
Subject: OK, remind me where the "how to disassemble a C16" page is

Posted by [Paul Braun](#) on Fri, 30 Mar 2007 02:43:13 GMT

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```
ML><BR>>>><B=3D
>> >>>R>>>><BR>>>><BR>>>=3D20
>> >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>> >>>
>> >>>
>> >>=20
>> >
>> >
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
```

Subject: Re: OK, remind me where the "how to disassemble a C16" page is

Posted by [Aaron Allen](#) on Fri, 30 Mar 2007 03:16:26 GMT

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mp;nbsp; This is =
crazy.
>I'll=20
be experimenting today for sure.
>Tom
>
>After the =
Beatle=20
Juice show I guess.
> "Dimitrios" <<A=20
href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr> =
wrote in=20
message =3D
>news:46389187\$1@linux...
>
> Yeah =

Dj,
> Why not then use the simple L R outputs in patch bay =
where=20
every =3D
>submix has
> these and route them to the =
related=20
mec's out into your compressor and
=3D
>then
> =
back to your=20
other mec.
> Is the headphone out of any quality =
?
> =20
You can use also the digital outs to connect to a Pulsar VINCO=20
=3D
>compressor
> and then back to other mec=20
...
>
> Well you have to note here.
> =

the audio=20
coming in the other submi

Subject: Re: OK, remind me where the "how to disassemble a C16" page is
Posted by [John \[1\]](#) on Fri, 30 Mar 2007 11:26:10 GMT
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p;gt;>href=3D3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D20'>mail=
to:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D20<B=
R>> =20
>>> =3D3D
> =20
=
>>>wrote:
>& amp ;gt;>>
>>& g t;><=
>BR>>>>>Dimitri=3D3D
> =20
>>>os,
>> ;>>&You=3D3D20
> =20
>>> should only get the phone out active on the Submix =
A=20
Master=3D3D20
> >>> =
MEC.
>>>>At=20
least that's been my understanding.=3D3D20
> =
>>> =20
=3D3D
> =20
=
>>>=3D3D3D20
>& amp ;gt;>>Tom
>> >&=&
>
>>>>=20
=3D3D
> >>>=3D3D20
> =
>>> =20
"Dimitrios" <<A=3D3D20
> >>> =
=3D3D
>>
