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Subject: MEC and eds cards under water  
Posted by [Steve L](#) on Fri, 19 Oct 2007 13:48:19 GMT  
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;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;the<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
sys. I'm going to re-gh

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Subject: Re: MEC and eds cards under water  
Posted by [TCB](#) on Fri, 19 Oct 2007 14:07:46 GMT  
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ost and re-load =  
the=3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp; UAD software (Neve 88 ver) tommorrow and see what=20  
happens.<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; Just to reiterate...when =  
I did a=20  
spdif bounce, even with my=20  
=  
system<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;as <BR>&gt;&gt;&gt;&nbsp;=  
=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;it<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp; is=20  
tonight, there are no crackles. That's wierd. Also the=20  
=  
crackles<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=  
&gt;never<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; show till listening to =  
the=20  
bounced file.<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;3.) can

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Subject: Re: MEC and eds cards under water  
Posted by [rick](#) on Fri, 19 Oct 2007 16:51:19 GMT  
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gt;&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
&gt;&gt;&gt;Rod<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;I choose Polesoft Lockspam to fight =  
spam,=20  
and you?<BR>&gt;&gt;&gt;&nbsp;=20

&gt;http://www.polesoft.com/refer.html&nbsp; =  
=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&lt;!DOCTYPE HTML PUBLIC =  
"-//W3C//DTD HTML=20  
4.0 Transitional//EN"&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&lt;HTML&gt;&lt;HEAD&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&lt;META=20  
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt; charset=3D3D3Diso-8859-1"&gt;<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&lt;

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