0. I'll try=3D3D20
>=20
=3D20
> =20
=
that.</DIV>
></DIV><FONT=3D20
>&=
gt; =20
=3D3D
>face=3D3D3D3DArial=3D3D20
> =20
size=3D3D3D3D2>Pretty =3D
>sure it's right=3D20
> =
but=20
who=3D3D20
> =3D20
> =20
=
=3D
> >=3D3D3D
>knows?</DIV>
=
></DIV>&g=3D
>t;</FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =
=3D20
> =20
=
=3D
> >=3D3D
>size=3D3D3D3D2> ;Thanks,</=
DIV>
>=3D
> ></DIV><FONT=3D3D
>=3D=
3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =
=3D20
> =20
=
=3D
> >size=3D3D3D3D2>Tom</DIV>
></=
t;</DIV><=3D
></FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=20
size=3D3D3D3D2>=3D20
> =20
=
=3D
> >=3D3D
></DIV>
></DIV><FO=
NT=3D3D20
>
>=3D20
> =20
face=3D3D3D3DArial size=3D3D3D3D2>=3D20
> =20

=
=3D3D
></DIV>><B R>></DIV>>=3D3D20
 ;=
>=20
=3D20
> =
</DIV>>
></DIV&am p>>=3D20
> =20
</DIV>>
></DIV&am p>>=3D3D20
>> =
=3D20
> =20
</DIV>>
></DIV&am p>> "rick"=3D20
> =20
=
=3D
 >=3D3D
><<A=3D3 D3D20
>>href=3D3D3D=
3D"<A=3D3D20
>>&n=3D
>bsp;=3D20
> =20
=
=3D
>=3D3D
>>href=3D3D3D'mailto:parnell68@hotmail.com"&g=
t;parnell68@hotmail.c=3D
 >om</A'>mailto:pa=3D3D<

Subject: Re: AES Passes

Posted by [Tyrone Corbett](#) on Thu, 20 Sep 2007 22:20:02 GMT

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gt;><BODY=3 D3D20
>&=3D
>>=20
=3D20
> =20
=
bgColor=3D3D3D3D#ffffff>
>>&am p></DIV>><FONT=3D20
>=
 =20
face=3D3D3D3DArial=3D3D20
>> =3D20
> =20
=
=3D
 >=3D3D
>>size=3D3D3D3D2> ;Rick,</DI=
V>
>>&l=3D
 >t;DIV><FONT=3D3D20
>&a mp>>=
;=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>1 mec, no BNC =
involved.=20
Paris=3D20
> =3D3D
>>=3D3D3D
>>boots =
up=20
so=3D3D20
>> =20
=3D
>&the=3D3D3D20
>>1=3D20
> =
mec=3D20
> =20
=
=3D
 >=3D3D
>>that</FONT& ;gt;</DIV>
>>=
</DIV><FONT=3D
>=3D3D20
>>=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>l'm using =
shows up but=20
neve
