
Subject: Earth Hour
Posted by [Kim](#) on Fri, 28 Mar 2008 00:29:50 GMT
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I no go on the system seeing
a
>>CD/DVD drive. When I try to launch Nero, I get the following message.
>>
>> "The Win-ASPI file '?.' cannot be found, therefore you can currently
>select
>>only image recorders.
>>
>>This missing file is one of the Windows 95/98/ME files. Please fix the
problen
>>then restart Nero.
>>
>>(Error 12 Init failed)"
>>
>>Does this help any?
>>
>>Tyrone
>>
>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>Are they both on the same IDE bus? If so, I'd pull those drives and put
>>them
>>>in another computer to make sure it isn't your mobo IDE contoller.
>>>
>>>AA
>>>
>>>
>>>&

Subject: Re: Earth Hour
Posted by [dc\[3\]](#) on Fri, 28 Mar 2008 00:46:30 GMT
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quot;Tyrone Corbett" <tyronecorbett@comcast.net> wrote in message
>>>news:485023f0\$1@linux...
>>>>
>>>> Hey guys, I need some major help here. Recently one of my audio drives
>>
>>>> crashed.
>>>> I had not experienced any difficulties with this drive. I was importing
>>
>>>> new
>>>> files to an existing project. All went well with this. Once I started
>>to

>>>> play the project, I received a "system overload" error...never saw that
>>
>>>> before,
>>>> but the project had a huge amount of files, so I figured I'd just restart
>>>> Paris and remove the unneeded files.
>>>>
>>>> Upon restarting Paris, the system froze and I rebooted. Upon rebooting,
>>I
>>>> received a notification that my audio drive had to be defragged. I did
>>
>>>> notice
>>>> that there was a limited amount of space on the drive, which I felt
might
>>>> be a contributing factor. Once I started the defrag p

Subject: Re: Earth Hour
Posted by [chuck duffy](#) on Fri, 28 Mar 2008 02:20:04 GMT
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gt;>>>> existing MEC. So I'm a little bit lost. Any help would be=20
>>>>>>>>> appreciated.
> Thanks,
> Davi</BLOCKQUOTE>
>>>>>>>>> <DIV>

I choose Polesoft Lockspam to fight
>>
>>>>>>>>> spam,
>>>>>>> =
>>>>>>>
>>>>>>>>> and=20
>>>>>>>>> you?
<A=20
>>>>>>>>> href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>>>>> .html </DIV></BODY></HTML>
>>>>>>>>>
>>>>>>>>>
>>>>
>>Hi,
Thanks !
So with these dsp farm cards you don't need any min card attached to them
or from it right ?
Can these work on PC ??
These go wy under 50\$!!
Is there an

Subject: Re: Earth Hour
Posted by [rick](#) on Fri, 28 Mar 2008 10:00:42 GMT
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//www.waves.com/Content.aspx?id=7306

>>>>

>>>> Everytime, I think about getting into the UAD(s) , waves or some other

>> cool

>>>> Native plugin maker changes my mind.

>>>>

>>>> Keep em comin..

>>

>

>As Johnny used to say, "I did not know that."

TCB wrote:

> I remember Eric Johnson once saying that he rewired his entire studio to deal

> with the polarity of the patch cables. You _can_ measure the tiniest, tiniest

> bit of polarity but it seems comical to do that kind of thing.

>

> TCB

>

> Bill L <bill@billlorentzen.com> wrote:

>> Wow! It has signal directional markers so you can make sure to send the

>

>> signal the right way down the copper wires. If I had that on my guitar

>> cables, maybe I would not fall behind when I play "Got a Match". I KNEW

>

>> I did not need to practice more. I bought ten and I'm converting them

>> into guitar cables.

>>

>> John wrote:

>>> only \$499 !

>>>

>>>

Subject: Re: Earth Hour

Posted by [EK Sound](#) on Fri, 28 Mar 2008 15:00:53 GMT

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.com" target="_blank">jjdpro@gmail.com> wrote:

>>

>>Anybody see these..<http://www.waves.com/Content.aspx?id=7306>

>>

>>Everytime, I think about getting into the UAD(s) , waves or some other

cool

>>Native plugin maker changes my mind.

>>

>>Keep em comin..

>Hi Guys,

I just thought I'd post an update so that the Mac users know that I have been working hard to try to bring you guys the plugs.

I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on my PC. The compiler runs perfectly.

I've been trying to migrate the PARIS code to the more standard C++ used by CodeWarrior. The Plugins were developed for Visual Studio 6, and as is typical for Microsoft, the C++ employed by Visual C++ does not adhere to the accepted standards. So, there are a zillion changes needed to make the code work. Include file names, class names, and the inner workings of the code and compiler are all very different.

I started out with 300 compile errors (which I think is the maximum) a
