
Subject: Lightpipe loop from SX 3 using 2408 Mk II

Posted by [JB](#) on Wed, 22 Feb 2006 05:28:40 GMT

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gPC4

68kdOIZlk2VY85wOvFRKPMBQublxN5UQy2cBM5yf6VSVgJrawJjL7iZO5Hzb
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VBBUYHXJ7V0qyRMpchg

Subject: Re: Lightpipe loop from SX 3 using 2408 Mk II

Posted by [Chris Ludwig](#) on Wed, 22 Feb 2006 06:17:21 GMT

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5rMLzafLGdPgJjZAwZ25xkg9R71cY3YGbok90kYtbdTIWkEnlh

Subject: Re: Lightpipe loop from SX 3 using 2408 Mk II
Posted by [EK Sound](#) on Wed, 22 Feb 2006 23:48:39 GMT
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"news:4429d595\$1@linux">news:4429d595\$1@linux...</DIV>
<DIV> </DIV>
<DIV>As I near the time when I'm going =
to have my=20
ole' Interceptor painted, I'm having some trouble deciding =
where I want=20
to land. Thus, a little play in Photoshop and some polling of =
thoughts from=20
the Paris think tank are in order - what could be mo' fun? =
</DIV>
<DIV>Things I'm looking at the top of =
the list=20
are:</DIV>
<DIV> </DIV>
<DIV> <U>Upkeep</U> (for =
instance, black=20
looks great but always needs cleaning and pre-paint flaws are =
tough to=20
fix)</DIV>
<DIV> <U>Visibility</U>. =
Color is no=20
good if it's mixed with my broken body under a pickup =
cause they=20
"didn't see" me.</DIV>
<DIV> =
<U>Cool factor.</U> Let's=20
face it, chicks dont dig ugly bikes or dudes on them. (yes, I =
realize=20
this ain't no Harley!)</DIV>
<DIV> </DIV>
<DIV>Up until now it's been nothing more =
than a=20
daily driver, but I think I may want to push a little fun on that =
now that=20
the weather is more forgiving. I have a buddy with a nice paint shop =
out in=20
the sticks that's offered to shoot the paint for a 6 pack of import. =

Can't=20

imagine not taking him up on that one. </DIV>

<DIV> </DIV>

<DIV><FONT =
face=3DArial=20
=
size=3D2>

Subject: Re: Lightpipe loop from SX 3 using 2408 Mk II

Posted by [JB](#) on Thu, 23 Feb 2006 00:32:16 GMT

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>For the guys: Black</DIV>

<DIV>For the chicks Red</DIV>

<DIV> </DIV>

<DIV>I like 'em both... the colors I =
mean.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE dir=3Dltr=20

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href=3D"mailto:bill@lorentzen.ws">bill@lorentzen.ws> wrote in =
message <A=20

href=3D"news:442b4d76\$1@linux">news:442b4d76\$1@linux...</DIV>

<DIV>rouge</DIV>

<BLOCKQUOTE dir=3Dltr=20

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<DIV>"Aaron Allen" <<A=20

href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude> =
wrote in=20

message <A =

href=3D

Subject: Re: Lightpipe loop from SX 3 using 2408 Mk II

Posted by [JB](#) on Thu, 23 Feb 2006 05:13:14 GMT

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;G3. This is great for PARIS. Mixer in the center. Project, Audio,
>>Transport
>>>>>on left. Editor on the right. PCs share the 21" w/the G4. The 21" has
>>DVI,
>>>>>VGA, S-Video and composite ins so I can switch the monitor between Mac
>>>>(DVI)
>>>>>and PCs (VGA) from its front panel.
>>>>>
>>>>>Holy crap! This is really working!!!
>>>>>
>>>>>Sanity check over. Now, back to work!
>>>>>
>>>>>Mark
>>>>
>>>>
>>>
>>
>>
>Hi

Does anyone know how hot EDS cards are supposed to get ? Mine get up to similar temperatures to video cards, that is,
