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