
Subject: RME D/A converters
Posted by [DJ](#) on Mon, 01 Oct 2007 15:31:20 GMT
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t; > =3D3D3D
> > >just the=3D3D3D20
> > >same.</DIV>
> > ><DIV>Tom</DIV>
> > ><DIV> </DIV>
> > ><DIV> </DIV>
> > ><DIV> </DIV>
> > ><BLOCKQUOTE=3D3D3D20
> > >style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: =3D
>5px; =3D3D
> >=3D3D3D
> > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Dimitrios" <<A=3D3D3D20
> > > =
href=3D3D3D3D"mailto:

Subject: Re: RME D/A converters
Posted by [John \[1\]](#) on Mon, 01 Oct 2007 15:48:53 GMT
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Subject: Re: RME D/A converters
Posted by [Dedric Terry](#) on Mon, 01 Oct 2007 16:31:09 GMT
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s it gets but the bnc is attached in =3D
>the=3D3D3D20
> > > right
> order...right?
> all the cards show up =
=3D3D3D
> > >in=3D3D3D20
> > > paris with the single mec?
> how many i/o cards in =3D
>each=3D3D3D20
> > > mec?
>
>
> On Fri, 19 Oct 2007 00:22:39 -0400, =
=3D3D3D
> > >"Tom=3D3D3D20
> > > Bruhl" <<A=3D3D3D20
> > > =3D3D3D
> > =3D3D
> =3D

=
>>>href="mailto:arpeggio@comcast.net">arpeggio@comcast.net
=
>&n=3D
>=3D3D3D=3D3D
> >
> > >bsp;=3D3D3D20
> > > wrote:

> >I thought I was groovin' but once the =
=3D3D3D
> > >second=3D3D3D20
> > > Mec was introduced
> >the system stopped. That =3D3D3D
> > >was a few=3D3D3D20
> > > weeks ago.
> >
> >Today I tried =3D3D3D
> > >different=3D3D3D20
> > > cables, eds cards, mecs, eliminated the =3D3D3D
> > >magma
=3D3D3D3D
>and
> =3D3D3D20
> > > >still no clock lock or modules showing up in the =
paris=3D3D3D20
> > > patchbay.
> >
> >This means to me =3D3D3D
> > >software=3D3D3D20
> > > unless someone tells me differently.
> >
> =3D3D3D
> > >>I=3D3D3D20
> > > have a new C drive which I will load XP and no pace. =
Any=3D3D3D20
> > > other=3D3D3D3D20
> >suggestions?
> =3D3D3D
> > >>
> =

Subject: Re: RME D/A converters
Posted by [EK Sound](#) on Mon, 01 Oct 2007 16:48:14 GMT
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3D3D3D20
> > > >More frustrated than my clients,
> =3D3D3D
> > >>Tom
> =3D3D3D20
> > > >
> >
> >
> =3D3D3D
> > >>
> =3D3D3D20
> > > >I choose Polesoft Lockspam to fight spam, and you?
> =
=3D3D3D20
> > > >http://www.polesoft.com/refer.html =3D3D3D20
> > > =3D3D3D3D20
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD =
=3D3D3D
> > >HTML 4.0=3D3D3D20
> > > Transitional//EN">
><HTML><HEAD>
><META=3D3D3D20
> > > http-equiv=3D3D3D3D3DContent-Type =3D
>content=3D3D3D3D3D"text/html;=3D3D3D20
> > > =3D3D3D3D
>charset=3D3D3D3D3Diso-8859-1">
><META =
=3D3D3D
> > >content=3D3D3D3D3D"MSHTML=3D3D3D20

```
> > > 6.00.2800.1400"=3D3D3D20
> > > =3D3D3D
> > > name=3D3D3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D3D3D
> > > D><BR>><BODY=3D3D3D20
> > > bgColor=3D3D3D3D3D#ffffff><BR>><DIV><FONT =3D
>face=3D3D3D3D3DArial=3D3D3D20
> > > =3D3D3D
> > > size=3D3D3D3D3D2>Rick,</FONT></DIV>><DIV><FONT=3D3D3D20
> > > face=3D3D3D3D3DArial size=3D3D3D3D3D2>1 mec, no BNC involved. =
Paris
=3D
>=3D3D3D
> > >=3D3D3D3D<BR>>boots up so=3D3D3D20
> > > the=3D3D3D3D20<BR>>1 mec =3D3D3D
> > >that</FONT></DIV>><DIV><FONT=3D3D3D20
> > > face=3D3D3D3D3DArial size=3D3D3D3D3D2>I'm using shows up but =
never =3D
>any A to
> =3D3D
> >=3D3D3D
> > >=3D3D3D3D<BR>>Ds or=3D3D3D20
> > > any=3D3D3D3D20<BR>>installed=3D3D3D20
> > > modules.</FONT></DIV>><DIV><FONT =3D3D3D
> > >face=3D3D3D3D3DArial=3D3D3D20
> > > size=3D3D3D3D3D2>This is the same sympto
```
