
Subject: I hate Belkin
Posted by [DJ](#) on Wed, 18 Oct 2006 06:50:41 GMT
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> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =
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> > charset=3D3D3Diso-8859-1">
> ><META content=3

Subject: Re: I hate Belkin
Posted by [Carl Amburn](#) on Wed, 18 Oct 2006 06:56:16 GMT
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D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D3D#ffffff>
> ><DIV>Aaron, </DIV>
> ><DIV>That's the last step =
I'll be =3D3D
> >taking. =3D3D20
> > and I was hoping you networkers might help me</DIV>

Subject: Re: I hate Belkin
Posted by [animix](#) on Wed, 18 Oct 2006 09:44:11 GMT
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br />
> > <DIV> </DIV>
> > <DIV>Comp #1: Paris is =
running =3D
>=3D3D
> >very well on a=3D3D20
> > XP P4 3.0 and all the goodies. 2 active</DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > ADAT cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
=3D
>stocked =3D3D
> >for=3D3D20
> > good measure.</DIV>
> > <DIV> </DIV>

> > <DIV>Comp #2: Cubase =
Studio 4 on
=3D
>=3D3D
> >my new AMD=3D3D20
> > 4800+ Dualcore with Creamware</DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; 14=3

Subject: Re: I hate Belkin
Posted by [Jamie K](#) on Wed, 18 Oct 2006 13:30:07 GMT
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up.
>
> I have a master plan that is =3D
>as=3D20
> simple as I can figure to pump Paris
=3D3D
>full of =
real-time =3D
>processing=3D20
> juice. =3D3D20
> Here it=3D20
> is.
>
> Comp #1: Paris is running =3D
>very=3D20
> well on a XP P4 3.0 and all the =3D3D
>goodies. 2=3D20
> =3D
>active
> =3D
>; =3D20
> ADAT cards along with 32 A-D, D-As, two SPDIFS and =3D
>a
=3D3D
>UAD-1 stocked=3D20
> for good measure.
>
> Comp #2: =3D
>Cubase=3D20
> Studio 4 on my new AMD 4800+ Dualcore with=3D20
> =3D
>=3D3D
>Creamware

Subject: Re: I hate Belkin
Posted by [John \[1\]](#) on Wed, 18 Oct 2006 13:45:52 GMT
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>> &nbs=3D
>sp; =3D20
> 14 chip Pro card with 20 In/out and Delta 66 w/4 x =
=3D3D
>A-D, =3D
>D-As and one=3D20
> SPDIF=3D20

> =3D
>in/out,=3D3D20
> =3D
>; =3D20
> FX-Teleport Host to comp below linked by 100mbps=3D20
> =3D3D
>LAN.
>
> Comp #3: Spare =3D
>AMD 3000+=3D20
> waiting for a FX-Teleport Client link to =3D3D
>Cubase =
comp=3D20
> =3D
>#2
> &nb=3D
>sp; =3D20
> via 100mbps LAN. This guy will take up the slack =3D3D
>for =
=3D
>the Cubase=3D20
> rig if need be.
>
> My application is =3D
>for heavy=3D20
> use of Kontakt, multiple softsynths and
=3D3D
>surely =
Creamware =3D
>plugs of=3D20
> all sorts. =3D3D20
> Music styles ranging from =3D
>rock, heavy=3D20
> synth, orchestral and =3D3D
>s

Subject: Re: I hate Belkin
Posted by [John \[1\]](#) on Wed, 18 Oct 2006 13:46:16 GMT
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ometimes in between all =
of=3D20
> those.
>
> My goal is to have =3D
>solid/stable=3D20
> performance by not abusing any one =3D3D
>computer in =
the=3D20
> network.
> Also to maintain an almost =3D
>unlimited amount=3D20
> of close to real-time =3D3D
>processing power=3D20
> throughout.
>
> I am looking into =3D
>Windows Remote=3D20
> Desktop to help with =3D3D
>monitor/keyboard=3D20
> assignments.
> I expect to have 4 monitors and =3D
>two=3D20
> keyboard/mice combos with one =3D3D
>KVM between comp 1 =
&=3D20
> 2.
> I'm about 2 monitors, a Matrox Triple =3D
>Head 2 Go=3D20
> and Kontakt away =3D3D
>before I'm all the way=3D20
> there.
>
> Anyone see anything blatantly =3D

>wrong=3D20
> with my design? I'm still =3D3D
>Scoping it=3D20
> out!
> Thanks for your=3D20
> input,
> =3D20
> Tom=3D3D20
>
>
>
>
> I =3D
&g

Subject: Re: I hate Belkin

Posted by [TCB](#) on Wed, 18 Oct 2006 14:12:02 GMT

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It;FONT =3D

>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom</DIV>
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
><BLOCKQUOTE=3D20
> dir=3D3D3Dltr=3D3D20
>style=3D3D3D"PADDING-RIGHT: 0px; =

PADDING-LEFT: =3D

>5px;=3D20
> MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: #000000 2px solid; =3D
>MARGIN-RIGHT:=3D20
> 0px">
> <DIV>"Aaron Allen" =3D
><<A=3D3D20
> =3D20
> =3D3D
>href=3D3D3D"<A=3D20
> =3D
=

>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudema=
ilt=3D

>o:know-spam@not_here.dude">know-spam@not_here.dude>>=3D20
> =3D3D
>wrote in=3D3D20
> message <A =3D
>=3D3D
>href=3D3D3D"<A=3D20
> =3D
=

>href=3D3D'news:45549ea7@linux">news:45549ea7@linux...</DIV>'>news:455=
49e=3D

>a7@linux">news:45549ea7@linux...</DIV>
>&nbs=3D
>p;=3D20

> <DIV>What protocol/type of =
=3D

>interface=3D20
> are =3D3D
>you using for=3D3D20
> your=3D20
> networking?</DIV>
> <DIV><FONT =3D
>
> face=3D3D3DArial =3D
>size=3D3D3D2>AA
</DIV>
> =3D20
> <BLOCKQUOTE dir=3D3D3Dltr=3D3D20
> =3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20

> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: =
#000000 =3D
>2px solid;=3D20
> MARGIN-RIGHT: 0px">
> <DIV>"Tom =3D
>Bruhl"=3D20

Subject: Re: I hate Belkin
Posted by [Dedric Terry](#) on Wed, 18 Oct 2006 14:44:55 GMT
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42b13\$1@linux...</DIV>
=3D
>> =3D20
> <DIV>Hey=3D20
> guys,</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I am no match for DJ when it =3D
>comes
=3D3D
>to=3D20
> this but=3D3D20
> I am pursuing a controllable =3D
>version of=3D20
> a monster =3D
>=3D3D
>setup.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I have a master plan that is as =3D3D
>simple =
as I=3D20
> can=3D3D20
> figure to pump Paris full=3D20
> of=3D20
> =3D3D
>real-time=3D3D20
> processing juice.=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Here it=3D20
> is.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>Comp #1: Paris is =3D
>running=3D20
> =3D3D
>very well on a=3D3D20
> XP P4 3.0 and =3D
>all the=3D20
> goodies. 2 active</DIV>
> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
> =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
>=3D3D20
> ADAT=3D20
> cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
stocked=3D20
> =3D3D
>for=3D3D20
> good=3D20

> measure.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=

Subject: Re: I hate Belkin

Posted by [Jamie K](#) on Wed, 18 Oct 2006 15:06:50 GMT

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=3D20

> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>My application is for =

=3D

>heavy use=3D20
> of
=3D3D
>Kontakt,=3D3D20
> multiple =3D
>softsynths and=3D20
> surely Creamware <FONT=3D20
> face=3D3D3DArial=3D3D20
> size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Music styles ranging from rock, =

=3D

>=3D3D
>heavy=3D20
> synth,=3D3D20
> orchestral and sometimes=3D20
> in =3D
>=3D3D
>between=3D20
> all=3D3D20
> of=3D20
> those.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>My goal is to have =3D
>solid/stable=3D20
> =3D3D
>performance by=3D3D20
> not abusing =3D
>any one=3D20
> computer in the =3D
>network.</DIV>
> =3D20
> <DIV>Also to maintain an =

=3D

>almost=3D20
> =3D3D
>unlimited amount of=3D3D20
> close to =3D
>real-time=3D20
> processing power <FONT=3D20
> face=3D3D3DArial=3D3D20
> =3D20

> =3D
>size=3D3D3D2>throughout.</DIV>
> &nb=3D
>sp;=3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I am looking into Windows Remote =
=3D3D
>Desktop=3D20
> to=3D3D20
> help with monitor/keyboard=3D20
> assignments.</DIV>
> =3D20
> <DIV>I expect to have 4 =3D
>monitors and=3D20
> two
=3D3D
>
> keyboard/mice combos with =3D
>one KVM=3D20
> between comp 1 &=3D20
> =3D3D
>2.</DIV>
> =3D20
> <DIV>I'm about 2 monitors, =
=3D
>a Matrox=3D20
> =3D3D
>Triple Head 2 Go=3D3D20
> and Kontakt =3D
>away before=3D20
> I'm all the way =3D
>there.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Anyone see anything blatantly =
wrong
=3D3D
>with=3D20
> my=3D3D20
> design? I'm still Scoping it=3D20
> out!</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Thanks for your=3D20
> =3D3D
>input,</DIV>
> =3D20
> <DIV>Tom=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT=3D20
> size=3D3D3D2>

I choose Polesoft Lockspam to fight=

Subject: Re: I hate Belkin
Posted by [animix](#) on Wed, 18 Oct 2006 16:46:33 GMT
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/stable performance =

by not=20
abusing any =3D
>one =3D3D
> >computer in the =
network.
> > > > > Also to maintain an =
almost=20
unlimited amount of close to =
real-time
=3D
>=3D3D
> =20
>processing power throughout.
> >
> =20
> > > I am looking into Windows Remote Desktop to =
help=20
with =3D3D
> >monitor/keyboard =
assignments.
> =20
> > > I expect to have 4 monitors and two =
keyboard/mice=20
combos with one
=3D
>=3D3D
> >KVM between =
comp 1 &=20
2.
> > > > I'm about 2 monitors, a =
Matrox=20
Triple Head 2 Go and Kontakt =
away
=3D
>=3D3D
> >before=20
I'm all the way there.
> >
> =20
> > > Anyone see anything blatantly wrong with my =
design? I'm still =3D
>=3D3D
> >Scoping =
it=20
out!
> > > > Thanks for your=20
input,
> > > > =
Tom=3D3D20
> =20
>
> >
> >
> =20
>
> > > > I choose Polesoft =
Lockspam to=20
fight spam, and you?
> > > > <A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html =20
=3D20
> >
> ><!DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0 Transitional//EN">
> =20
><HTML><HEAD>
> ><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
> charset=3D3D3Diso-8859-1">
> ><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
><STYLE></STYLE>
> =20
></HEAD>
> ><BODY=20
bgColor=3D3D3D#ffffff>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>Aaron,=20

</DIV>
 & </DIV>=20
face=3D3D3DArial size=3D3D3D2&That's the last step I'll be=20
=3D3D
& & & taking. =3D3D20
& & & and I =
was

Subject: Re: I hate Belkin
Posted by [Dubya Mark Wilson](#) on Wed, 18 Oct 2006 20:15:23 GMT
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```

r</A=
>=3D<BR>&gt;.html&lt;/A&gt;=20
    =3D20<BR>&gt;&nbsp; &lt;BR&gt;&gt;&lt;BR&gt;&gt;&lt; !DOCTYPE HTML =
PUBLIC=20
    "-//W3C//DTD HTML 4.0=3D20<BR>&gt;&nbsp;=20
    =
Transitional//EN" &gt;&lt;BR&gt;&gt;&lt;HTML&gt;&l t;HEAD&gt;&lt;BR&gt;&gt;=
&lt;META=3D20<BR>&gt;&nbsp;=20
    http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20<BR>&gt;&nbsp;=20
    =
=3D3D&lt;BR&gt;&gt; charset=3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&lt;META=20
    =3D<BR>&gt; content=3D3D3D"MSHTML=3D20<BR>&gt;&nbsp;=20
    6.00.2800.1400"=3D20<BR>&gt;&nbsp;=20
    =
=3D<BR> &gt; name=3D3D3DGENERATOR&gt;&lt;BR&gt;&g t;&lt;STYLE&gt;&lt;/STYLE&=
&gt;&lt;BR&gt;&gt;&lt;/HEA=3D<BR> &gt; D&gt;&lt;BR&gt;&gt;&lt;BODY=3D20 <BR>&=
&gt;&nbsp;=20
    bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& l t;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt; Aaron,=20
    =
=3D<BR> &gt;&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& amp;gt;&gt;&lt;DIV&gt;&lt;FONT=3D2=
0<BR>&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt; That's the last step I'll be=20
    =3D<BR>&gt;=3D3D&lt;BR&gt;&gt; taking.=3D20 <BR>&gt;&nbsp; =
=3D3D20&lt;BR&gt;&gt; and=20
    I was hoping you networkers might help=3D20<BR>&gt;&nbsp;=20
    me&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; &gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt; with that. I =
was thinking=20
    the =3D3D&lt;BR&gt;&gt; onboard LAN=3D20<BR>&gt;&nbsp; =
in=3D3D20&lt;BR&gt;&gt; the=20
    AS

```

Subject: Re: I hate Belkin
Posted by [Jamie K](#) on Wed, 18 Oct 2006 20:35:56 GMT

