
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.</DIV>
> =20

></DIV>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

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;> =20

>3 . . . ? The Magma?</DIV>
> =20

></DIV>Damn. Are =
there Magma=20

=3D3D
> >drivers? If so=3D3D20
> >I'd =
need older=20

ones. The Magma</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</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?

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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 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.
 > =20
 > Maybe it will start up with one Mec 20
 then. I thought there was 20
 > =
 > a =
 auto shut 20
 off mechanism built in to the Magma. I didn't see =
 20
 > anything
 > =20
 > about that in the 20
 manual.
 > =
 > ? ? =
 ?
 > =20
 > Why Me???
 > =
 > =20
 > I choose Polesoft Lockspam to fight =
 spam, and 20
 you?
 > =
 <A=20
 =
 href="http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 ..html 20
 20
 <!DOCTYPE HTML PUBLIC=20
 "-//W3C//DTD HTML 4.0 Transitional//EN">20
 <HTML>20
 <HEAD>20
 <META=20
 http-equiv=Content-Type content=20
 20
 <META=20
 charset=Diso-8859-1>20
 <META=20
 content=MSHTML 6.00.2800.1400" =
 name=GENERATOR>20
 <STYLE>20
 </STYLE>20
 </HEAD>20
 <BODY=20
 bgColor=#ffffff>20
 <DIV>20
 <FONT =
 face=Arial=20
 size=22>Most Excellent Fix It 20
 > Guys,</DIV>20
 <DIV>20
 <FONT=20
 face=Arial size=22>New problem. Just installed a =

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

cards</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.</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>I'll double =
check=20
seating of the
=3D
>cards
> =3D3D
> =
>but=20
what=3D3D20
> >else would have made=20
even</DIV>
> ></DIV></FONT=20
face=3D3D3DArial size=3D3D3D2>the new supply to croak? Fans =
=3D
>are=20
=3D3D
> >cooling=3D3D20
> >well=20
too.</DIV>
> ></DIV></FONT=20
face=3D3D3DArial size=3D3D3D2> =
</DIV>
> =20
></DIV>I'm =
thinking I have a=20
broken EDS
=3D
>then =3D3D
> >? =
Maybe=3D3D20
> =20
>3 . . . ? The Magma?</DIV>
> =20
></DIV>Damn. Are =
there Magma=20
=3D3D
> >drivers? If so=3D3D20
> >I'd =
need older=20
ones. The Magma</DIV>
> =20
></DIV>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><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;&gt;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;&gt;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;&gt;<BLOCKQUOTE =
dir=3D3D3Dltr=3D3D20<BR>&gt;&nbsp; &nbsp;=20
&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=20
=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &nbsp;&gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px"&gt;<BR>&gt;&nbsp; &nbsp;&gt;&nbsp; &nbsp;</DIV>&gt;"Tom Bruhl"=20
</A=3D3D20<BR>&gt;&nbsp; &nbsp;&gt;&nbsp; &nbsp;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: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> </DIV>
> > > <DIV>I've had 5 cards in a 13 slot
> =
> >Magma =3D
> > >for=3D20
> > > years. Now it won't</DIV>
> > > <DIV>start up and keep running. =
> >This =3D
> > >began=3D20
> > > tonight as</DIV>
> > > <DIV>I tried adding Mec #2 to a 1 =
> >Mec =3D
> > >setup. The=3D20
> > > Magma</DIV>
> > > <DIV>would power on for a split =
> >second =3D
> > >then=3D20
> > > stop. I'm thinking</DIV>
> > > <DIV>power supply. It might st

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=20
> > > =
> > ></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><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
> > >MARGIN-RIGHT:=3D20
> > > 0px"><BR>> <DIV>"Tom Bruhl" =3D
> > ><<A=3D3D20<BR>> =3D20
> > > href=3D3D3D"<A=3D20
> > > =3D
> > > =
>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 [John \[1\]](#) on Wed, 12 Sep 2007 11:45:29 GMT
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