
Subject: AES Passes

Posted by [Morgan](#) on Wed, 19 Sep 2007 14:12:46 GMT

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gt;>>>>>

>>>>>>>> To be honest, I could start a project (Midi-wise) and go to

>>>>>>>> tracking

>>>>>>>> audio/edit...Then,

>>>>>>>> mix in this app.. Things can only get better, as I have stated ,

>>>>>>>> this

>>>>>>>> is

>>>>>>>> only version 1.0..OH.. NO CRASHES..!!! Torturing this baby for 2

>>>>>>>> hours

>>>>>>>> straight..

>>>>>>>>

>>>>>>>> Another cool part of the bundle is : Main-stage: I really can't

>>>>>>&

Subject: Re: AES Passes

Posted by [Tom Bruhl](#) on Thu, 20 Sep 2007 22:15:50 GMT

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r any A to =3D
>
> =

=3D3D
>=3D3D3D
& amp ;gt;Ds=20

or=3D3D20
> =3D20
> =20

any=3D3D3D20
>installed=3D3D20&l t;BR>> =

=3D20
> =20

=

modules.</DIV><BR& amp;gt;></DIV><FONT=3D20 <B=
R>> =20

=3D3D
>face=3D3D3D3DArial=3D3D20& amp ;lt;BR>> =20

size=3D3D3D3D2>This is =3D
>the same=3D20
> =

symptom before I=20

=3D3D3D
>repaired =

=3D
 >=3D3D
>one=3D3D20<BR& amp;gt;>=20

=3D20
> of=3D3D3D20
>my mecs =

with=3D3D20
>=20

=3D20
> =20

=

a</DIV>
 ></DIV><FONT=3D20
>&=
nbsp;=20

face=3D3D3D3DArial=3D3D20
> ; size=3D3D3D3D2>new =
chip. The=20

=3D
>clock light=3D20
> =

=3D3D3D
>continues=20

to=3D3D20
> =20

=3D
>flash=3D3D3D20
>too.=3D20
> Never=20

locks=3D3D20
> =3D20
> =20
in.</DIV><BR&g t;></DIV><FONT=20
=3D
>face=3D3D3D3DArial=3D20
> =20
=3D3D
>
>&am p; =20
size=3D3D3D3D2>=3D20
> =20
</DIV>
><DIV&am p;g;<FONT=3D20
> =20
=3D3D
>face=3D3D3D3DArial=3D3D20& ;lt;BR>> =
size=3D3D3D3D2>l=20
am =3D
>using the simplest=3D20
> setup I can=20
=3D3D3D
>imagine=3D3D20<BR&am p;g;> =3D20
> =20
and=3D3D3D20
>still it's not=3D3D20
> =
=3D20
> =20
=
working.</DIV><BR& amp;g;></DIV><FONT=3D20 <B=
R>> =20
=3D3D
>face=3D3D3D3DArial=3D3D20& ;lt;BR>> =20
size=3D3D3D3D2>Mike A. =3D
>suggested the=3D20
> =
..ini file=20
=3D3D3D
>to make=3D3D20
> =3D20
> =20
sure=3D3D3D20
>card A is 0. I'll try=3D3D20
>=20
=3D20
> =20
=
that.</DIV><BR& ;g;>></DIV><FONT=3D20
&=&
gt; =20
=3D3D
>face=3D3D3D3DArial=3D3D20& ;lt;BR>> =20
size=3D3D3D3D2>Pretty =3D
>sure it's right=3D20
> =
but=20
who=3D3D20
> =3D20
> =20
=
=3D
 >=3D3D3D
>knows?</DIV>
=
></DIV&g=3D
>t;</FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =
=3D20
> =20
=
=3D
 >=3D3D
>size=3D3D3D3D2> ;Thanks,</=
DIV>
>=3D
 ></DIV><FONT=3D3D<BR&g t;>=3D=
3D20
>=20
=3D20
> face=3D3D3D3DArial=3D3D20
> =
=3D20
> =20
=
=3D
 >size=3D3D3D3D2>Tom&l t;/DIV>
>&l=
t;DIV><=3D
>FONT=3D3D20
>=20
=3D20
> face=3D3D3D3DArial=20
size=3D3D3D3D2>=3D20
> =20
=
=3D
 >=3D3D
></DIV>& amp;lt;BR>></DIV><FO=
NT=3D3D20
>& nbs=3D
>p;=3D20
> =20
face=3D3D3D3DArial size=3D3D3D3D2>=3D20
> =20

=
=3D3D
>></DIV>><B R>><DIV>>=3D3D20
> ;=
>=20
=3D20
> =20
</DIV>>
><DIV>>=3D20
> =20
</DIV>>
><DIV>>=3D3D20
>> =
=3D20
> =20
</DIV>>
><DIV>> "rick"=3D20
> =20
=
=3D
 >=3D3D
><<A=3D3 D3D20
>>href=3D3D3D=
3D"<A=3D3D20
>>&n=3D
 > =3D20
> =20
=
=3D
>=3D3D
>>href=3D3D3D'mailto:parnell68@hotmail.com">=
t;parnell68@hotmail.c=3D
 >&om</A'>mailto:pa=3D3D<

Subject: Re: AES Passes

Posted by [Tyrone Corbett](#) on Thu, 20 Sep 2007 22:20:02 GMT

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gt;><BODY=3 D3D20
>&=3D
>>=20
=3D20
> =20
=
bgColor=3D3D3D3D#ffffff>
>& <DIV>><FONT=3D20
>=
 =20
face=3D3D3D3DArial=3D3D20
>> =3D20
> =20
=
=3D
 >=3D3D
>>size=3D3D3D3D2> ;Rick,></DI=
V>
>>&l=3D
 >&t;DIV>><FONT=3D3D20
>&a mp;gt;=
;=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>1 mec, no BNC =
involved.=20
Paris=3D20
> =3D3D
>&=3D3D3D
>& ;gt;boots =
up=20
so=3D3D20
>> =20
=3D
>the=3D3D3D20
>>1=3D20
> =
mec=3D20
> =20
=
=3D
 >=3D3D
>>that ></DIV>>
>>=
<DIV>><FONT=3D
>=3D3D20
>>=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>I'm using =
shows up but=20
neve
