
Subject: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 02:22:42 GMT

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97tWgSBDHlp5xz9a4amp6VHcV
yXVnIA38mmThWRGYkY6gd6lTElrlCQMfN9aqqC5lbnH6CsYm89R8OXYbQFcA
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Subject: Re: Bounce chop

Posted by [audioguy_nospam_](#) on Sat, 26 Nov 2005 04:55:32 GMT

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Subject: Re: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 05:19:07 GMT

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Subject: Re: Bounce chop

Posted by [audioguy_nospam_](#) on Sat, 26 Nov 2005 05:23:08 GMT

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Subject: Re: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 05:46:51 GMT

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Subject: Re: Bounce chop

Posted by [Deej \[1\]](#) on Sat, 26 Nov 2005 05:53:02 GMT

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Subject: Re: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 06:11:27 GMT

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d6MhwxGFCDkt1A/Sui8MebZxalc3TFhliwSq/LMM5yPoRXPC9NrcLOhKsjBh
jrXT3RgtdOtw0nn3UjGaYqeCD90D6Vzts9alCO19Bnh+9jTUNSimby7drVjG
COrdgQfXNGm2jw3EDRwK0K7jv6FvlPH8/wAqv+HNNXxR4ks9NgijR5xsWWbg
KcZyT6VaNzceEotS02WRWmuBJbG2CgiM5++G7ZxWbdjojDu9DHu7Sabwu87J
vtEucJleAcg5A9aafZR3U5R0KqCCcvb61q3utg+FjpmGZUKk/7w/ix+J6VF
4evAk0nmlWBABUd6i7inYtwVWaW4s+jRLcxIriNR8pYd89624/DtyrQkx+bE
wJJ9CKrROBMivCq4yQOoAPv612VjdWW+2Rlbqa8tY1e3GflKYO4uO9ZOTtqd
P1ffunm95ZxxXbxugELEhj2+ma+jfD93qvjFTNltry7nuKNvGiWY4Q4UAD
PoSOv0rxzVvDj2V5JNlHdZoDeSxyKUESkE4x7givW/Ac2s6h8HNGh0pFkn0s
y2d2pP7zax3RsPTAJ5rSM0lqxxiou7RiXvw+1HxT4G8a+I5FCQ+G4fJtbZW+
VySDx67VJ4/HtXiOh+FLrVtBsdQkP221FxmJbZZt7w7VyXKZ+UHIO7HOK+2/
hzp0WmeE7bTNRaGW4leSd4JHJSWMOUPmn6c+teY6j+zp4f1LVlr/AMJajr+j
XN5HJFqFhbsMMM/MqEHlCtOjikCJOMjzcZRrVbTS0PBfhJ4cXXJDM85tZba8
iWGTquDuL8/QDg19G+OdR0iHUNC8K6NC0tZFc+be3DbRGY2GMntjJFdXL8Nv
DWhabH4GsVXSIntRNZXOAWNwQCRI79mGefUVR8GeCrLwXBfvf26a956/ZHLV
kWWKsMxsDzghHnOrKddSm7G9CnOFJKS1Za+I/hOHxA+nw29siQJaidVZwrMw
BBA9e3HvXk//AAhGuWlvd3jWYVs7BAvPbkjHAXnn3lr3Hw5BYa94eOma1eSW
8luXbT9U24MBACmOUdcH1qhp97L4SvrwmtdUabRXXZJsG9H45Kk9DkjvmuZ1
Yy3Wp38koxVj5vn8H3ena0sV1C6MQMLOccEZzz2pltZN5skYiKyqTkoMgKOP
r6DvPFNrNDDZahplvqdrks9xLkS4/hXI9s/IWZ4a8P8AgmbxHeB5bu3a5Cuk
QbiKn7wGT0FVzOWiEuaF3JHh2l6nJpj3MYUsrgr5sRw3PoacbSzElu7PKlu7
4mJ5bB6kY7165rf7OWoT6ncSeG2UWSbndLiXYfUfbGK89vvAHiHR7vy73TX
jWXLrb/uvjrtPenK2jZMZxvynK6okSSOFVp4EJCuThsf5xVux1FI9Jk0+4jL

2k7CRZk+/Ew6A98Vfm8l6mdPs7yO2lhmm8qVFUs0PucdR9KqnRby2MqmMqoz
skxw4zjcPr/Sndcq11LT97cTzo7rToobiOCOB2HmEoN556ZHNv9csLmEme3R
UtXOF5yD6AGtWws7JkjTU42jt54zG7MCpU5GHX9aj8a+H3sNYi02z1CC/t02
+W6PjcpXgYPTqfyp3eg3bUoaPrI7oN7bNfNI9ieBbRnr7163DFo3ia4aKCzj
jiESSKgX5i/HX9a8vl8P3OjRfaZgt2hHlwzod6b/AO7nvjmt3Qdcfw3d2o86
ST5N7RxANvf2I5x1rSMmvhRzSUd2zvNQ8Blplpr24WGEN5quvLcdmHenSWem
WI7bGaWdyIWul4FH90jhU/hHJrqPB3iK38U281pqluEuy6fZjFklc5JBpFGP
pWh4j8LQ2sL39lepY39i/mNcPFuaVTx5fPYkj8qTqT0jYzpRpu8upxnhbWm8
QW8oit5YrSKQRPJJje25snHtivQdH0uG8aPTIShnuo5ZECnqqAn+g6968+0W
1vfC/gy+vbilM8+oeS8i/eGSdpUDtyaraVNqiag0dudv21WgheQ4LAnkJ3BO
KwrU3KVjuhJSjeJva9oInZaTrEV7BbPqFuYlxC+A8an5iU9WbgGuTttS1HwX
Y6jpcEwms79CJ4ZE2kE9HHuAcV6TqPwj17+xrTUtQvIFx5Zm8mQZaKNcY3Z+
g6/1ryzWILzw/wClIv8AWFXV7QNvI6q2MccHsOKqnfSB0qULXR0C9iPgWRWq
xwyQaeY5pBwzszdee/Stmyi1LR9l8Lre3i2TpbH7O0IGbeN8kowHUEc/jXH/
ANjaneaStxHJte8O4W7rgEFgV/Su50uOHXvD4Lh5JooUCDd3BAZW79iMfjVS
fL5bjPlD9Th/FtxHcahDpNvGbSSSQNMpf5Q4zkrjsRg/IXE+NtYubrVf7Ps
VZrXT13uiL1YfxH2H9a6zWPEETeJtb1SO3UW1vCscaxrwrABBx68ZrgdD1k6
bc6lM5GLiFobiUnJw5BYfjim5cscGjirplqTaoL6AqzhJwm0BgR7/wBaj8Pa
WL7UfOLCQwDeAenHXPtWHK6LKpyXO4ksOcjsfyAFdR8Pbm1tPFmmm+ul49Ou
pCJWJ4KkY2n69KpQ9mrowc41HaXQ7rT7G+tb430n7tJVVlj2jgdiB2B9a+gP
glpxvNCv7WHe2oYGJHkOI1LfMVB4zx+tr8LtN0bxZc6d4YltprjxLe3X2qa
/ZgYbW1RvkXoQFxtH4GtjTfE1rp/jy60y3u4ktftJghaKfC5VtvLZwAcZzXF
O0j1qS5ouNtEavxc8A6dpXeSO4+0SGBppWilgCEYwTjhic+nrXiPhaPRtMv2
v9alcJJbutqZAW+c/wB4dR0PWvUPIzCagmmwC/eGWKWFspt5DII4kZsB29SS
Tj2rh/AVnba/d3tzeNFHp1j86mWPdvckE/jUQla6Zy1o21SLuueL7n4geGd
G8OEw2mpZTI7S7fALRsPmDg9fu5xXns/w98BNPIZNZtDIWO47B1zz3q94m0K
+1bShrlskkcVvK5lkh+6oJOCMe3avI5tSJmfDKw3HBKjJrtja1kcsnBv3onK
WMZngV2chySM+IPmVFLxspcqvkyknoPpRRX08tj8tRgPGBIVPIU5+tV2kaSQk
9ASABRRUdEa9CTTiz3sfzYlCBT6c1204NrQbttxcKww7HnkUUVaehXUURgyj
d8xyVJPcVmXFovkbiScswx6AGiinPclbEdgxkmDfdx0A9KzzMZ7yZ2Hlaiip
TBLQdMm9SeIEErLIADjA/Oiimi+rLEg8

Subject: Re: Bounce chop

Posted by [EK Sound](#) on Sat, 26 Nov 2005 16:12:35 GMT

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IbNbRj7GrSwOpwUcc7u

nPU8UUUS1rJMdPSldHsHhfxJJqvha4ubyl3Hm4jmRn4fdgbunBGeK5TxP4V0
6X7WTG7RQYQJl28vx1Y45PT8qKK52km2u5rDdlwLbQ4biznkmZ5AxSEL0CLs
AwPSnW8ElibzU4Jdgs40kW22DY/VWDeuePyooppK7Gm9Dxv4s+Hl8J2Oh2sF
zJKNVt1vJnPBEhdj/XH4VxkM6eHpDovvs0N+LhW82C6BKMqevBFFFEkuVM7Y
NudmXtSk/EkCXSWNvpyxxNikVspABBAXyenNeel/tdykJULErEBRRRVU229
TDEq1rHsdI8RdW8L+GtbstNdLf7faQ2k86j96YANzRhuc3NySK5TXQ+m6VpN
zbTSRLd26yNHuyFLEg4PXpRRWiir7G7qTjT91l3SNb1C5tJbN72cxyltzk5
7YrrdE8Qano/h1kt7oBJMs6GMEMSeSfqFFFFczSuzebckrnSeFydYafQGd4b
S4t0lYo3lYN6dP4jXB6l8NrGLUbpBPIQsrqOB2JoorBN3ZxyWp//2Q==

---=_linux43a7154c--"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>So you're trying to be frugal and reasonable eh?.....but don't
you
>need multipatterns so you set it to fif8 can aim one side at the singer
and
>the other side at a bass amp 30 feet away?

I'll cover that aspect when I have the cash to get another
Kiwi... besides - I thought the idea of buying microphones built
in a place where people make 30 cents per day was so you
WOULDN'T have to pay a thousand bucks per mic?

Neil"Rod Lincoln" <rlincoln@kc.rr.com> wrote:

>
>
>
>I posted this about 3 years ago so please forgive if you've seen it before,
>but this was one of my career hilights, getting to play with Skunk at the
>Hardrock and XM radio studio's in D.C. He was attending classified meetings
>between the 2 shows I did with him, but he did say he was working on "geothermal
>guidence" ideas, which could basically put a missle through a bedroom window.
>Got to play "Reelin in the Years" as well as "China Grove" and "Long Train"
>with him. Definatly cool!
>Rod

Are you sure he wasn't just talking about his heat seeking moisture missile?

Sorry, I couldn't resist:)

>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>Yep! He's a buddy of SSC's too. Years ago.....like back in 1998,
>we
>>had quite a thread going about this with Stephen contributing a few
>>interesting tidbits.
>>
>>Now I've gotta go listen to Living on the Fault line by the Doobies and
>get
>>myself a dose of da' Skunk.
>>
>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>news:43a6f61a@linux...
>>> Maybe I'm just out of the loop, but I had no idea. Very interesting stuff.
>>>
>>> Tony
>>>
>>> Click this link

>>>
>>>
>> <http://video.msn.com/v/us/v.htm?g=31f32f36-63b7-408b-857f-527407da1d8d&f=ema>
>>il
>>>
>>>
>>
>>
>Thanks Rod...just had a chance to hunt for it - found it and was just about
to start typing

Don

"Rod Lincoln" <rlincoln@kc.rr.com> wrote in message news:43a70a65\$1@linux...

>
> It's really a trick, just patching to bounce autotune in manual mode..
> If your track to be tuned is on track 1, put autotune on an insert. Select
> "external" on the eds insert. Assuming your using mec A spdif, in the
> Paris
> batchbay, patch the "Mixer A insert" output of track 1 (green arrows
> Bottom
> row) to Mec Master digital out L or R. Then Patch the Mec Master Digital
> In L or R (use same as before)to the insert "in" (brown, top)of mixer A
> insert.
> ALSO patch the Mec Master digital in (brown, same as above)
> to track 2 of Mixer A.
> Mute track 1. record inable track 2. You might want to also change the
> input
> monitor to "Always monitor input' in the Project window, but you don't
> have
> to. you just won't hear anything unless your recording.
> NEXT STEP VERY IMPORTANT:
> you MUST make a physical connection (with a real spdif cable) from the
> spdif
> out to the spdif in on the Mec. Now you can autotune away and bounce your
> newly tuned track to track 2.
> You can use the adat connections the same way as the spdif. Just make sure
> to loop the lightpipe cable from the in to the out on the back of the adat
> card.
> Rod
>
> John <no@no.com> wrote:
>&g

Subject: Re: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 16:40:35 GMT

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f="mailto:rlincoln@kc.rr.com" target="_blank">rlincoln@kc.rr.com> wrote:

>>

>>

>>

>>I posted this about 3 years ago so please forgive if you've seen it

>>before,

>>but this was one of my career hilights, getting to play with Skunk at the

>>Hardrock and XM radio studio's in D.C. He was attending classified

>>meetings

>>between the 2 shows I did with him, but he did say he was working on

>>"geothermal

>>guidence" ideas, which could basically put a missle through a bedroom

>>window.

>>Got to play "Reelin in the Years" as well as "China Grove" and "Long

>>Train"

>>with him. Definatly cool!

>>Rod

>

>

> Are you sure he wasn't just talking about his heat seeking moisture

> missile?

>

>

> Sorry, I couldn't resist:)

>

>>"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>>>Yep! He's a buddy of SSC's too. Years ago.....like back in 1998,

>>>we

>>>had quite a thread going about this with Stephen contributing a few

>>>interesting tidbits.

>>>

>>>Now I've gotta go listen to Living on the Fault line by the Doobies and

>>get

>>>myself a dose of da' Skunk.

>>>

>>>"Tony Benson" <tony@standinghampton.com> wrote in message

>>>news:43a6f61a@linux...

>>>> Maybe I'm just out of the loop, but I had no idea. Very interesting

>>>> stuff.

>>>>

>>>> Tony

>>>>

>>>> Click this link

>>>>

>>>>

>>> <http://video.msn.com/v/us/v.htm?g=31f32f36-63b7-408b-857f-527407da1d8d&f=ema>

>>>il
>>>>
>>>>
>>>
>>>
>>Cool Rod! What a great experience that must have been.

Tony

"Rod Lincoln" <rlincoln@kc.rr.com> wrote in message news:43a7154d@linux...
>
> I posted this about 3 years ago so please forgive if you've seen it
> before,
> but this was one of my career hilights, getting to play with Skunk at the
> Hardrock and XM radio studio's in D.C. He was attending classified
> meetings
> between the 2 shows I did with him, but he did say he was working on
> "geothermal
> guidance" ideas, which could basically put a missile through a bedroom
> window.
> Got to play "Reelin in the Years" as well as "China Grove" and "Long
> Train"
> with him. Definatly cool!
> Rod
> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>Yep! He's a buddy of SSC's too. Years ago.....like back in 1998,
> we
>>had quite a thread going about this with Stephen contributing a few
>>interesting tidbits.
>>
>>Now I've gotta go listen to Living on the Fault line by the Doobies and
> get
>>myself a dose of da' Skunk.
>>
>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>news:43a6f61a@linux...
>>> Maybe I'm just out of the loop, but I had no idea. Very interesting
>>> stuff.
>>>
>>> Tony
>>>
>>> Click this link
>>>
>>>
>> <http://video.msn.com/v/us/v.htm?g=31f32f36-63b7-408b-857f-527407da1d8d&f=ema>
>>il
>>>
>>>

>>
>>
>;oP

Well my critique was based on the lyrical content, which is why it was posted...

....but I'm thinking maybe you knew that. ;o)

And in any case I'm thinking your critique system would suggest that Bohemian Rhapsody would never make it... ...though it may be true that in today's formula world it may never have been considered.

Cheers,
Kim.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>hmmmm.....if I was going to do a song critique, I'd say that there
>probably needs to be fewer than 216 verses before the
>chorus.....errr.....and somehow I must have missed the bridge???? That
>song definitely needs a rewrite before we pitch it to anyone in Nashville.
>Kenny Chesney ain't gonna' pick it up unless we figure out a way to get
a
>steel guitar in there somewhere. Maybe this should just be a barebones
>vocal/guitar demo?
>
>;o)
>
>"Kim" <hiddensounds@hotmail.com> wrote in message news:43a67ad6\$1@linux...
>>
>>
>> Cool tune. It's keeping it real more than most rappers who use the phrase
>> keeping it real.
>>
>> Cheers,
>> Kim.
>>
>> "justcron" <pachinko@hydrorecords.com> wrote:
>> >double A...
>> >
>> >hehe... for som

Subject: Re: Bounce chop
Posted by [EK Sound](#) on Sat, 26 Nov 2005 16:45:30 GMT
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e reason the 80lb dog is often seen running full speed
>away

>>
>> >from the 15lb cat...
>> >
>> >the studio shooting has definitely hit us hard... bad press... lots
of
>>
>> >discussions about 'snitching' and life imitating art. Personally I
>believe
>>
>> >you live by the sword you die by the sword and you reap what you sow.
>> Its
>> >a crazy cycle between hip hop (pop culture as a whole) and violence that
>> is
>> >only getting worse. I definitely fear for the little ones. I was in
>toys
>>
>> >r us and the hip hop shit has trickled down to preschool... the remote
>> >control cars are hummers with spinning rims and I even saw Bling Bling
>> >Barbie. Argh.
>> >
>> >Good new local video on topic:
>> ><http://www.statikselektah.com/media/motionpicturevideo.wmv>
>> >
>> >"Aaron Allen" <nospam@not_here.dude> wrote in message
>news:43a5afcd@linux...
>> >>I hear there will be a patch for that coming.
>> >>
>> >> Install Doghatescat patch release 1.01 or you can install the current
>>
>> >> Alpha release of Kittygetsashowereverytimethishappens.DLL, version
>> >0.85.
>>
>> >> Some people have tried an alternative, katnip.exe release 3.47 but
with
>>
>> >> mixed results.
>> >> Glad to see you posting, we weren't that sure for a bit what was going
>>
>> >> down in your town with the studio shooting.
>> >> AA
>> >>
>> >>
>> >> "justcron" <caffiene@hydrorecords.com> wrote in message
>> >> news:43a5a862\$1@linux...
>> >>>
>> >>> hola Juan...
>> >>>
>> >>> The only thing that crashes me all the time is when my cat jumps up

on
>>
>> >>> the
>> >>> desk and walks accross the C-16 :)
>> >>>
>> >>> John <no@no.com> wrote:
>> >>>>I seem to be a crash magnet so I'm wondering what crashes you the
most
>> >>>>in Paris?
>> >>>>
>> >>>>messing with inserts while recording?
>> >>>>
>> >>>>corrupted ppj project files?
>> >>>>
>> >>>>streaming errors?
>> >>>>
>> >>>>Thanks,
>> >>>>John
>> >>>
>> >>>
>> >>
>> >>
>> >
>> >
>>
>
>"DC" <dc@spamiran.com> wrote:
>
>This sucks
>
><http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>

But in an unrelated story:
<http://www.kcra.com/news/5577000/detail.html>

<genelennon@NOSPmyrealbox.com> wrote:
>
>"DC" <dc@spamiran.com> wrote:
>>
>>This sucks
>>
>><http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>
>
>
>But in an unrelated story:
><http://www.kcra.com/news/5577000/detail.html>

>

>

Now that's funny! This reminds me of Bruce Willis's line in the movie The Last Boy Scout, "You want to torture me? Play some RAP!" LOL!

"genelennon" <genelennon@NOSPmyrealbox.com> wrote:

>

>"DC" <dc@spamiran.com> wrote:

>>

>>This sucks

>>

>><http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>

>

>

>But in an unrelated story:

><http://www.kcra.com/news/5577000/detail.html>

>

>"James McCloskey" <excelsm@hotmail.com> wrote:

>

>"genelennon" <genelennon@NOSPmyrealbox.com> wrote:

>>

>>"DC" <dc@spamiran.com> wrote:

>>>

>>>This sucks

>>>

>>><http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>

>>

>>

>>But in an unrelated story:

>><http://www.kcra.com/news/5577000/detail.html>

>>

>>

>

>Now that's funny!

>

>

on around the world today.

Remember this from June:

REUTERS

in Guantanamo

Bay, Cuba, a Republican lawmaker said on Sunday, as a magazine reported a

top al Qaeda suspect interrogated there was made to bark like a dog and kept

Now how about this:

From 123

<http://www.filmforum.org/films/123.html>No disrespect for anyone's musical tastes or anything, but I'd certainly

"talk" if I were forced to listen to Eminem for more than a few seconds at a time. They wouldn't even have to chain me up. To be fair though, I feel the same way about John Denver, The Carpenters, and Bread. To each his own!

Tony

"genelennon" <

Subject: Re: Bounce chop

Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 17:17:35 GMT

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; <genelennon@NOSPmyrealbox.com> wrote:

>>>

>>>"DC" <dc@spamiran.com> wrote:

>>>>

>>>>This sucks

>>>>

>>>><http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>

>>>

>>>

>>>But in an unrelated story:

>>><http://www.kcra.com/news/5577000/detail.html>

>>>

>>>Maybe if Mahmoud Ahmadinejad knew the potential of American music.

>>>

>>

>>Now that's funny!

>>
>>
>
> Honestly, it's hard to find much that's funny in all the crazyness going
> on around the world today.
> Remember this from June:
>
> REUTERS
>
> "The White House is split over whether to close a U.S. jail
> in Guantanamo
> Bay, Cuba, a Republican lawmaker said on Sunday, as a
> magazine
> reported a
> top al Qaeda suspect interrogated there was made to bark like
> a dog and kept
> awake with pop music by Christina Aguilera."
>
>
>
> Now how about this:
> "East German torture methods include multiple spins of Itsy-Bitsy,
> Teenie-Weenie,
> Yellow Polka-Dot Bikini"
>
> From 123
> <http://www.filmforum.org/films/123.html>
> "Tony Benson" <tony@standinghampton.com> wrote:
> No disrespect for anyone's musical tastes or anything, but I'd certainly

> "talk" if I were forced to listen to Eminem for more than a few seconds
at a
> time. They wouldn't even have to chain me up. To be fair though, I feel
the
> same way about John Denver, The Carpenters, and Bread. To each his own!
>
> Tony
>
>
> "genelennon" <genelennon@NOSPmyrealbox.com> wrote in message
> news:43a73a57\$1@linux...
>>
>> "DC" <dc@spamiran.com> wrote:
>>>
>>> This sucks
>>>
>>> <http://www.breitbart.com/news/2005/12/19/D8EJG5V80.html>
>>

>>
>> But in an unrelated story:
>> <http://www.kcra.com/news/5577000/detail.html>
>>
>> Maybe if Mahmoud Ahmadinejad knew the potential of American music.
>>
>
>
Well, Iran has banned Kenny G.

butt all over the room:

<http://www.telarc.com/gscripts/title.asp?gsku=3346&mscssid=3C5WJTQP SLS92PA80G05AFURQWL3EF52>

<http://www.towerrecords.com/product.aspx?pfid=3314294>

DCI've banned music from my house, so I'm listeneing to nothing.Osama! how's it hangin?

"Tyrant" <tyrant@tyros.com> wrote:

>
>
>I've banned music from my house, so I'm listeneing to nothing.Ahh, this is what I refer to as the SPDIF render. I have been experimenting with it and it works for getting Native and EDS effects but no EDS EQ. So what's the advantage over just doing a render with native effects?

Thanks,
John

Don Nafe wrote:

> Thanks Rod...just had a chance to hunt for it - found it and was just about
> to start typing
>
> Don
>
>
> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message news:43a70a65\$1@linux...
>
>>It's really a trick, just patching to bounce autotune in manual mode..
>>If your track to be tuned is on track 1, put autotune on an insert. Select
>>"external" on the eds insert. Assuming your using mec A spdif, in the
>>Paris
>>batchbay, patch the "Mixer A insert" output of track 1 (green arrows

>>Bottom
>>row) to Mec Master digital out L or R. Then Patch the Mec Master Digital
>>In L or R (use same as before)to the insert "in" (brown, top)of mixer A
>>insert.
>>ALSO patch the Mec Master digital in (brown, same as above)
>>to track 2 of Mixer A.
>>Mute track 1. record inable track 2. You might want to also change the
>>input
>>monitor to "Always monitor input' in the Project window, but you don't
>>have
>>to. you just won't hear anything unless your recording.
>>NEXT STEP VERY IMPORTANT:
>>you MUST make a physical connection (with a real spdif cable) from the
>>spdif
>>out to the spdif in on the Mec. Now you can autotune away and bounce your
>>newly tuned track to track 2.
>>You can use the adat connections the same way as the spdif. Just make sure
>>to loop the lightpipe cable from the in to the out on the back of the adat
>>card.
>>Rod
>>
>>John <no@no.com> wrote:
>>
>>>ok, so what's the trick?
>>>
>>>Rod Lincoln wrote:
>>>
>>>>Don, 8 is the limit if you have 1 mec and 1 adat card. 16 if you have
>>>
>>>at least
>>>
>>>>2 mec's and 4 adat cards. If you have no adat cards, then 2, using
>>>>spdif.
>>>>
>>>>Rod
>>>>"Don Nafe" <dnafe@magma.ca> wrote:
>>>>
>>>>
>>>>>Hi All
>>>>>
>>>>>Is there a limit to the # of tracks that can be sent via the external
>>>>
>>>loop
>>>
>>>>>
>>>>>(hardwired) tip that Brian used on his Auto tune trick segment...I'm not
>>>>>
>>>>>at

>>>>
>>>>
>>>>>my rig and I was just wondering
>>>>>
>>>>>Don
>>>>>
>>>>>
>>>>
>>>>
>
>Does an object that has been trimmed still stream the entire object?
Like if I take a 5 minute object and trim it to 5 seconds will it still
be streaming from hard drive the whole time?

Also, do automated mutes continue streaming from disk? I'm betting
they both stream and need to be rendered to fix it.

Is there a way to verify this?

Oh, I tried compact and as reported, it did nothing. Oh well. This is a multi-part message in MIME
format.

-----=_NextPart_000_0076_01C604DD.1740BD00
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Both versions of Paris forced this outer cards for Mec attachement.
I almost traded it all in because it took me a year to find the answer.
EMU didn't even know. I was pissed. But now I'm happy.
You should be too.

Moving the Mec around isn't that big of a deal really. I don't think it
will screw anything major up. No ADAT cards in there right?
Tom

"Deadmeat" <scott@postmodernblues.com> wrote in message =
news:43a6d87f\$1@linux...

Well, like I said, the system works as is (MECs on A and B)
with the older 2.2 software, and has been running like that
for a couple of years - all inputs and outputs producing
sound without problems. So, I know my clock is good, the
cards are good, the MECs and interfaces are good. I just
brought up V2.2 to double check, and recorded using the
interfaces that don't work with 3.0, so it's definatley
a 3.0 issue.

When you had to have your MECs on A and C (or E), was tha

Subject: Re: Bounce chop

Posted by [EK Sound](#) on Sat, 26 Nov 2005 17:20:42 GMT

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I =3D

>have to=3D20

> use card A and C and skip putting a MEC on card B or wierd stuff =
like

=3D

>this=3D20

> happens (another hidden Paris 'feature'). The other thing to check =
is

=3D

>that=3D20

> you have a good wordclock BNC cable running from MEC #1 to MEC #2.

>

> AA

>

>

> "Deadmeat" <scott@postmodernblues.com> wrote in message=3D20

> news:43a59445\$1@linux...

> >

> > Hi all -

> > Been messing with V3 for a bit and noticed a real problem.

> > Testing on a 3-card system, 2 MECs installed (on A and B

> > cards), 2 ADAT and one Sync on MEC A, 1 8-input on MEC B.

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> > V3, see input lights on module, but have no meters in mixer

> > and no sound - MEC B syncing to WC fine - plays sound accross

> > all submixes just fine from projects recorded on V2.

> >

> > Any Thoughts?=3D20

>

>

>

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><STYLE></STYLE>

```

></HEAD>
><BODY bgColor=#ffffff>
><DIV><FONT face=Arial size=2>Dead,</FONT></DIV>
><DIV><FONT face=Arial size=2>What Aaron says is true. When my =
=3D
>system was=3D20
>three cards with two Mecs</FONT></DIV>
><DIV><FONT face=Arial size=2>I had card A and C attached to =
the =3D
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><DIV><FONT face=Arial size=2>My ASUS boards like </FONT><FONT =
=3D
=3D
>face=Arial=3D20
>size=2>the first and last card when using two Mecs.</FONT></DIV>
><DIV><FONT face=Arial size=2>Tom</FONT></DIV>
><BLOCKQUOTE=3D20
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=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Aaron Allen" <<A=3D20
> href=3D3D"mailto:nospam@not_here.dude">nospam@not_here.dude</A>> =
=3D
>wrote in=3D20
> message <A =3D
=
>href=3D3D"news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV>Are=3D=
20
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system?
=3D
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> <BR>know that it gets sketchy pinning down which one, but on my =
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=3D
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=3D
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=3D
>check is=3D20
> that <BR>you have a good wordclock BNC cable running from MEC #1 to =
=3D
>MEC=3D20
> #2.<BR><BR>AA<BR><BR><BR>"Deadmeat" <<A=3D20
> =3D

```

=
 >href=3D3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A=
 >&g=3D
 >t;=3D20
 > wrote in message
<A=3D20
 > =3D
 =
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>
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> and no sound - MEC B syncing to WC fine - plays =
 sound=3D20
 > accross
> all submixes just fine from projects recorded on=3D20
 > V2.
>
> Any Thoughts?

</BLOCKQUOTE></BODY></HTML>
 >
 >

-----=_NextPart_000_0076_01C604DD.1740BD00

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<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

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<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Deadmeat" <<A=20
=

[t;=20
wrote in message <A=20
=](3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com&g=</a)

[, like=20
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just
brought up=20
V2.2 to double check, and recorded using the
interfaces that don't =
work=20
with 3.0, so it's definatley
a 3.0 issue.

When you had to =
have your=20
MECs on A and C (or E), was that
with Version 2.2 and 3.0, or just =
with=20
3.0? I could try moving
the MEC to C and see if that fixes it, but =
I dread=20
making any
changes at all to a functional (under 2.2) PARIS=20
system.....

"Tom Bruhl" <<A=20
[wrote:
>
>
>Dead,
>
>What Aaron says is =
true. When=20
my system was three cards with two Mecs
>I had card A and C =](3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20<br/)

attached to=20
the Mecs. Now with five cards it's A and
=3D
>E. =
=3D20
>My=20
ASUS boards like the first and last card when using two=20
Mecs.
>Tom
> "Aaron Allen" <<A=20
href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude> =
wrote in=20
message =3D
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> Are you sure =
you have=20
the two 'correct' EDS cards chosen for your =3D
>system?=20
I=3D20
> know that it gets sketchy pinning down which one, =
but on my=20
system I =3D
>have to=3D20
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skip putting a=20
MEC on card B or wierd stuff =
like
=3D
>this=3D20
> happens=20
(another hidden Paris 'feature'). The other thing to check=20
is
=3D
>that=3D20
> you have a good wordclock BNC =
cable=20

Subject: Re: Bounce chop
Posted by [Edna Sloan](#) on Sat, 26 Nov 2005 17:31:58 GMT
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running from MEC #1 to MEC #2.
>
> =20
AA
>
>
> "Deadmeat" <<A=20
=
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com&g=
t;=20
wrote in message=3D20
> <A=20
=
href=3D"news:43a59445\$1@linux">news:43a59445\$1@linux...
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=20
>
> > Hi all -
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V3 for a=20
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system,=20
2 MECs installed (on A and B
> > cards), 2 ADAT and one =
Sync on=20
MEC A, 1 8-input on MEC B.
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> > Can =
record=20
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> >=20
>
> > Any=20
Thoughts?=3D20
>
>
>
><!DOCTYPE HTML PUBLIC =

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></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
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><BLOCKQUOTE=3D20
=
>style=3D3D"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
#000000 2px=20
solid; MARGIN-RIGHT: 0px">
> <DIV>"Aaron Allen"=20
<<A=3D20
> href=3D3D"<A=20
=
href=3D'mailto:nospam@not_here.dude">nospam@not_here.dudemailto:nosp=
am@not_here.dude">nospam@not_here.dude>=20
=3D
>wrote in=3D20
> message <A =
=3D
>href=3D3D"<A=20
=

href=3D'news:43a5b0b4\$1@linux">news:43a5b0b4\$1@linux...</DIV>Are=3D20=
'>news:43a5b0b4\$1@linux">news:43a5b0b4\$1@linux...</DIV>=
;Are=3D20
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to=20
=3D
>MEC=3D20
> =20
#2.

AA
& amp;lt;BR>
 "Deadmeat"=20
<<A=3D20
> =3D
>href=3D3D"<A=20
=
href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com&a=mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=A>&g=3D
>t;=3D20
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wrote in message
<A=3D20
> =
=3D
>href=3D3D"<A=20
=
href=3D'news:43a59445\$1@linux">news:43a59445\$1@linux...
>
&=
g'>news:43a59445\$1@linux">news:43a59445\$1@linux...
=
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> =20
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>
> Any Thoughts?=20
=

</BLOCKQUOTE& gt;</BODY></HTML>
>=

>
</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0076_01C604DD.1740BD00--This is a multi-part message in MIME format.

-----=_NextPart_000_0095_01C604DD.B1EF4790

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

John,

You can't render eds effects. Also using short passes of=20

Autotune is more tolerable and achievable using this method.

Tom

"John" <no@no.com> wrote in message news:43a75c92@linux...

Ahh, this is what I refer to as the SPDIF render. I have been=20

experimenting with it and it works for getting Native and EDS effects=20

but no EDS EQ. So what's the advantage over just doing a render with=20

native effects?

Thanks,

John

Don Nafe wrote:

> Thanks Rod...just had a chance to hunt for it - found it and was =
just about=20

> to start typing

>=20

> Don

>=20

>=20

> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message =
news:43a70a65\$1@linux...

>=20

>>It's really a trick, just patching to bounce autotune in manual =
mode..

>>If your track to be tuned is on track 1, put autotune on an insert. =
Select

>>"external" on the eds insert. Assuming your using mec A spdif, in =
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>>>>
>>>>Rod
>>>>&q

Subject: Re: Bounce chop

Posted by [EK Sound](#) on Sat, 26 Nov 2005 17:51:23 GMT

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

=3D#fffff>

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>>John =
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 have no=20
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 =

>>>>spdif.
>>>>
>>>>Rod
=>>>>>"Don=20
 Nafe" <dnafe@magma.ca>=20
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 wrote:
>>>>
>>>>
>>>>>Hi =

 All
>>>>>
>>>>>>Is there a limit to =
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>>
>>loop
>>
>>>>
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 not
>>>>
>>>>>at
>>>>
>>>>=

>>>
>>>>>my=20

rig and I was just=20

=

wondering
>>>>>
>>>>>Don
>>&=

gt;>>
>>>>>
>>>>
>>>&g=

t;
>=20

></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0095_01C604DD.B1EF4790--This is a multi-part message in MIME format.

-----=_NextPart_000_0065_01C604E1.428FC970

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Funny thing though lately when I've tried to do this method of =

Autotuning I've been getting a wicked latency I never experienced when I =

was on 2.2 (or whatever it was)...does anyone know the latency of =

Autotune in Paris

Don

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:43a763d6@linux...

John,

You can't render eds effects. Also using short passes of=20

Autotune is more tolerable and achievable using this method.

Tom

"John" <no@no.com> wrote in message news:43a75c92@linux...

Ahh, this is what I refer to as the SPDIF render. I have been=20

experimenting with it and it works for getting Native and EDS =
effects=20

but no EDS EQ. So what's the advantage over just doing a render =
with=20

native effects?

Thanks,

John

Don Nafe wrote:

> Thanks Rod...just had a chance to hunt for it - found it and was =
just about=20

> to start typing

>=20

> Don

>=20

>=20

> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message =
news:43a70a65\$1@linux...

>=20
 >>It's really a trick, just patching to bounce autotune in manual =
 mode..
 >>If your track to be tuned is on track 1, put autotune on an =
 insert. Select
 >>"external" on the eds insert. Assuming your using mec A spdif, in =
 the=20
 >>Paris
 >>batchbay, patch the "Mixer A insert" output of track 1 (green =
 arrows=20
 >>Bottom
 >>row) to Mec Master digital out L or R. Then Patch the Mec Master =
 Digital
 >>In L or R (use same as before)to the insert "in" (brown, top)of =
 mixer A=20
 >>insert.
 >>ALSO patch the Mec Master digital in (brown, same as above)
 >>to track 2 of Mixer A.
 >>Mute track 1. record inable track 2. You might want to also change =
 the=20
 >>input
 >>monitor to "Always monitor input' in the Project window, but you =
 don't=20
 >>have
 >>to. you just won't hear anything unless your recording.
 >>NEXT STEP VERY IMPORTANT:
 >>you MUST make a physical connection (with a real spdif cable) from =
 the=20
 >>spdif
 >>out to the spdif in on the Mec. Now you can autotune away and =
 bounce your
 >>newly tuned track to track 2.
 >>You can use the adat connections the same way as the spdif. Just =
 make sure
 >>to loop the lightpipe cable from the in to the out on the back of =
 the adat
 >>card.
 >>Rod
 >>
 >>John <no@no.com> wrote:
 >>
 >>>ok, so what's the trick?
 >>>
 >>>Rod Lincoln wrote:
 >>>
 >>>>Don, 8 is the limit if you have 1 mec and 1 adat card. 16 if you =
 have
 >>

```

>>at least
>>
>>>>2 mec's and 4 adat cards. If you have no adat cards, then 2, =
using=20
>>>>spdif.
>>>>
>>>>Rod
>>>>"Don Nafe" <dnafe@magma.ca> wrote:
>>>>
>>>>
>>>>>Hi All
>>>>>
>>>>>Is there a limit to the # of tracks that can be sent via the =
external
>>
>>loop
>>
>>>>
>>>>>(hardwired) tip that Brian used on his Auto tune trick =
segment...I'm not
>>>>
>>>>at
>>>>
>>>>
>>>>>my rig and I was just wondering
>>>>>
>>>>>Don
>>>>>
>>>>>
>>>>
>>>>
>=20
>
-----=_NextPart_000_0065_01C604E1.428FC970
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Funny thing though lately when I've =
tried to do=20

```


>>>spdif.
>>>
>>>>Rod
=
 >>>>"Don=20
 Nafe" <dnafe@magma.ca>=20
 =
 wrote:
>>>
>>>
>>>>Hi =

 All
>>>>
>>>>>Is there a limit =
 to the #=20
 of tracks that can be sent via the=20
 =
 external
>>
>>loop
>>
>>>>
>>>>>=
 gt;>>>>>(hardwired)=20
 tip that Brian used on his Auto tune trick segment...I'm=20
 =
 not
>>>>
>>>>>at
>>>>
>>=
 >>>>
>>>>>my=20
 rig and I was just=20
 =
 wondering
>>>>>
>>>>>>Don
>>>>=
 gt;>>>
>>>>>>
>>>>
>>>>>g=
 t;
>=20

></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0065_01C604E1.428FC970--One word these days bro
 Seagate.

AA

"Tony Benson" <tony@standinghampton.com> wrote in message
 news:43a70765@linux...
 > Ok, so for Christmas I ordered a new Western Digital SATA 250Gig hard
 > drive for my son's PC (that I, the Mac guy, actually help him build last
 > summer!). Anyway, I thought what the heck, as long as I'm getting him one,
 > I might as well get myself one for my new Mac G5 for a second internal
 > drive. So the drives arrive from NewEgg and I install one in my new Mac
 > (which, by the way, is the easiest hard drive install scheme I've ever
 > seen). I turn the Mac on, but no new hard drive to be found. I restart and
 > still no drive. I shut down, double check all my connections, and try
 > again. This time I get a dialog box saying the hard drive needs to be
 > formatted. Ok, now we're in business. I run Mac Disk Tools to format the
 > drive and it freezes about half way through. I exit Disk Tools and look
 > for the drive to try again. I can see the drive, but Disc Tools now tells
 > me that S.M.A.R.T. is not supported for that drive (which I know is not
 > true) and that the total capacity is 0kb. I can't repair, format,
 > partition, anything. So now I think, this hard drive is screwy. I take the
 > other one I was going to give to my son and install it. Nothing but a nice
 > loud rhythmic knocking noise issues fourth from this drive. TWO DOA HARD

> DRIVES! This can't be true. Something must be wrong with my new Mac? Say
> it isn't so! Now I'm on a mission. I have my son take his Western Digital
> SATA from his PC so I can see if my G5 recognizes it. Install his drive
> and boom, it pops right up on the Mac desktop and I can see all his files
> and folders, etc. So now I've got two DOA WD hard drives to return to
> NewEgg. BUMMER! The reason I bought Western Digital is because I've had
> such great luck with them in the past. Now I'm totally spooked. These are
> going back for a refund and I'm ordering two Seagate's instead.
>
> Sorry for the long post. I just need to rant a bit.
>
> Tony
> This is a multi-part message in MIME format.

-----=_NextPart_000_0039_01C604D7.AB043FE0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

That's a fact. With 3 x MECs, it's always the MEC on card #2 that ends =
up locking to the external clock last. the most reliable way to get my =
Frankenstein monster config working is to turn on my outboard modules =
that are interfacing digitally with Parism then turn on the external =
clock, then turn on the MECs, then boot the computer, then boot Paris, =
let it sit for about 30 - 45 seconds until everything stabilizes, then =
boot up my Cubase SX DAW. Any deviation from this will usually cause a =
digital train wreck of the whole cotton pickin' thing.

;o)

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:43a762d3@linux...

Both versions of Paris forced this outer cards for Mec attachement.
I almost traded it all in because it took me a year to find the =
answer.
EMU didn't even know. I was pissed. But now I'm happy.
You should be too.

Moving the Mec around isn't that big of a deal really. I don't think =
it
will screw anything major up. No ADAT cards in there right?
Tom

"Deadmeat" <scott@postmodernblues.com> wrote in message =
news:43a6d87f\$1@linux...

Well, like I said, the system works as is (MECs on A and B) with the older 2.2 software, and has been running like that for a couple of years - all inputs and outputs producing sound without problems. So, I know my clock is good, the cards are good, the MECs and interfaces are good. I just brought up V2.2 to double check, and recorded using the interfaces that don't work with 3.0, so it's definatley a 3.0 issue.

When you had to have your MECs on A and C (or E), was that with Version 2.2 and 3.0, or just with 3.0? I could try moving the MEC to C and see if that fixes it, but I dread making any changes at all to a functional (under 2.2) PARIS system.....

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>Dead,

>What Aaron says is true. When my system was three cards with two =
Mecs

>I had card A and C attached to the Mecs. Now with five cards it's =

A and

=3D

>E. =3D20

>My ASUS boards like the first and last card when using two Mecs.

>Tom

> "Aaron Allen" <nospam@not_here.dude> wrote in message =3D

>news:43a5b0b4\$1@linux...

> Are you sure you have the two 'correct' EDS cards chosen for your =
=3D

>system? I=3D20

> know that it gets sketchy pinning down which one, but on my =
system I =3D

>have to=3D20

> use card A and C and skip putting a MEC on card B or wierd stuff =
like

=3D

>this=3D20

> happens (another hidden Paris 'feature'). The other thing to =
check is

=3D

>that=3D20

> you have a good wordclock BNC cable running from MEC #1 to MEC =
#2.

>

> AA

>

```

>
> "Deadmeat" <scott@postmodernblues.com> wrote in message=3D20
> news:43a59445$1@linux...
> >
> > Hi all -
> > Been messing with V3 for a bit and noticed a real problem.
> > Testing on a 3-card system, 2 MECs installed (on A and B
> > cards), 2 ADAT and one Sync on MEC A, 1 8-input on MEC B.
> >
> > Can record fine with MIX A, MEC A. Getting no sound at all
> > on any inputs for MEC B, Mix B. Tried to load V2.2, and all
> > is fine - can record on MEC B inputs all day long. When using
> > V3, see input lights on module, but have no meters in mixer
> > and no sound - MEC B syncing to WC fine - plays sound accross
> > all submixes just fine from projects recorded on V2.
> >
> > Any Thoughts?=3D20
>
>
>
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><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Dead,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>What Aaron says is true. When =
my =3D
>system was=3D20
>three cards with two Mecs</FONT></DIV>
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>face=3D3DArial=3D20
>size=3D3D2>the first and last card when using two =
Mecs.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
><BLOCKQUOTE=3D20
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> <DIV>"Aaron Allen" <A=3D20

```


> href=3D3D"mailto:nospam@not_here.dude">nospam@not_here.dude> =
 =3D
 >wrote in=3D20
 > message <A =3D
 =
 >href=3D3D"news:43a5b0b4\$1@linux">news:43a5b0b4\$1@linux...</DIV>Are=3D=
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 > #2.

AA

"Deadmeat" <<A=3D20
 > =3D
 =
 >href=3D3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A=
 >&g=3D
 >t;=3D20
 > wrote in message
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 > =3D
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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

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<DIV> </DIV>

<DIV>;o)</DIV>

<DIV> </DIV>

<DIV> </DIV>

<DIV> </DIV>

<DIV>"Tom Bruhl" <A=20

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 ye
