
Subject: Using old outboard digital processors in a new HD world

Posted by [DJ](#) on Fri, 21 Sep 2007 14:13:55 GMT

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t;BR>> =3D20
> > face=3D3D3D3DArial=3D3D20
> =3D20
> > =3D
> >size=3D3D3D3D2>Tom</DIV>
><DIV><=3D
> >FONT=3D3D20
> =3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>=3D20
> > =3D
> >=3D3D
></DIV>
><DIV><FONT=3D3D20
>&nbs=3D
> >p;=3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>=3D20
> > =3D3D
></DIV>
><DIV>=3D3D20
> =3D20
> > </DIV>
><DIV>=3D20
> > </DIV>
><DIV>=3D3D20
> =3D20
> > </DIV>
><DIV>"rick"=3D20
> > =3D
> >=3D3D
><<A=3D3D3D20
>href=3D3D3D3D"<A=3D3D20
>&n=3D
> >bsp;=3D20
> > =3D
> =
>>=3D3D
>href=3D3D3D'mail

Subject: Re: Using old outboard digital processors in a new HD world

Posted by [rick](#) on Fri, 21 Sep 2007 19:00:50 GMT

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> > > =20
> charset=3D3D3D3Diso-8859-1">
> > > =
> <META=20
 content=3D3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3D3DGENERATOR>
> > > =20
> > <STYLE></STYLE>
> > > =20
> </HEAD>
> > > <BODY=20
 bgColor=3D3D3D3D#ffffff>
> > > =
> <DIV><FONT=20
 face=3D3D3D3DArial size=3D3D3D3D2>Thanks=20
 =3D
><Dimitrios.</DIV>
> > =
> > =20
> <DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>=20
</DIV>
> > > <DIV><FONT =
face=3D3D3D3DArial=20
 size=3D3D3D3D2>Mike said the same thing.
=3D
> Is =
=3D3D
> > =20

>the =3D3D3D
> > > ini in =
the=3D3D3D20
> =>=20
> >Paris folde or system=20
32?</DIV>
> &

Subject: Re: Using old outboard digital processors in a new HD world
Posted by [John \[1\]](#) on Fri, 21 Sep 2007 19:28:51 GMT
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=3D3D3D
> > > =3D3D
> =>=20
=3D
>>>href=3D3D3D3D"<A=20
=
href=3D'news:471a0486\$1@linux">news:471a0486\$1@linux...</DIV><B'>news=
:471a0486\$1@linux">news:471a0486\$1@linux...</DIV><B=
=3D
>R>H=3D3D
> =>=20
>i
> > > =3D3D3D
> > =>=20
>Tom=3D3D3D20
> > > <A=20
href=3D"mailto:!!@
Sorry">!!@
Sorry to hear you still =
having=20
problems like this =3D
>~!!
Must
> =
=3D3D
> =>=20
>be
> > > =3D3D3D
> > =>=20
>very=3D3D3D20
> > > > =
frustrating.
Open=20
the Paris ini file and there change the =
=3D
>=3D3D3D
> =>=20
> >mastercardoutput=3D3D3D20
> > =
> =>=20
with your other
cards and see what happens !!
Let=20
=3D
>me=3D3D3D20
> > > =>=20
know.&am

Subject: Re: Using old outboard digital processors in a new HD world
Posted by [DJ](#) on Sat, 22 Sep 2007 00:53:33 GMT
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t;META=3D20
> =
http-equiv=3D3D3D3D3DContent-Type=20
content=3D3D3D3D3D"text/html;=3D20
> =>=20
=3D3D
>=3D3D3D3D
&a mp;gt;> > =
=3D20
> =>=20
>charset=3D3D3D3D3DISO-8859-1">
> > =>=20
=3D
>><META=3D20
> content=3D3D3D3D3D"MSHTML =
6.00.2800.14

Subject: Re: Using old outboard digital processors in a new HD world

Posted by [rick](#) on Sat, 22 Sep 2007 09:06:04 GMT

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sp; Hi Tom,
> sp; >
> sp; =

> sp; If you've only got one card in, then the Mastercard =3D3D3D =
0=20

setting
=3D
>is =3D3D
> sp; >right.
> sp;=20
> sp; The file is Paris.cfg, and it lives in the c:\program =

=3D
>files\Emu\PARIS
> sp; =3D3D
> sp; =
>PRO
> sp;=20

> sp; folder.
> sp; >
> sp; > sp; I'd =
still check=20

it out to see what it is set to.
> sp; >
> sp; =
> sp;=20

If it is wr

Subject: Re: Using old outboard digital processors in a new HD world

Posted by [Bill L](#) on Sat, 22 Sep 2007 18:46:14 GMT

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nt-Type=20

content=3D3D3D3D"text/html";=3D3D20
> sp; > sp;=20

=

=3D3D3D
> charset=3D3D3D3Diso-8859-1">
><MET=
A=20

=3D3D
> sp; >content=3D3D3D3D"MSHTML=3D3D20
> sp; =
> sp;=20

6.00.2800.1400"=3D3D20
> sp; > sp; =3D3D
> sp;=20

=

>name=3D3D3D3DGENERATOR>
& ><STYLE></STYLE><=

t;BR>></HEA=3D3D
> sp;=20

>D>
><BODY=3D3D 20
> sp; > sp;=20

bgColor=3D3D3D3D#ffffff>
>& <DIV><FONT=20

face=3D3D3D3DArial=3D3D20
> sp; > sp;=20

size=3D3D3D3D2>Thanks=3D3D20
> sp; > sp;=20

Dimitrios.</DIV><B R>><DIV><FONT=20

=3D3D
> sp; >face=3D3D3D3DArial=3D3D20
> sp; =

> sp;=20

size=3D3D3D3D2> =

</DIV>
><DI

Subject: Re: Using old outboard digital processors in a new HD world

Posted by [Erling](#) on Sat, 22 Sep 2007 19:13:41 GMT

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D3D3D3D2>>=3D3D20
> =20

> =3D3D
> =20

=

></DIV>
>& t;BLOCKQUOTE=3D3D3D20
>style=3D=3D3D3D"PADDING-RIGHT:=20

=3D3D
> >0px;=3D3D20
> > =

PADDING-LEFT: 5px;=20
