Subject: Controlling kick drum dynamics?
Posted by John [1] on Sat, 08 Sep 2007 12:31:16 GMT
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;then shut off just before XP =
=3D
>boots=20
and
> =3D3D
> >screws =
the=3D3D20
> =20
>whole shootin' match.</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'll double =
che

Subject: Re: Controlling kick drum dynamics?
Posted by John [1] on Sat, 08 Sep 2007 12:33:48 GMT
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ck seating=20
of the
=3D
>cards
> =3D3D
> &a

Subject: Re: Controlling kick drum dynamics?
Posted by Mikep[2] on Sat, 08 Sep 2007 14:04:44 GMT
View Forum Message <> Reply to Message

;> =20
>3 . . . ? The Magma?</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>Damn. Are =
there Magma=20
=3D3D
> >drivers? If so=3D3D20
> >I'd =
need older=20
ones. The Magma</FONT></DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>tech was almost laughing at =
how
=3D
>old=20
=3D3D
> >mine is. =3D3D20
> >It has a =
slot on the=20
far left</FONT></DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>for the Magma card. The newer=20
=3D
>=3D3D
> >one's slot=3D3D20
> =
>#s go 1-13 rt=20
to left as you face

Subject: Re: Controlling kick drum dynamics?

Posted by DJ on Sat, 08 Sep 2007 18:56:21 GMT
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ot;-//W3C//DTD HTML 4.0=20
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html;=20
=3D
>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial =
size=3D3D2>Hi=20
Mike,</FONT></DIV>
><DIV><FONT =
face=3D3DArial=20
size=3D3D2>I think Windows will boot fine, at =3D
>least it =
used=20
=
to=3D20
>with</F

Subject: Re: Controlling kick drum dynamics?
Posted by rick on Sat, 08 Sep 2007 20:26:20 GMT
View Forum Message <> Reply to Message

0'>news:470f58fa$1@linux">news:470f58fa$1@linux</A>...</DIV&=
gt;
Hi=3D20</A>
> =20
Tom,

I have the same old Magma, and it doesn't =
require=20
any=3D20
> drivers.

I'd try booting =
Windows

Subject: Re: Controlling kick drum dynamics?
Posted by LaMon on Sun, 09 Sep 2007 02:12:33 GMT
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amp;lt;FONT face=3D3DArial size=3D3D2>the new supply to =
croak? Fans=20
are =3D
 >   =2 0
>cooling=3D20
>   >well=20
too.</FONT></DIV>
 >   =2 0
><DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
>   =
><DIV><FONT=20
face=3D3DArial size=3D3D2>I'm thinking I have a broken=20
EDS
>   then=20

=3D
>   >?=20
Maybe=3D20
>   >3 . . . ? The=20
Magma?</FONT></DIV>
 >   =2 0
><DIV><FONT face=3D3DArial size=3D3D2>Damn. Ar

Subject: Re: Controlling kick drum dynamics?
Posted by Sarah on Sun, 09 Sep 2007 09:32:07 GMT
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; that are attached (that happens on
start up).

Good=3D20
> luck!

Mike

"Tom Bruhl" <<A=3D20
> =
href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
> wrote:
>
>
>Most Excellent Fix It Guys,
>New=3D20
> problem. Just installed a new Antec 550 watt =3D
>supply.
>Powers up=3D20
> nicely in the Magma. It will run with 5 EDS cards
>then =3D
>shut off=3D20
> just before XP boots and screws the whole shootin' =
match.
>I'll =3D
>double=3D20
> check seating of the cards but what else would have made=3D20
> =3D3D
>even
>the new supply to croak? Fans are cooling =3D
>well=3D20
> too.
>
>I'm thinking I have a broken EDS then ? =3D
>Maybe 3 . .=3D20
> . ? The Magma?
>Damn. Are there Magma drivers? =3D
>If so=3D20
> I'd need older ones. The Magma
>tech was almost laughing =3D
>at how=3D20
> old mine is. It has

Subject: Re: Controlling kick drum dynamics?
Posted by Aaron Allen on Sun, 09 Sep 2007 14:58:12 GMT
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t;
> >Everything is =
broken it=20
seems.
> >Tom
> >
> =
> =20
"Tom Bruhl" <<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =
wrote in=20
message =3D3D
> =
>news:470d9f41$1@linux...
> =20

> I can't believe this one but . . .=3D3D20
> =20
>
> > I've had 5 cards in a 13 slot Magma =
for=20
years. Now it won't
> > start up and keep =

running. This began tonight as
> > I =
tried adding=20
Mec #2 to a 1 Mec setup. The Magma
> > =
would=20
power on for a split second then stop. I'm =
thinking
> =20
> power supply. It might still work with all 5 cards =
and 1=20
Mec
> > if I baby it.
> =
>
> =20
> Once it's off I have to unplug, wait, replug and start=20
again.
> > Maybe it will start up with one Mec=20
then. I thought there was=3D3D20
> > a =
auto shut=20
off mechanism built in to the Magma. I didn't see =
=3D3D
> =20
>anything
> > about that in the=20
manual.
> >
> > ? ? =
?
> =20
>
> > Why Me???
> =
>
> =20
>
> > I choose Polesoft Lockspam to fight =
spam, and=20
you?
> > <A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A> =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 =
face=3D3D3DArial=20
size=3D3D3D2>Most Excellent Fix It =3D3D
> =20
>Guys,</FONT></DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>New problem. Just installed a =

=3D
>new=20
=3D3D
> >Antec 550=3D3D20
> >watt=20
supply.</FONT></DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>Powers up nicely in the Magma. =
=3D
>It=20
=3D3D
> >will run=3D3D20
> >with 5 EDS =

cards</FONT></DIV>
> ><DIV><FONT =

face=3D3D3DArial size=3D3D3D2>then shut off just before XP =
=3D
>boots=20
and
> =3D3D
> >screws =
the=3D3D20
> =20
>whole shootin' match.</FONT></DIV&a

Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Sun, 09 Sep 2007 15:23:05 GMT
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mp;gt;
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'll double =
check=20
seating of the
=3D
>cards
> =3D3D
> =
>but=20
what=3D3D20
> >else would have made=20
even</FONT></DIV>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>the new supply to croak? Fans =
=3D
>are=20
=3D3D
> >cooling=3D3D20
> >well=20
too.</FONT></DIV>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2></FONT> =
</DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm =
thinking I have a=20
broken EDS
=3D
>then =3D3D
> >? =
Maybe=3D3D20
> =20
>3 . . . ? The Magma?</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>Damn. Are =
there Magma=20
=3D3D
> >drivers? If so=3D3D20
> >I'd =
need older=20
ones. The Magma</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>tech was =
almost=20
laughing at how
=3D
>old =3D3D
> >mine is.=20
=3D3D20
> >It has a slot on the far=20

left</FONT></DIV>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>for the Magma card. The newer=20
=3D
>=3D3D
> >one's slot=3D3D20
> =
>#s go 1-13=20
rt to left as you face the =
front.</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>I think =
mine's the=20
opposite =3D
>judging by
> =3D3D
> =
>my=20
master=3D3D20
> >card=20
placement.</FONT></DIV>
> =
><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2></FONT> =
</DIV>
> =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>Everything =
is broken it=20
=3D3D
> =
>seems.</FONT></DIV>
> =20
><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom</FONT></DIV&amp ;gt;
> =20
><DIV><FONT face=3D3D3DArial =
size=3D3D3D2></FONT>=20
</DIV>
> ><BLOCKQUOTE =
dir=3D3D3Dltr=3D3D20
> =20
>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=20
=3D
>=3D3D
> >BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px">
> > <DIV>"Tom Bruhl"=20
<<A=3D20
> > href=3D3D3D"<A

Subject: Re: Controlling kick drum dynamics?
Posted by DJ on Sun, 09 Sep 2007 22:12:58 GMT
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000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Tom Bruhl" <<A=3D20
> > > href=3D3D"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>
> > > <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 st

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Subject: Re: Controlling kick drum dynamics?
Posted by TCB on Tue, 11 Sep 2007 15:59:31 GMT
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and=3D20
> =20
> > > you?
<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</A>=20
> > > =
> > ></FONT></DIV></BLOCKQUOTE></BODY></HTML><BR=
> > >>>
>
</BLOCKQUOTE></BODY></HTML>
> > >
> > >This is a multi-part message in MIME format.

------=_NextPart_000_0008_01C80D78.D2EF3DB0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

My tech probably can.
 "rick" <parnell68@hotmail.com> wrote in message =
news:4131h3prqigrc2lm11ut4lfu3lcb160n96@4ax.com...
 sorry i hadn't read all the other posts but even new ones can be bad..
 i've never used a magma so i'm not familiar with their hookup
 protocol.

can you pu

Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Wed, 12 Sep 2007 02:10:07 GMT
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NT></DIV>
><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>I think mine's the opposite judging =
by
=3D3D
>my=3D20
> > > master=3D3D20
>card=3D20
> > > placement.</FONT></DIV>
><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2></FONT> </DIV>
><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>Everything is broken it=3D20
> > > =3D3D
>seems.</FONT></DIV>
><DIV><FONT=3D20
> > > face=3D3D3DArial=3D20
> > > size=3D3D3D2>Tom</FONT></DIV>
><DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2></FONT> =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>"Tom Bruhl" =3D
> > ><<A=3D3D20
> =3D20
> > > href=3D3D3D"<A=3D20
> > > =3D
> > =
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arp=
egi=3D
> > >o@comcast.net">arpegio@comcast.net</A</A>>>=3D20
> > > wrote =3D3D
>in message=3D3D20
> <A =
href=3D3D3D"<A=3D20
> > > =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>>
=3D
> > >> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I can't believe =
this =3D
> > >one but . .=3D20
> > > . =3D3D
></FONT></DIV>
> =3D

> > ><DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I've had 5 cards =
in a =3D
> > >13 slot=3D20
> > > Magma =3D3D
>for=3D3D20
> years. Now it=3D20
> > > won't</FONT></DIV>
> <DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>start up and keep running. This =3D
> > >=3D3D
>began=3D3D20
> =3D20
> > > tonight as</FONT></DIV>
> <DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2>I tried adding Mec #2 to a 1 =
Mec =3D
> > >=3D3D
>setup.=3D20
> > > The=3D3D20
> Magma</FONT></DIV>
> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>would power on for =
a =3D
> > >split second=3D20
> > > =3D3D
>then=3D3D20
> stop. I'm=3D20
> > > thinking</FONT></DIV>
> <DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2>power supply. It might still =
=3D
> > >=3D3D
>work with=3D20
> > > all=3D3D20
> 5 cards and 1 =3D
> > >Mec</FONT></DIV>
> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>if I baby=3D20
> > > it.</FONT></DIV>
> <DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > si

Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Wed, 12 Sep 2007 03:25:04 GMT
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><FONT face=3D3DArial=20
size=3D3D2>Tom</FONT></DIV&g t;
> =
>   =20
><DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
> >   ><DIV>=20
</DIV>
> >   =
><DIV><FONT=20
face=3D3DArial size=3D3D2></FONT> </DIV>
> =20
>   ><BLOCKQUOTE=3D20
> =20
>   >style=3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: 5px;=20
MARGIN-LEFT: 5px; =3D
> >   =
>BORDER-LEFT:=20

#000000 2px solid; MARGIN-RIGHT: 0px">
> =
> &nb

Subject: Re: Controlling kick drum dynamics?
Posted by John [1] on Wed, 12 Sep 2007 11:45:29 GMT
View Forum Message <> Reply to Message

> face=3D3D3DArial size=3D3D3D2>Damn. Are there Magma =
=3D3D
>drivers? =3D
> > >I