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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<BR>&gt;boots=20

and<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;screws =

the=3D3D20<BR>&gt;&nbsp; =20

&gt;whole shootin' match.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =20

&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;I'll double =  
che

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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<BR>=3D<BR>&gt;cards<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &a

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Subject: Re: Controlling kick drum dynamics?

Posted by [Mikep\[2\]](#) on Sat, 08 Sep 2007 14:04:44 GMT

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&gt;&nbsp; =20

&gt;3 . . . ? The Magma?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =20

&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;Damn. Are =

there Magma=20

=3D3D<BR>&gt;&nbsp; &gt;drivers? If so=3D3D20<BR>&gt;&nbsp; &gt;I'd =  
need older=20

ones. The Magma&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =

&gt;&lt;/DIV&gt;&lt;/FONT=20

face=3D3D3DArial size=3D3D3D2&gt;tech was almost laughing at =

how<BR>=3D<BR>&gt;old=20

=3D3D<BR>&gt;&nbsp; &gt;mine is. =3D3D20<BR>&gt;&nbsp; &gt;It has a =  
slot on the=20

far left&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =

&gt;&lt;/DIV&gt;&lt;/FONT=20

face=3D3D3DArial size=3D3D3D2&gt;for the Magma card. The newer=20

=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;one's slot=3D3D20<BR>&gt;&nbsp; =

&gt;#s go 1-13 rt=20

to left as you face

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Subject: Re: Controlling kick drum dynamics?

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Subject: Re: Controlling kick drum dynamics?  
Posted by [rick](#) on Sat, 08 Sep 2007 20:26:20 GMT

Subject: Re: Controlling kick drum dynamics?  
Posted by [LaMon](#) on Sun, 09 Sep 2007 02:12:33 GMT

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Sarah](#) on Sun, 09 Sep 2007 09:32:07 GMT  
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Subject: Re: Controlling kick drum dynamics?  
Posted by [Aaron Allen](#) on Sun, 09 Sep 2007 14:58:12 GMT  
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> I can't believe this one but . . .  
> 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  
Mec #2 to a 1 Mec setup. The Magma  
would  
power on for a split second then stop. I'm =  
thinking  
> power supply. It might still work with all 5 cards =  
and 1  
Mec  
> if I baby it.  
> Once it's off I have to unplug, wait, replug and start  
again.  
> Maybe it will start up with one Mec  
then. I thought there was  
auto shut  
off mechanism built in to the Magma. I didn't see =  
> anything  
> about that in the  
manual.  
> ? ? =  
?<br>  
> Why Me???

<A href="http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

..html</A>  
<!--DOCTYPE HTML PUBLIC  
"/W3C//DTD HTML 4.0 Transitional//EN">  
<!--<br>  
<!--HEAD<br>  
http-equiv=Content-Type content="text/html; =  
<br>  
<br> charset=ISO-8859-1">  
<br> <!--<br>  
content="MSHTML 6.00.2800.1400" =  
name=GENERATOR<br>  
<br> <!--<br>  
<br> /STYLE<br>  
<br> /HEAD<br> <br> <!--<br>  
body=bgColor=#ffffff<br> <br> <!--<br> <!--DIV<br> <!--FONT =  
face=Arial=20  
size=2<br> Most Excellent Fix It  
> Guys,<br> /FONT<br> /DIV<br> <br> =  
<br> <!--DIV<br> <!--FONT=20  
face=Arial size=2<br> New problem. Just installed a =

=3D<BR>&gt;new=20  
=3D3D<BR>&gt;&nbsp; &gt;Antec 550=3D3D20<BR>&gt;&nbsp; &gt;watt=20  
supply.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =  
&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;Powers up nicely in the Magma. =  
=3D<BR>&gt;lt=20  
=3D3D<BR>&gt;&nbsp; &gt;will run=3D3D20<BR>&gt;&nbsp; &gt;with 5 EDS =  
  
cards&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT =  
  
face=3D3D3DArial size=3D3D3D2&gt;then shut off just before XP =  
=3D<BR>&gt;boots=20  
and<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;screws =  
the=3D3D20<BR>&gt;&nbsp; =20  
&gt;whole shootin' match.&lt;/FONT&gt;&lt;/DIV&a

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

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

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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">

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> > > <DIV>"Tom Bruhl" <<A=3D20
> > > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@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<BR>> =20  
> > > you?<BR><A=3D20<BR>> =3D<BR>>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<BR>>.html</A>=20  
> > > =  
> > ></FONT></DIV></BLOCKQUOTE></BODY></HTML><BR=  
> > >>><BR>><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

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 02:10:07 GMT  
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NT></DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>I think mine's the opposite judging =
by<BR>=3D3D<BR>>my=3D20
> > > master=3D3D20<BR>>card=3D20
> > > placement.</FONT></DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> > >face=3D3D3DArial=3D20
> > > size=3D3D3D2>Everything is broken it=3D20
> > > =3D3D<BR>>seems.</FONT></DIV><BR>><DIV><FONT=3D20
> > > face=3D3D3DArial=3D20
> > > size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> > > face=3D3D3DArial size=3D3D3D2></FONT> =3D
> > ></DIV><BR>><BLOCKQUOTE=3D20
> > > dir=3D3D3Dltr=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: =3D
> > >5px;=3D20
> > > MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 2px solid; =
=3D
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> > > 0px"><BR>> <DIV>"Tom Bruhl" =3D
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> > > href=3D3D3D"<A=3D20
> > > =3D
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>href=3D3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>'mailto:arp=
egi=3D
> > >o@comcast.net">arpeggio@comcast.net</A</A>>>=3D20
> > > wrote =3D3D<BR>>in message=3D3D20<BR>> <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>><BR>=3D
> > >> =3D20
> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I can't believe =
this =3D
> > >one but . .=3D20
> > > . =3D3D<BR>></FONT></DIV><BR>> =3D
```



Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 03:25:04 GMT  
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Subject: Re: Controlling kick drum dynamics?  
Posted by [John \[1\]](#) on Wed, 12 Sep 2007 11:45:29 GMT  
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