Subject: Resetting the Sony HR-MP5 processor?
Posted by Stevehwan on Sun, 22 Jul 2007 19:44:28 GMT
View Forum Message <> Reply to Message

re
willing to pay for shipoing both ways. Post here to =
lemme=20
know
if you need that for a favor; at which point we can =
negotiate
for=20
your firstborn or something   lol! =20

Neil

"Aaron Allen" <<A=20
=
href=3D"mailto:know-spam@not_here.dude">

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by xpam_mark on Mon, 23 Jul 2007 08:46:17 GMT
View Forum Message <> Reply to Message

p;nbsp; &a mp;nbsp; &nb=
sp; =20
>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
=3D
>MARGIN-LEFT:=20
5px; =
=3D3D
 >   &a mp;nbsp;   =20
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT:=20
0px">
 >   &a mp;nbsp;   =

> <DIV>"Tom Bruhl"=20
=
<<A=3D3D20
 >   &a mp;nbsp; &=
nbsp;=20
> =3D
>href=3D3D3D"<A=20
=
href=3D'mailto:arpegio@comcast.net">arpeg

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by Aaron Allen on Mon, 23 Jul 2007 12:59:30 GMT
View Forum Message <> Reply to Message

io@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A</A>>>=20
wrote =
=3D3D
 >   &a mp;nbsp;   =
>in=20
=
message=3D3D20
 >   &a mp;nbsp; &nb=

sp;=20
> <A =3D
>href=3D3D3D"<A=20
=
href=3D'news:46f44c75$1@linux">news:46f44c75$1@linux</A>...</DIV'>news:46=
f44c75$1@linux">news:46f44c75$1@linux</A>...</DIV</A>>
=
>   &a mp;nbsp;   =20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>3 bad=20
=
=3D
>mecs.</FONT></DIV>
>   =
     =20
> <DIV><FONT face=3D3D3DArial =
size=3D3D3D2></FONT>=20
=
</DIV>
 >   &a mp;nbsp;   =
;=20
> <DIV><FONT face=3D3D3DArial=20
=
size=3D3D3D2>Hmmm?</FONT></DIV&a mp;gt;
>   &=
nbsp;   =20
> <DIV><FONT face=3D3D3DArial =
size=3D3D3D2></FONT>=20
=
</DIV>
 >   &a mp;nbsp;   =
;=20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>I'll =
know for a=20
fact =3D
>next Tuesday=20
=3D3D
 >   &a mp;nbsp;   =20
=
>when=3D3D20
 >   &a mp;nbsp; &n=
bsp;=20
> =20
=
there's</FONT></DIV>
 >   &a mp;nb=
sp;   =20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>time =
to test a=20
couple
=3D
>on=20
=
another=3D3D20
 >   &a mp;nbsp; &nb=
sp;=20
> =20
=
system.</FONT></DIV>
 >   &a mp;nb=
sp;   =20
> <DIV><FONT face=3D3D3DArial =
size=3D3D3D2></FONT>=20
=

</DIV>
 >   &a mp;nbsp;   =
;=20
> <DIV><FONT face=3D3D3DArial =
size=3D3D3D2></FONT>=20
=
</DIV>
 >   &a mp;nbsp;   =
;=20
> <DIV><FONT size=3D3D3D2>

I =
choose=20
Polesoft Lockspam to
=3D
>fight=20
spam,
 >   &a mp;nbsp;   =20
=3D3D
 >   &a mp;nbsp;   =20
=
>and=3D3D20
 >   &a mp;nbsp; &nb=
sp;=20
> =20
=
you?
<A=3D3D20
 >   &a mp;nbsp;&nb=
sp; =20
> =
=3D3D
 >   &a mp;nbsp;   =20
=3D
>>href=3D3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=
ttp://www.polesoft.com/refer.html">

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by Stevehwan on Mon, 23 Jul 2007 14:35:33 GMT
View Forum Message <> Reply to Message

></HTML> <BR=
> >   &a mp;nbsp;   =20
>
 >   &a mp;nbsp;   =20
>
>
>
><!DOCTYPE HTML PUBLIC "-//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
6.00.6000.16525"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial =
size=3D3D2>I'll=20
also toss out an edumacated guess
=3D
>that =
only=3D20
>the=20

interface portion got fried and all your MEC cards are likely to=20
be
=3D
>ok...=3D20
>holla back on that man.=20
</FONT></DIV>
><DIV><FONT face=3D3DArial=20
size=3D3D2>Sorry, no spare MEC's around here, in =3D
>fact=20
I'm=3D20
>going to be growing my rig again shortly with a few =
more EDS=20
=
cards=3D20
>:)</FONT></DIV>
><DIV><FONT =

face=3D3DArial size=3D3D2></FONT> =
</DIV>
><DIV><FONT=20
face=3D3DArial size=3D3D2>Say Tom, have you called The Soniq =
=3D
>about=20
repairing=3D20
>yours... he offers warranty on his work yano=20
:)</FONT></DIV>
><DIV>=20
</DIV>
><DIV><FONT face=3D3DArial=20
size=3D3D2>AA</FONT></DIV&gt ;
><BLOCKQUOTE=20
dir=3D3Dltr=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: =
5px;=20
MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px">
> <DIV>"Tom Bruhl" =
<<A=3D20
> =20
href=3D3D"<A=20
=
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A</A>>>=20
wrote =3D
>in message=3D20
> <A href=3D3D"<A=20
=
href=3D'news:46f9621b@linux">news:46f9621b@linux</A>...</DIV'>news:46f962=
1b@linux">news:46f9621b@linux</A>...</DIV</A>>
>&nbs=
p;=20
<DIV><FONT face=3D3DArial size=3D3D2>Most absolutely =
hardware. 3=20
=3D
>Mecs down for=3D20
> the=20
count.</FONT></DIV>
> <DIV><FONT =
face=3D3DArial=20
size=3D3D2>No word on the 10 modules that were=20
=3D
>onboard=3D20
> =20
during</FONT></DIV>
> <DIV><FONT =
face=3D3DArial=20
size=3D3D2>the mishap.</FONT></DIV>
> =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
> <DIV><FONT face=3D3DArial =
size=3D3D2>Anyone=20
have a spare mec they can part
=3D
>
> =20
with?</FONT></DIV>
> <DIV><FONT =
face=3D3DArial=20

size=3D3D2>Assamundo</FONT></DIV >
> =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
> <DIV><FONT face=3D3DArial=20
size=3D3D2></FONT> </DIV>
> <BLOCKQUOTE=20
dir=3D3Dltr=3D20
> style=3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: 5px;=20
MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px">
>   <DIV>"Tom Bruhl"=20
<<A=3D20
>   href=3D3D"<A=20

Subject: Re: Resetting the Sony HR-MP5 processor?
Posted by Stevehwan on Mon, 23 Jul 2007 14:49:01 GMT
View Forum Message <> Reply to Message

=
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A</A>>>=20
=3D
>wrote in=3D20
>   message <A=20
=3D
>href=3D3D"<A=20
=
href=3D'news:46f4fa9a@linux">news:46f4fa9a@linux</A>...</DIV'>news:46f4fa=
9a@linux">news:46f4fa9a@linux</A>...</DIV</A>>
>&nbs=
p; =20
<DIV><FONT face=3D3DArial size=3D3D2>I'll double check=20
=3D
>Aaron.</FONT></DIV>
>   =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
>   <DIV><FONT =
face=3D3DArial=20
size=3D3D2>Continuity is my middle=20
=3D
>name.</FONT></DIV>
>   =20
<BLOCKQUOTE dir=3D3Dltr=3D20
>   =
style=3D3D"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
#000000 2px=20
solid; MARGIN-RIGHT: 0px">
 >   =2 0
<DIV>"Aaron Allen" =
<<A=3D20
 >   =2 0
=3D
>href=3D3D"<A=20
=
href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>>=3D20=
'>mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>&gt=
;=3D20</A>
 >   =2 0
wrote in message <A=3D20
>   =
href=3D3D"<A=20
=

href=3D'news:46f4e6c0@linux">news:46f4e6c0@linux</A>...</DIV'>news:46f4e6=
c0@linux">news:46f4e6c0@linux</A>...</DIV</A>>
>&nbs=
p;   =20
<DIV><FONT face=3D3DArial size=3D3D2>Dude, if you have 3 =
toasted=20
MEC's
=3D
>I think =
it=3D20
>   VERY=20
likely you had a bad cable that put the hurt on them =3D
>all as =

you=3D20
>   swapped around parts.=20
</FONT></DIV>
>   =
<BLOCKQUOTE=20
dir=3D3Dltr=3D20
>   =
style=3D3D"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=3D
>BORDER-LEFT: =
#000000 2px=20
solid; MARGIN-RIGHT:=20
0px">
 >   &a mp;nbsp; =
<DIV>"Tom=20
Bruhl" =
<<A=3D20
 >   &a mp;nbsp; =20
href=3D3D"<A=20
=
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A</A>>>=20
=3D
>wrote =
in=3D20
 >   &a mp;nbsp; message=20
<A =3D
>href=3D3D"<A=20
=
href=3D'news:46f472e2@linux">news:46f472e2@linux</A>...</DIV'>news:46f472=
e2@linux">news:46f472e2@linux</A>...</DIV</A>>
>&nbs=
p;   &nbs p;=20
<DIV><FONT face=3D3DArial size=3D3D2>Intersted=20
=
people,</FONT></DIV>
 >   &a mp;nb=
sp; =20
<DIV><FONT face=3D3DArial size=3D3D2>I know 3 fried mecs =
is=20
=3D
>unlikely. =
It's=3D20
 >   &a mp;nbsp; =20
not confirmed until Tuesday=20
=
</FONT></DIV>
 >   &a mp;nbsp;&nbs=
p;=20
<DIV><FONT face=3D3DArial size=3D3D2>when I'll check the =
two=20
=
=3D
></FONT><FONT=3D20
>   &nbs=

p; =20
face=3D3DArial size=3D3D2>that might 'still work'. The=20
=
=3D
>hardware=3D20
 >   &a mp;nbsp; =
;=20
=
solution</FONT></DIV>
 >   &a mp;n=
bsp; =20
<DIV><FONT face=3D3DArial size=3D3D2>is seeming to be the =
most=20
=3D
>logical at =
this=3D20
 >   &a mp;nbsp; =20
point. Here's=20
=
why:</FONT></DIV>
 >   &a mp;nbsp;=
 =20
<DIV><FONT face=3D3DArial size=3D3D2></FONT>=20
</DIV>
 >   &a mp;nbsp; =20
<DIV><FONT face=3D3DArial size=3D3D2>I was working =
perfectly with=20
2
=3D
>mecs =
loaded=3D20
 >   &a mp;nbsp; =20
to the gills and a=20
=
442.</FONT></DIV>
 >   &a mp;nbsp;=
 =20
<DIV><FONT face=3D3DArial size=3D3D2>I wanted one more mec =
and=20
=3D
>bought one =
from=3D20
 >   &a mp;nbsp; =20
Deej.=20
=
Mistakenly,</FONT></DIV><BR&