

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><FONT size=3D3D3D3D2><BR><BR>I choose=3D20  
> =3D3D<BR>>Polesoft Lockspam=3D3D20<BR>> to fight =3D  
>=3D3D3D<BR>>spam,=3D20  
> and=3D3D3D20<BR>> =3D3D20<BR>> =3D20  
> you?<BR><A=3D3D3D20<BR>>=3D20  
> =3D3D<BR>>=3D3D3D<BR>>href=3D3D3D3D"<A=3D3D20<BR>> =3D20  
> =3D  
=  
>=3D3D<BR>>href=3D3D3D'

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