
Subject: A question about building EDS cables
Posted by [Deej \[1\]](#) on Sun, 21 May 2006 16:18:00 GMT
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http://digitaltigers.com/index.shtml?gclid=CMC6sbv5zYUCFRd4S AodLUdAow
>
> http://www.digitaltigers.com/sidecar-mac.shtml
>
>
>
>
>
> > "James McCloskey" <excelsm@hotmail.com> wrote in message
> > news:44936c3c\$1@linux...
> >>
> >> Well, yes and no. Would it be the same e

Subject: Re: A question about building EDS cables
Posted by [John \[1\]](#) on Sun, 21 May 2006 16:29:32 GMT
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/>
> >> SX machine G5 Quad 2.5GHz with 16 GB of RAM, FW 400 & FW 800, USB 2,
dual
> >> HDs, dual head video, if you needed more monitors you could add a 4
head
> >> AGP or add a dual PCI-E card.
> >>
> >> Add the Magma and add your cards.
> >>
> >> You can delete all the software you don't want. If your talking about
> >stripping
> >> out the system software, I wouldn't do it!, but there are people that
> can.
> >> You can simply turn off the extensions on the O/S 9 machine, or you
can
> >> throw the stuff away you don't want like the printer drivers or
language
> >> libraries, etc.
> >>
> >> I think it would work, and I think you would find in time, that it
would
> >> work trouble free for the most part. I think it would be rock solid
and
> >> run smooth. But

Subject: Re: A question about building EDS cables
Posted by [Deej \[1\]](#) on Sun, 21 May 2006 17:25:52 GMT
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I used to be different than him, but now I'm being built

> > > >>like a PC with Intel chips & everything.

> > > >>

> > > >>PC

> > > >>

> > > >>Ummm... but you're still going to cost like three times as

> > > >>much as a PC?

> > > >>

> > > >>MAC

> > > >>

> > > >>Uhhh... Yeah! <winks at camera>

> > > >

> > > >FADE TO BLACK

> > > >

> > >

> > >

> >

>

>

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

>With all due respect James, this is exactly what I'm talking about when I

>refer to Mac as hosing the end user. the triple screen display is \$4k and to

>add two more monitors (which you will have to pay for) to an existing setup

>is \$2k . That's pretty tall cotton amigo. Add that to a 4k Mac and you've

>broke the bank for a hardware configuration that will be obsolete in a year

>(or sooner if Apple needs a new cash infusion.)

>

>Digidesign anyone?

>

>Regards,

>

>Deej

>

Or you could add another dual PCI card for about \$100.0

Subject: Re: A question about building EDS cables
Posted by [John \[1\]](#) on Sun, 21 May 2006 18:01:40 GMT
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```
t; >> >conflicts,
```

>> >> >>dll file issues, driver issues, malicious code and other headaches.
>> If
>> >> >>you want to fuss, cool, but time is money.
>> >> >
>> >> >OK James. I would be really curious to know if you think you could
set
>> up
>> >> >two Macs to work exactly like I've got my PC's working and tell me
if
>> >> >everything works perfectly first time. I would be really curious to
>know.
>> >> My
>> >> >Paris PC cost me about \$500.00. My Native PC cost me around \$700.00
>> >> >(neither price includes montors or audio hardware).
>> >> >
>> >> >You will need a Mac for Paris (which I assume you've already got)
and
>> it
>> >> >will need to have at least a 2G CPU, I G of RAM and 4 x video heads..
>> The
>> >> >Native machine will need to be running Cubase SX and have a dual 2.5G
>> >CPU,
>> >> 4
>> >> >G RAM, 4 x UAD-1 cards 3 x RME HDSP cards running in two separate
>Magma
>> >> >chassis' (unless you can somehow cram all of this into a mobo and
1
>> >Magma)
>> >> >and three video heads.
>> >> >
>> >> >I will admit it took a while to get this working properly on a PC,
>> >(properly
>> >> >meaning the *exact* way I had planned it to work) but it certainly
did
>> >not
>> >> >put me out of business for one second or lose me any money because
I
>> had
>> >> >total control of the OS and I could work around every glitch I
>> >encountered
>> >> >until I found the sweet spot. No downtime.....none at
>all.....just
>> >> >lots of options when I

Subject: Re: A question about building EDS cables
Posted by [Aaron Allen](#) on Mon, 22 May 2006 03:58:36 GMT

han the G4,
but it has the bottleneck of only two pipelines, whereas the G4 has 8 pipelines moving more data. It has to do with the design of the processor. The G4 also had more L1,L2, and L3 cache, which boosted performance. This created the industry term, The Megahertz Myth. Clock speed was not the only determining factor in proformance. AMD also jumped on this. Because of AMD's designs, they started rating their processors by stating that they were the equivalent to a higher speed Pentium 4 processor, even though the clock speed was slower than the P4.

A lot of people say it's a lie, that if a computer has a faster CPU than it is faster. The truth is, clock speed is not the only factor in how fast a computer can process a task.

We could debate it until the cows come home, but I think we have better things to do.

By the way here is a couple of Ideas for your old G4;)

/Users/jamesmccloskey/Desktop/g4mailboxauckland.jpg

/Users/jamesmccloskey/Desktop/g4planter.jpg

James

>

>"James McCloskey" <excelsm@hotmail.com> wrote in message

>news:44936c3c\$1@linux...

>>

>> Well, yes and no. Would it be the same exact system for the same kind of

>> money, no. Obviously your system is quite unique, so I think it is a >little

>> unfair to ask if I could duplicate it exactly. I think you could have a

>> similar setup with all Macs and I think it would work a lot more problem >> free. Price never seems the be too much of an object, so here it is.

>>

>> Mac G4 1.25 GHz (about equivalent to a P4 2.8 GHz) you could also >upgrade

>> to 1.8GHz G4 for more power. The G4 has 4 PCI slots and 1 AGP slot. >>

>> Add a dual monitor PCI card for four monitors expanded desk top. Or you >> could add a four head AGP card and save a PCI slot.

>>

>> Add Magma for 13 PCI slots this would give you up to 15 PCI slots.

>>

>> You can install 2GB of memory in the G4 and 4 HDs, plus external FW HDs.
>> 16GB of memory in the G5. You also have Gigabit Ethernet on both
>machines
>> standard, that might come in handy. You also have FireWire as an option
>> for audio I/O, and DSPs. FW actually works o

Subject: Re: A question about building EDS cables
Posted by [wmarkwilson_](#) on Mon, 22 May 2006 06:21:10 GMT
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>>
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>> libraries, etc.
>>
>> I think it would work, and I think you would find in time, that it would
>> work trouble free for the most part. I think it would be rock solid and
>> run smooth. But I think your system works for you, so why change.
>>
>> James
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> >>PC guys
>> >>here are constantly fussing with their PCs, IRQ conflicts, hardware
>> >conflicts,
>> >>dll file issues, driver issues, malicious code and other headaches.
If
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>> >OK James. I would be really curious to know if you think you could set
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