
Subject: Another 64 bit question

Posted by [DJ](#) on Sat, 08 Sep 2007 19:48:25 GMT

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ONT
</DIV>
</DIV>=20

face=3D3DArial size=3D3D2
</DIV>all 5 cards in it.
Now it chokes =

=3D
</DIV>as=20

soon as I=3D20
</DIV>attach=20

a
</DIV>
</DIV>face=3D3DArial=20

size=3D3D2
</DIV>scsi cable to any of my three new=20

=

=3D
</DIV>working=3D20
</DIV>mecs.
</DIV>
</DIV>=

DIV
</DIV>=20

face=3D3DArial size=3D3D2
</DIV>It didn't a couple of days=20

=3D
</DIV>ago.
</DIV>
</DIV>=

face=3D3DArial=20

size=3D3D2
</DIV>
</DIV>=

face=3D3DArial=20

size=3D3D2
</DIV>I'm digging deeper into the way the =3D
</DIV>cards=20

are=3D20
</DIV>seated =

now.
</DIV>
</DIV>=20

face=3D3DArial size=3D3D2
</DIV>I will check the Magma with one card =

=3D
</DIV>and=20

one=3D20
</DIV>interface at a=20

</DIV>
&

Subject: Re: Another 64 bit question

Posted by [rick](#) on Sat, 08 Sep 2007 20:28:56 GMT

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XP=20

with no EDS cards in, then
=3D
</DIV>one,=3D20
</DIV>
then =

two,=20

etc.,
</DIV>until you can find the problem.
If it is the=20

=3D
</DIV>bridge=3D20
</DIV>
chips in the Magma,
</DIV>I =

believe=20

Windows would fail even if no cards =3D
</DIV>were =

in=3D20
</DIV>
=20

it.
You may want to
</DIV>test it with another PCI card in it =

just=20

=3D
</DIV>in case=3D20
</DIV>
I'm wrong about that.
=20

It
</DIV>sounds to me like a bad card that is =

=3D
</DIV>
</DIV>=20

throwing the PARIS driver for a shit
</DIV>when it tries to =

initialize=20

=3D
</DIV>any 442s=3D20
</DIV>
that are attached (that happens =

Subject: Re: Another 64 bit question
Posted by [LaMon](#) on Sat, 08 Sep 2007 21:04:47 GMT
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Subject: Re: Another 64 bit question

Posted by [excelav](#) on Sat, 08 Sep 2007 21:27:07 GMT

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p;gt;>Tom
> ;
> "Tom Bruhl"=20
<<A=3D20
> href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
o@comcast.net">arpeggio@comcast.net</A>=20
wrote =3D
>in message=3D20
> =20
=3D3D
>news:470d9f41\$1@linux...
> I =
can't believe=20
this =3D
>one but .=3D20
> .=20
.=3D3D20
>
> I've had 5 cards in a 13 =
slot Magma=20
for =3D
>
> years. Now it =
won't
> =20
start up and keep =3D
>running. This=3D20
> =
began tonight=20
as
> I tried adding Mec #2 to a 1 Mec =
=3D
>setup.=20
=3D20
> The Magma
> would power on for a =
split=20
second then =3D
>stop. I'm=3D20
> =20
thinking
> power supply. It might still work =
with=20
=3D
>all 5=3D20
> cards and 1 =
Mec
> if I baby=20
it.
>
> Once =
=3D
>it's=3D20
> off=20
I hav

Subject: Re: Another 64 bit question

Posted by [DJ](#) on Sat, 08 Sep 2007 22:25:06 GMT

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e to unplug, wait, replug and start again.
> =20
=3D
>Maybe it=3D20
> will start up with one Mec =
then. I=20
thought there =3D
>was=3D3D20
> =
a=3D20
> auto=20
shut off mechanism built in to the Magma. I didn't =
see=3D20
> =20
=3D3D
>anything
&am p;gt; about that in=20
the=3D20
> manual.
>
> ? ?=20
?
>
> Why=3D20
> =20
Me???
>
> I choose =

Polesoft=20
 Lockspam to =3D
>fight spam,=3D20
> and =
 you?
> =20
 <A=3D20
> =3D
>href=3D3D"<A=20
 =
 href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 '>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
 >=3D
>.html =20
 =3D20
>
>
>< !DOCTYPE HTML =
 PUBLIC=20
 "-//W3C//DTD HTML 4.0=3D20
> =20
 =
 Transitional//EN" >
><HTML><t;HEAD>
>=
 <META=3D20
> =20
 http-equiv=3D3D3DContent-Type =
 content=3D3D3D"text/html;=3D20
> =20
 =3D3D
> charset=3D3D3Diso-8859-1">
><META =
 =3D
>content=3D3D3D"MSHTML=3D20
> =
 6.00.2800.1400"=3D20
> =20
 =
 =3D
 >name=3D3D3DGENERATOR>
&g t;<STYLE></STYLE&=
 gt;
></HEA=3D
 >D>
><BODY=3D20
&=
 gt; =20
 bgColor=3D3D3D#ffffff>
><DIV><FONT =
 fac

Subject: Re: Another 64 bit question
 Posted by [LaMontt](#) on Sat, 08 Sep 2007 22:37:31 GMT
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<FONT=3D20
> =20
 face=3D3D3DArial size=3D3D3D2>New problem. Just installed a new=20
 =3D
>=3D3D
>Antec=3D20
> =
 550=3D3D20
> watt=20
 =
 =3D
 >supply.</DIV>& ;lt;BR>><DIV><F=
 ONT=3D20
> =20
 face=3D3D3DArial size=3D3D3D2>Powers up nicely in the Magma. It=20
 =3D
>=3D3D
>will=3D20
> =
 run=3D3D20
>with 5=20
 EDS=3D20
> =20
 cards</DIV><BR& ;gt;><DIV><FONT=20
 =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>then =
 shut off just=20
 before XP boots =

=3D
 >and
=3D3D
> screws=3D20
> =20
the=3D3D20
>whole shootin'=3D20
> =20
match.</DIV><BR&am p;gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2></I'll =
double check=20
seating of the cards
=3D3D
>but =
=3D
>
> =20
what=3D3D20
>else would have made=3D20
> =20
even</DIV><BR& gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><the new =
supply to=20
croak? Fans are=20
=
=3D
 >=3D3D
>cooling=3D3D20
>well=3D20
>g=
t; =20
too.</DIV><BR& gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2>=20
</DIV>
></DIV&am p;gt;<FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><I'm =
thinking I have a=20
broken EDS then =3D3D
>?=20
=3D
>Maybe=3D3D20
>3=3D20
> . . . ? The=20
Magma?</FON

Subject: Re: Another 64 bit question

Posted by [laMont \[1\]](#) on Sat, 08 Sep 2007 22:46:24 GMT

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T></DIV><BR&am p;gt;></DIV><FONT=20
=3D
>
> face=3D3D3DArial size=3D3D3D2><Damn. Are =
there Magma=20
=3D3D
>drivers? =3D
>lf=3D20
> =20
so=3D3D20
>I'd need older ones. The=3D20
> =20
Magma</DIV><BR& ;gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><tech =
was almost=20
laughing at how old =3D3D
>mine is.=3D20
> =20
=3D3D20
>It has a slot on the far=3D20
> =20
left</DIV><BR& gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><for the =
Magma card. The=20
newer =3D3D
>one's =3D
>slot=3D3D20
>#s=20
go=3D20
> 1-13 rt to left as you face =
the=3D20
> =20
front.</DIV><BR&am p;gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><I think =

mine's the=20
opposite judging by
=3D3D

my=3D20

=20
master=3D3D20

card=3D20

=20
placement.
/FONT

B R

DIV

FONT=20
=3D

face=3D3D3DArial=3D20

=20
size=3D3D3D2

/FONT

=20

/DIV

BR

DIV

p

FONT=20
=3D

face=3D3D3DArial=3D20

=20
size=3D3D3D2
Everything is broken=20
it=3D20

=20
=
=3D3D

seems.
/FONT

a mp

/DIV

BR

DIV

g

FONT=3D20

=20
face=3D3D3DArial=3D20

=20
=
size=3D3D3D2
Tom
/FONT

/DIV

p

BR

DIV

=
FONT=3D20

=20
face=3D3D3DArial size=3D3D3D2

/FONT

=20
=3D

/DIV

BR

BLOCKQUOTE=3D20

=20

dir=3D3D3Dltr=3D3D20

style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT:=20
=3D

5px;=3D20

=20 MARGIN-LEFT: 5px; =
=3D3D

BORDER-LEFT:=20
#000000 2px solid; =3D

MARGIN-RIGHT:=3D20

=20
0px"

BR

=20
DIV

"Tom Bruhl"=20
=3D

A=3D3D20

BR

=3D20

=20
href=3D3D3D"
A=3D20

=20
=
=3D

href=3D3D'mailto:arpeggio@comcast.net"

Subject: Re: Another 64 bit question
Posted by [Jamie K](#) on Sat, 08 Sep 2007 23:16:12 GMT
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t;BR

in message=3D3D20

=20
A=20
href=3D3D3D"
A=3D20

=20
=
=3D

href=3D3D'news:470d9f41\$1@linux"
news:470d9f41\$1@linux
=
A

...
/DIV

news:47=3D

0d9f41\$1@linux"
news:470d9f41\$1=
@linux
A

...
/DIV

A

p

BR

=3D

=20
=3D20

=20
DIV

FONT face=3D3D3DArial =
size=3D3D3D2
I can't=20
believe this =3D

one but . =3D20

=20
=3D3D

/FONT

/DIV

BR

=20
=3D

DIV

FONT=3D20

=20
face=3D3D3DArial=20
size=3D3D3D2

/FONT

DIV

BR

=

=3D20
> =20
</DIV>I've had 5 cards =
in a=20
=3D
>13 slot=3D20
> Magma=20
=3D3D
>for=3D3D20
& amp;gt; years. Now =
it=3D20
> =20
won't</DIV><BR& amp ;gt;> </DIV></FONT =

=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>start =
up and keep=20
running. This =3D
 >=3D3D
>began=3D3D20<B R>> =

=3D20
> tonight =
as</DIV>
 ;> =20
</DIV></FONT=3D20
> face=3D3D3DArial =
size=3D3D3D2>I tried=20
adding Mec #2 to a 1 Mec =
=3D
>=3D3D
>setup.=3D20
> =20
The=3D3D20
> =
Magma</DIV><BR& amp ;gt;>=20
=3D20
> </DIV></FONT face=3D3D3DArial =
size=3D3D3D2>would power=20
on for a =3D
>split second=3D20
> =20
=3D3D
>then=3D3D20
 > stop. =
I'm=3D20
> =20
thinking</DIV><BR& amp ;gt;> =20
</DIV></FONT=3D20
> face=3D3D3DArial =
size=3D3D3D2>power=20
supply. It might still =3D
>=3D3D
>work =
with=3D20
> =20
all=3D3D20
> 5 cards and 1=20
=3D
 >Mec</DIV>< BR>> =
=3D20
> =20
</DIV>if I =
baby=3D20
> =20
it.</DIV><BR&g t;> </DIV></FONT=20
=3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2>=20
</DIV>
> =
=3D
></DIV></FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>Once it's off I have to =
unplug,=3D20
> =20

Subject: Re: Another 64 bit question

Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 00:11:39 GMT

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> >
> >I'm thinking I have a broken EDS then ? Maybe 3 . . . ? The =
Magma?
> >Damn. Are there Magma drivers? If so I'd need older ones. =
The Magma
> >tech was almost laughing at how old mine is. It has a slot on =
the
> far =3D
> >left
> >for the Magma card. The newer one's slot #s go 1-13 rt to =
left as
> you =3D
> >face the front.
> >I think mine's the opposite judging by my master card =
placement.
> >
> >Everything is broken it seems.
> >Tom
> >
> > "Tom Bruhl" <arpegio@comcast.net =
<mailto:arpegio@comcast.net>>
> wrote in message =3D
> >news:470d9f41\$1@linux...
> > I can't believe this one but . . .=3D20
> >
> > I've had 5 cards in a 13 slot Magm

Subject: Re: Another 64 bit question
Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 00:17:09 GMT
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a for years. Now it won't
> > start up and keep running. This began tonight as
> > I tried adding Mec #2 to a 1 Mec setup. The Magma
> > would power on for a split second then stop. I'm thinking
> > po

Subject: Re: Another 64 bit question
Posted by [Chris Ludwig](#) on Sun, 09 Sep 2007 01:05:05 GMT
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D#fffff>
> ><DIV>Most Excellent Fix It =3D
> >Guys,</DIV>
> ><DIV>New problem. Just =

installed a new =3D

- > >Antec 550=3D20
- > >watt supply.</DIV>
- > ><DIV>Powers up nicely in the =

Magma. It =3D

- > >will run=3D20
- > >with 5 EDS cards</DIV>
- > ><DIV>then shut off just before =

XP

- > boots and
- > =3D
- > >screws the=3D20
- > >whole shootin' match.</DIV>
- > ><DIV>I'll double check seating =

of the

- > cards
- > =3D
- > >but what=3D20
- > >else would have made even</DIV>
- > ><DIV>the new supply to croak? =

Fans are =3D

- > >cooling=3D20
- > >well too.</DIV>
- > ><DIV> </DIV>
- > ><DIV>I'm thinking I have a =

broken EDS

- > then =3D
- > >? Maybe=3D20
- > >3 . . . ? The Magma?</DIV>
- > ><DIV>Damn. Are there Magma =3D
- > >drivers? If so=3D20
- > >I'd need older ones. The Magma</DIV>
- > ><DIV>tech was almost laughing =

at how old =3D

- > >mine is. =3D20
- > >It has a slot on the far left</DIV>
- > ><DIV>for the Magma card. The =

newer =3D

- > >one's slot=3D20
- > >#s go 1-13 rt to left as you face the front.</DIV>
- > ><DIV>I think mine's the =

opposite

- > judging by
- > =3D
- > >my master=3D20
- > >card placement.</DIV>
- > ><DIV> </DIV>
- > ><DIV>Everything is broken it =

```

=3D
> >seems.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE dir=3D3Dltr=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Tom Bruhl" <<A=3D20
> > href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>
> <mailto:arpegio@comcast.net">arpegio@comcast.net</A>>> wrote =3D
> >in message=3D20
> > <A
> =
href=3D3D"news:470d9f41$1@linux">news:470d9f41$1@linux</A>...</DIV>
> <news:470d9f41$1@linux">news:470d9f41$1@linux</A>...</DIV>>
> > <DIV><FONT face=3D3DArial size=3D3D2>I can't believe this =
one but .
> .. =3D
> ></FONT></DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2>I've had 5 cards in a =
13 slot
> Magma =3D
> >for=3D20
> > years. Now it won't</FONT></DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2>start up and keep =
running. This =3D
> >began=3D20
> > tonight as</FONT></DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2>I tried adding Mec #2 =
to a 1 Mec =3D
> >setup. The=3D20
> > Magma</FONT></DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2>would power on for a =
split second =3D
> >then=3D20
> > stop. I'm thinking</FONT></DIV>
> > <DIV><FONT face=3D3DArial size=3D3D2>power supply. It might =
still =3D
>

```

Subject: Re: Another 64 bit question

Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 04:14:58 GMT

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> <div>about that =
in the=20
=3D
 >&n

Subject: Re: Another 64 bit question
Posted by [Chris Ludwig](#) on Sun, 09 Sep 2007 14:49:27 GMT
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[illegible]

Subject: Re: Another 64 bit question
Posted by [Martin Harrington](#) on Mon, 10 Sep 2007 00:42:30 GMT

r />

> > > I've had 5 cards in a 13 slot Magma for years. Now it =
won't

> > > start up and keep running. This began tonight as

> > > I tried adding Mec #2 to a 1 Mec setup. The Magma

> > > would power on for a split second then stop. I'm thinking

> > > power sup
