
Subject: X-over Eq is great !!

Posted by [Dimitrios](#) on Fri, 26 Oct 2007 20:53:31 GMT

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I suppose they sound OK for 2"

>speakers.....

>

>And I got to audition Creative's newest entry into the Bose sandbox --

>X-fi.

>

>Yes, it's advertised as a small module that installs inline with your

>mp3 player and gives you "better than studio-quality" sound by

>restoring what was lost during the squishing process.

>

>To me, I'm thinking it will sound like overhyped highs and lows, with

Subject: Re: X-over Eq is great !!

Posted by [Tom Bruhl](#) on Fri, 26 Oct 2007 21:55:50 GMT

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; >dvd/vcr combo player. And NONE of them have tv tuners anymore.

> >

> >You can get a tuner, if you're willing to pony up \$300 for a vcr/dvd

> >recorder combo.

> >

> >Swell. Guess I need to hit the pawn shop and look for a decent used

> >one.

> >

> >Second, I looked for a relatively simple cassette-based boombox for

> >my mother-in-law.

> >

> >Yeah, right. Unless you're looking for something with cd and an iPod

> >dock and multimedia flash card interfaces with a thousand buttons and

> >flashing lights and audio processors, good freakin' luck.

> >

> >I also listened to an assortment of compact iPod-based boomboxes.

> >

> >They all sound like ass. Well, I suppose they sound OK for 2"

> >speakers.....

> >

> >And I got to audition Creative's newest entry into the Bose sandbox --

> >X-fi.

> >

> >Yes, it's advertised as a small module that installs inline with your

> >mp3 player and gives you "better than studio-quality" sound by

> >restoring what was lost during the squishing process.

> >

> >To me, I'm thinking it will sound like overhyped highs and lows, with
> >a lot of splattered sizzle. Like most Bose stuff.
> >
> >To their credit, Creative didn't disappoint. Gawd, that sounded like
> >crap.
> >
> >And I saw a Sony desktop sound system based on a cd and mp3 player.
> >Included a sub module and two satellites. 1.5" satellites. Yes,
> >that's right. I've seen bigger speakers in headphones.
> >
> >WTF are we working so hard at developing our craft for?????? THIS
> >shit is what most kids today think is hi-fidelity audio. Hell, even I
> >can make a mix that sounds good for the crap they listen on.....
> >
> >Am I just getting old? Am I heading down the road to curmudgeonly
> >ways?
> >
> >Sheesh.
> >
> >pab
> PS: Oh yeah, all this shit is made in China....that's a whole nother
subject.....yikes !!
"tonehouse" <zmcleod@comcast.net> wrote in message news:47657af7@linux...
> I just bought an LG Electronics DVD/VCR recording combo for \$200...no
> tuner...the \$280 model has a tv tuner..... BUT they will all be useless
> without a Digital converter of some sort after next year when analog TV
goes
> Bye-Bye for good....where will all the "rabbit ears go?"
> "chuck duffy" <c@c.com> wrote in message news:47653442\$1@linux...
> >
> > Paul,
> >
> > That's wacky. I bought a DVD player/vcr combo @ sams/costco last year
for
> > 49 bucks and it has a tuner. Maybe they went for more cost savings and
> started
> > eliminating the tuner, but I don't know how they could get any cheaper.
> >
> > Chuck
> > Paul Braun <cygnus_nospam@ctgonline.org> wrote:
> > >Did some shopping today. Visted the local Fry's Electronics.
> > >
> > >First off, I'm looking for a vcr for my dad. His died, and he's in
> > >the middle of transferring a bunch of videotapes to dvd. Plus, he
> > >uses it as the OTA tuner for his tv. He doesn't have cable or
> > >satellite.
> > >
> > >Guess what? You can't buy a vcr anymore. All you can buy is a

> > >dvd/vcr combo player. And NONE of them have tv tuners anymore.
> > >
> > >You can get a tuner, if you're willing to pony up \$300 for a vcr/dvd
> > >recorder combo.
> > >
> > >Swell. Guess I need to hit the pawn shop and look for a decent used
> > >one.
> > >
> > >Second, I looked for a relatively simple cassette-based boombox for
> > >my mother-in-law.
> > >
> > >Yeah, right. Unless you're looking for something with cd and an iPod
> > >dock and multimedia flash card interfaces with a thousand buttons and
> > >flashing lights and audio processors, good freakin' luck.
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> > >Yes, it's advertised as a small module that installs inline with your
> > >mp3 player and gives you "better than studio-quality" sound by
> > >restoring what was lost during the squishing process.
> &g

Subject: Re: X-over Eq is great !!
Posted by [Rod Lincoln](#) on Sat, 27 Oct 2007 01:10:42 GMT
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154 digital inputs and 154 digital outputs laying
> around that you want to sell cheap? That would work for me.
>
> ;o)
>
>
> "Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message
> news:476615ac@linux...
>
>>You need a console.... ;-)
>>
>>David.
>>
>>DJ wrote:
>>

>>
>>>I need 24 inputs and 32 outputs.....well.....it's not like if I
>>>don't have that many, I will die, but it would make a couple of things
>>>here a bit simpler.
>>>
>>>;0)
>>>
>>>"Graham Duncan" <graham@grahamduncan.com> wrote in message
>>>news:4765fa3a\$1@linux...
>>>
>>>
>>>>Why not trade a Multiface for a Digiface?
>>>>
>>>>Graham
>>>>
>>>>DJ wrote:
>>>>
>>>>
>>>>>I need some more I/O. If I could add another Multiface (total of 4 x
>>>>>HDSP PCI interfaces on my master DAW), my life would be perfect and I'd
>>>>>never need to buy another piece of gear ever again.
>>>>>
>>>>>
>>>
>First of all, as I always say, if this is so easy then you _should_ start
producing this stuff. You'll make a pile of cash. Second, this is obviously
really shit software written by someone who knows jack about hip hop since
you can't even pick Bentley as the car.

My Xmas present to myself? Traktor Scratch. I'm probably going to take over
Saturday nights at a local lounge/bar where I'll be doing dub, dancehall,
reggae and just a teensy bit of hip hop. My first weekly music gig in nearly
ten years, but I have lots of practicing to do. At some point I hope to fold
a second laptop running Live for live dubbing/mixing, but I'm going to try
to start simple.

TCB

"DJ" <animix _ at _ animas _ dot _ net> wrote:
>
>
>That did it. Thanks Chris.

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:476607dc@linux...
> <http://www.publicware.dk/EN/FileRenamer/Index2.htm>
>

> Wayne Carson wrote:
>> Hi Chris,
>> I'm not doing any photo editing, just viewing and occasionally resizing.
>> I was hoping to create a .bat file to place in the directory and have it
>> add the extensions to all the files at once. I just don't know what to
>> write. For example the unlock.bat file for Paris has just 3 lines:
>>
>> attrib -r *.paf
>> attrib -r *.wav
>> attrib -r *.ovw
>>
>> This removes the read only from the paris demo files when copied off the
>> CD. I'd like to add the .jpg file extensions.
>>
>> Wayne
>>
>>
>>
>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
>> news:47658d03\$1@linux...
>>
>>> HI Wayne,
>>> What software are you using to edit the jpegs?
>>>
>>> Chris
>>>
>>>
>>>
>>> Wayne Carson wrote:
>>>
>>>> Hi gang,
>>>>
>>>> Is there a batch file that I can create (similar the the Paris
>>>> "unlock.bat" file) which I can edit via windows notepad that would add
>>>> file extensions to Mac files for PC use. I got 300 .jpg files from a
>>>> Mac user without the extensions and I want to add the ".jpg" to in a
>>>> batch. All files are in one folder.
>>>>
>>>> Thanks.
>>>>
>>>> Wayne
>>>>
>>> --
>>> Chris Ludwig
>>>
>>> ADK Pro Audio
>>> (859) 635-5762
>>> www.adkproaudio.com

>>> chrisl@adkproaudio.com
>>
>>
>>
>
> --
> Chris Ludwig
> ADK
> chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
> www.adkproaudio.com <http://www.adkproaudio.com/>
> (859) 635-5762Wayne,

Subject: Re: X-over Eq is great !!
Posted by [Neil](#) on Sat, 27 Oct 2007 01:40:28 GMT
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Just open a command window (Start => Run type 'cmd' then enter), navigate the folder (cd c:\folder\wherepicturesare and use 'rename.

rename *.* *.jpg

of if they have the wrong extension, .jpeg then

rename *.jpeg *.jpg

TCB

"Wayne Carson" <carson_wayne@msn.com> wrote:

>Hi gang,

>

>Is there a batch file that I can create (similar the the Paris "unlock.bat"

>file) which I can edit via windows notepad that would add file extensions to

>Mac files for PC use. I got 300 .jpg files from a Mac user without the

>extensions and I want to add the ".jpg" to in a batch. All files are in one

>folder.

>

>Thanks.

>

>Wayne

>

>The brain of DJ doesn't have the word streamline anywhere. I've seen inside.....this

is just his hair !

<http://tinyurl.com/yo9poq>

EK Sound <ask_me@nospam.net> wrote:

>There is no way you should need 154 I/O for anything... you need to do

>some serious streamlining I think!

>

>David.

>

>DJ wrote:

>> You got a DM2000 with 154 digital inputs and 154 digital outputs laying

>> around that you want to sell cheap? That would work for me.

>>

>> ;o)

>>

>>

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>>>You need a console.... ;-)

>>>

>>>David.

>>>

>>>DJ wrote:

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>>>>don't have that many, I will die, but it would make a couple of things

>>>>here a bit simpler.

>>>>

>>>>;o)

>>>>

>>>>"Graham Duncan" <graham@grahamduncan.com> wrote in message

>>>>news:4765fa3a\$1@linux...

>>>>

>>>>

>>>>>Why not trade a Multiface for a Digiface?

>>>>>

>>>>>Graham

>>>>>

>>>>>DJ wrote:

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>>>>>I need some more I/O. If I could add another Multiface (total of 4
X
>>>>>HDSP PCI interfaces on my master DAW), my life would be perfect and
I'd
>>>>>never need to buy another piece of gear ever again.
>>>>>
>>>>>
>>>>
>>Don
Thanks for the correction -I could have sworn I saw some sort of "reader/generator"
thingy in the Mac version of Reaper.
When I run a smpte signal from Paris, Paris is the master. I load up Brian's
smpte track in track 16 in Paris, route the track to external, make some
patches in the bay, route the output to the sync input on my Unitor and Bob's
your uncle.
MR

"Don Nafe" <dnafe@magma.ca> wrote:
>Hey Mike, out of curiosity is Paris the master or slave?
>
>Also reaper will not sync to an external source, unless they've just
>implimented this feature
>
>
>"Mike R" <emarenot@yahoo.com> wrote in message news:4763ec1c\$1@linux...
>>
>> Paul,
>> Chris can correct me on this, but I believe that Reaper has some sort
of
>> "on-board" smpte generator reader. If I'm right here, you could send
a
>> smpte
>> signal from the Reason Machine and route it to the reader track in Reaper.
>> (Of course, you'd have to use up an IN and OUT, which might not be doable
>> with your buddy's set up.) I've been using smpte to lock machines together
>> since I started using Paris (longtime'go) and its worked like a charm
each
>> time.
>> MR
>>
>> Chris Ludwig <chrisl@adkproaudio.com> wrote:
>>>Hi Paul,
>>>
>>>Were you using rewire between Cubase Le and Reason? That is normally how
>>
>>>you do it. You need to start Cubase first then Reason o it will flip out
>>

>>>on you because they are both in stand alone mode and trying to access
>>>the audio card at the same time. As far as I know Cubase Le has Rewire
>>
>>>support so it should be able to run reason.
>>>
>>>If reason is being run on a separate machine then you will need a midi
>>>cable from the out of the Cubase machine to the midi input of the
>>>Reasons machine. As far as Cubase is concerned you are just using a
>>>external keyboard sound module like a Korg Triton or something.
>>>So you will need at least 1 Midi I/O on both machines.
>>>
>>>If you are using the Firepod then you will only be able to hook up a
>>>analog connection between the machines.
>>>
>>>If the Emu card you have has coaxial SPDIF on it then you can go stereo
>>
>>>digital from the emu to the firepod.
>>>
>>>Also I would highly recommend you try out Reaper for this if you have
>>>slower machines. Reaper is way more efficient on older machines and does
>>
>>>not have any of the limitations of Cubase LE. You will probably be able
>>
>>>to use Reaper and Reason together on the on machine.
>>>
>>>
>>>Chris
>>>
>>>
>>>Paul Braun wrote:
>>>> I'm helping a couple of friends with the computer setup in their small
>> studio,
>>>> and I could use some advice. I set up their first pc, but they've
>>>> decided
>>>> that running both apps on the same box has been causing some slowdowns.
>>
>>>> So, we're splitting it across two pc's, and here's where I need sync
>> advice.
>>>>
>>>> PC #1 - 2.4GHz Dell, XPsp2, running Reason with a usb-based controller
>> keyboard.
>>>> It can have an Ensoniq audio/midi card if needed.
>>>>
>>>> PC #2 -- 2.0GHz Dell, XPsp2, Cubase LE, PreSonus Firepod into a TI
>>>> chipset-based
>>>> FW card.
>>>>
>>>> How do I get both machines to sync up and run together? And with the

>> apps
>>>> on two machines, I'm pretty sure they can no longer use something like
>> ReWire,
>>>> and will have to have either an analog or lightpipe connection between
>> the
>>>> Reason pc and the FirePod.
>>>>
>>>> Thanks!
>>>>
>>>> pab
>>>
>>>--
>>>Chris Ludwig
>>>
>>>ADK Pro Audio
>>>(859) 635-5762
>>>www.adkproaudio.com
>>>chrisl@adkproaudio.com
>>
>
>Looks kinda like load out at the end of the night with my band.
yuk.

AA

"John" <no@no.com> wrote in message news:4766f308\$1@linux...
>
> The brain of DJ doesn't have the word streamline anywhere. I've seen
> inside.....this
> is just his hair !
>
> <http://tinyurl.com/yo9poq>
>
>
> EK Sound <ask_me@nospam.net> wrote:
>>There is no way you should need 154 I/O for anything... you need to do
>>some serious streamlining I think!
>>
>>David.A mate of mine wants to make some drum triggers out of every day cymbals,
so any assistance or knowledge would be good.

In particular he is looking at some piezo mics for the triggers. We're wondering
what the capacitance spec should be and what relevance it has.

I've never paid attention to piezo stuff and don't see the relevance of the
capacitance figure, and what might be good or bad for a given application...

....but any advice on how to hook up a piezo as a drum trigger would be just

grand. :o) His drum brain seems to have most of the circuitry though, so I think we just need the piezo and lead and we're right... hopefully. :o)

Cheers,

Kim.A cymbal would be a terrible trigger, as they will resonate a lot and trigger wildly after being struck the initial hit. You need something much less acoustic in quality. You'll have the same problem, to a lesser degree, using a normal drum.

What kind of drum brain?

AA

"Kim" <hiddensounds@hotmail.com> wrote in message news:4767573f\$1@linux...

>

>

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>

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> Cheers,

> Kim.I loaded up the UAD 4.9 software demo, not expecting much, because of the render problems and the bounce to disk crackle problems (though I never traced it 100% to the UAD software)I had with 4.7. Well....it worked. Render track to disk with native plugs works now with the UAD stuff, AND I did a bounce to disk mix with no crackles, on a project that previously had crackle problems. The transient designer kicks major booty.....so me thinks I'm shelling out the buckage to get it. I know this probably only affects me and you, Tom, but still...good news for UAD and Paris.

RodAaron,

The plan is to back the cymbal in rubber. That way you just get a kinda "tick" sound, but the drum stick bounces off it like you hit a cymbal, rather than, say rubber. ;o) ...which is what the factory pads are made of.

The dude just left and I don't recall the brain brand. Not a "major" brand.
Picked up 2nd hand for about \$700. I'll find out tomorrow if you like.

Cheers,
Kim.

"Aaron Allen" <know-spam@not_here.dude> wrote:

>A cymbal would be a terrible trigger, as they will resonate a lot and
>trigger wildly after being struck the initial hit. You need something much

>less acoustic in quality. You'll have the same problem, to a lesser degree,

>using a normal drum.

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>> grand. :o) His drum brain seems to have most of the circuitry though,
so

>> I think we just need the piezo and lead and we're right... hopefully.

:o)

>>

>> Cheers,

>> Kim.

>

>Kim, I did a TON of tests with this back in the day. (circa 1990) and depending on the piezo and the brain your hooking it up to, you may or may not need to do anything. Basically, as a rule of thumb, I'd say set your drum brain trigger sensitivity to 50%, of whatever half way up is. If the triggers work great...and I mean great...no false triggers, rolls are tracked cleanly, volume is linear, or at least pleasingly believable, then your done. If not, try soldering different value resistors between the hot and ground (I did it in the 1/4" plug so the vibration of the stick hitting the trigger wouldn't cause it to come loose) Until you achieve the above results. Then tweak the drum brain sensitivity controls slightly to taste.

What Aaron said is totally right, If the cymbals are used in the classic sense. I suppose if your taping a bunch of foam underneath them, they would work. I found the old tunable Remo practice pads made great triggers if you glued/caluked the piezo to a piece of plastic and stuck it right between the head and the foam. I used cassette cases for the plastic. Just 1 half of it cut with scissors so it's just a flat piece of plastic about 2" by 4".Calk the trigger on it (or hot glue) and your done (except for the resistors)

Rod

"Kim" <hiddensounds@hotmail.com> wrote:

>

>

>A mate of mine wants to make some drum triggers out of every day cymbals,
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>

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>grand. :o) His drum brain seems to have most of the circuitry though, so

>I think we just need the piezo and lead and we're right... hopefully. :o)

>

>Cheers,

>Kim.I guess we're up at the same time. The rubber should work. (hmmm...I think
I've used that line on a girl before ;-)

Mr. Snortyhorse

"Kim" <hiddensounds@hotmail.com> wrote:

>

>

>Aaron,

>

>The plan is to back the cymbal in rubber. That way you just get a kinda
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>
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>so
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>:o)
>>>
>>> Cheers,

>>> Kim.

>>

>>

>This is a multi-part message in MIME format.

-----=_NextPart_000_0011_01C84115.062B7890

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

I'm right behind you Rod. Just got 4.9 loaded when the weekend gigs took over. I will try the demo tomorrow as I mix. I am psyched that = the stereo

render is working again even though I haven't made it work yet.

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message = news:47675daa\$1@linux...

I loaded up the UAD 4.9 software demo, not expecting much, because of = the

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The transient designer kicks major booty.....so me thinks I'm shelling = out

the buckage to get it. I know this probably only affects me and you, = Tom,

but still...good news for UAD and Paris.

Rod

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0011_01C84115.062B7890

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

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<STYLE></STYLE>
</HEAD>
<BODY bgColor=#ffffff>
<DIV><FONT face=Arial size=2>I'm right behind you Rod.&nbsp; Just =
got 4.9 loaded=20
when the weekend gigs</FONT></DIV>
<DIV><FONT face=Arial size=2>took over.&nbsp; I will try the demo =
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<DIV><FONT face=Arial size=2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message <A=20
  href=3D"news:47675daa$1@linux">news:47675daa$1@linux</A>...</DIV><BR>I =
loaded up=20
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and=20
you?<BR><A=20
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..html</A>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY></HTML>

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-----=_NextPart_000_0011_01C84115.062B7890--I haven't converted cymbals but that approach of deadening the cymbal with rubber should work OK.

Like Rod I created some trigger pads from Remo practice pads. I wired the piezos straight out to 1/4" plugs and they work fine with both an Alesis D4 and a DDrum 4 brain.

I cut a circle of a hard laminate material (forget the name), wood-like but more dense and only about 1/4" thick. I glued the piezo to the back of this resonating material. Between the resonating circle and the drum head I put a circle cut from a mouse pad. This gave the pad a better stick response. I cut the original foam down to make room for the resonating circle and mouse pad circle, what's left of the original foam is behind the piezo, so it's well protected. These homebrew pads still work great, I still sometimes use some of them for extra triggers on my DDrum kit.

Cheers,
-Jamie
www.JamieKrutz.com

Rod Lincoln wrote:

> I guess we're up at the same time. The rubber should work. (hmmm...I think
> I've used that line on a girl before ;-)

> Mr. Snortyhorse

> "Kim" <hiddensounds@hotmail.com> wrote:
>>

>> Aaron,
>>

>> The plan is to back the cymbal in rubber. That way you just get a kinda
> "tick"

>> sound, but the drum stick bounces off it like you hit a cymbal, rather than,
>> say rubber. ;o) ...which is what the factory pads are made of.
>>

>> The dude just left and I don't recall the brain brand. Not a "major" brand.
>> Picked up 2nd hand for about \$700. I'll find out tomorrow if you like.
>>

>> Cheers,
>> Kim.
>>

>>
>>

>> "Aaron Allen" <know-spam@not_here.dude> wrote:

>>> A cymbal would be a terrible trigger, as they will resonate a lot and
>>> trigger wildly after being struck the initial hit. You need something much
>>> less acoustic in quality. You'll have the same problem, to a lesser degree,
>>> using a normal drum.

>>>

>>> What kind of drum brain?

>>>
>>> AA
>>>
>>> "Kim" <hiddensounds@hotmail.com> wrote in message news:4767573f\$1@linux...
>>>>
>>>> A mate of mine wants to make some drum triggers out of every day cymbals,
>>>> so any assistance or knowledge would be good.
>>>>
>>>> In particular he is looking at some piezo mics for the triggers. We're
>>>> wondering
>>>> what the capacitance spec should be and what relevance it has.
>>>>
>>>> I've never paid attention to piezo stuff and don't see the relevance
> of
>>>> the
>>>> capacitance figure, and what might be good or bad for a given
>>>> application...
>>>>
>>>> ...but any advice on how to hook up a piezo as a drum trigger would be
>>>> just
>>>> grand. :o) His drum brain seems to have most of the circuitry though,
>> so
>>>> I think we just need the piezo and lead and we're right... hopefully.
>> :o)
>>>> Cheers,
>>>> Kim.
>>>
>If anyone would like to get Native Instrument's newest synth plugin,
"MASSIVE," at a discounted price, check the for-sale list.

Cheers,
-Jamie
www.JamieKrutz.comI don't know what all has changed, but screen updating is more responsive.

Cheers,
-Jamie
www.JamieKrutz.comhopefully it will become useable for me as i had to go back to 7.2.
my biggest complaint was/is that my channel levels would change every
time i hit play from start...very frustrating.

On Tue, 18 Dec 2007 01:30:38 -0700, Jamie K <Meta@Dimensional.com>
wrote:

>
>I don't know what all has changed, but screen updating is more responsive.
>
>Cheers,
> -Jamie

> www.JamieKrutz.comafter visiting the logic discussions site
http://discussions.apple.com/thread.jspa?threadID=1296436&am p;tstart=0
i think i'll pass...oh well...what's a little longer wait for
something that hopefully works.

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>>

>OK...the stereo render works too.

Word to the wise...if you decide to test this, and just "happen" to pull in a couple of tracks to test it on, they're, oh say, a couple of Overhead tracks that you happen to be using in a mix that your working on for a client. Don't forget to render some new tracks first, or you'll be screwing up the originals. Even if you KNOW this.....if you're multitasking (ebay for example) and it's morning, and you don't have enough coffee in your system, you still may forget.

NOT THAT I WOULD MAKE THIS ROOKIE MISTAKE

Jeeeee CRAP!

lucky for me I have really good back up habits. I was able to pull the files from my back up drive. No big deal. A couple minutes of "I really hope I backed all that up" though

Rod

"Rod Lincoln" <rlincoln@nspam.kc.rr.com> wrote:

>

>Actually, it was the normal render that wasn't working,(which is now) as well

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Subject: Re: X-over Eq is great !!
Posted by [DJ](#) on Sat, 27 Oct 2007 06:48:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: X-over Eq is great !!

Posted by [Tom Bruhl](#) on Sat, 27 Oct 2007 07:39:29 GMT

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Subject: Re: X-over Eq is great !!

Posted by [mike audet\[1\]](#) on Sat, 27 Oct 2007 10:14:14 GMT

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Z

Subject: Re: X-over Eq is great !!

Posted by [Johnny Blaze](#) on Sun, 28 Oct 2007 05:51:58 GMT

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