
Subject: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sat, 29 Sep 2007 20:23:39 GMT
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s as dumb as it gets =
>but the=20

>Fri, 19 Oct=20

> =3D
>>href=3D3D3D"<A=20
> =
>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net>
>&n=3D=
>3D'>mailto:arpegio@comcast.net">arpegio@comcast.net><B=

>but once=20

>was=20

>weeks=20

>cables, eds=20

> >magma
=3D3D3D
>and
> =

> >

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [Neil](#) on Sat, 29 Sep 2007 20:55:07 GMT
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>will load=20

Here is what I would do ,because I also had one-two broken eds cards and power supply failures too !!

First I would use as Mike suggested another PC.

then I would hookup ONLY two eds cards and one mec.

I would delete default project and untitled project from Paris folder.

I would install the minimumsetup.exe over in the Paris folder.

If system will work,then I would add the second mec,if system works then

I would add the third card .

If still working then add third mec, if still working fourth card, fourth

mec , fifth card, fifth mec...

Thus you will find the "broken" eds card and /or mec if any...

Do you have an edstransfer line in your Paris.cfg ??

If so take this out !

Hope this helps.

regards,

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>Mike,

>I have an old network card and my PC is an older

>P4 model with 5 PCI slots. Old school for sure as

>is the magma.

>

>I'll try the other PC tomorrow. I'm baked.

>Thanks again,

>Tom

>

>

> "Mike Audet" <mike@...> wrote in message news:471c57bd\$1@linux...

>

> Hi Again Tom,

>

> Actually, a newer NIC card will use 3.3 volt signalling, and the PARIS

=
>cards
> use 5 volts. It could be that you MB is feeding the EDS cards bad =
>power
> - maybe even 3.3 volts. Try the EDS cards in another PC. That's =
>really
> the only way to know if they are cooked. I doubt that they all could
=
>be.
> Actually, low voltage would make any card act weird. High voltage =
>would
> work fine until they popped.
>
> Tom, if you give up on this, I need you to send me one of your EDS =
>cards,
> because I just have to kno

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sat, 29 Sep 2007 20:57:31 GMT
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w!
>
> Good luck!
>
> Mike=20
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >
> >
> >After installing a network card it showed up.
> >
> >Repeating the process using the same PCI slot
> >with an eds card made Windows hang.
> >
> >Are all my EDS cards toast? They weren't a few weeks
> >ago? Even when the Mecs weren't showing up the 442 allowed
> >5 EDS cards to work in the Magma.
> >
> >What the heck?
> >Tom
> >
> >
> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D
> >news:471c381e@linux...
> > Mastercard=3D3D0 was correct also.
> >

> > I am going to try a clean OS with Paris on it too
> > if the PCI slots are still working.
> >
> > Don't bother wishing me luck. There's none to be found.
> > Tom
> >
> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D
> >news:471c3137@linux...
> > Mike,
> > I removed the default project and .cfg from the folder as you =3D
> >suggested.
> > Now the computer won't even boot with either of three eds cards =
> >=3D
> >installed.
> > No Magma, no word clock, no word clock line in the existing =
> >config.
> >
> > I'm going to check with a network card to see if the PCI slots =
> >are =3D
> >burn't.
> > I tried three different ones with the eds. The one time Windows
> >=
> >=3D
> >worked
> > with an eds card, the eds card didn't show up in device manager.
> >=
> >=3D
> >That's=3D20
> > probably why.
> >
> > There is some serious funk going on over here. Maybe mobo? If =
> >this
> >=3D
> >is the
> > case I give up. It's not worth any more BS to me. There is no =
> >=3D
> >person
> > in my neighborhood to walk me through this. My tech helps me
> > but the problem seems to be from the ground up. I'm guessing 3-4
> > things still so wrong that nothing makes sense.
> >
> > Cubase is looking more and more inviting, learning curve and all.
> > Tom
> >
> >
> >
> >
> > "Mike Audet" <mike@....> wrote in message =
> >news:471bcb77\$1@linux...

> >
> > Hi Tom,
> >
> > I have an idea.
> >
> > Try removing UseHouseSync=3D3D1 from the paris.cfg file.
> >
> > Next, remove your default project from the program =
>files\emu\paris
> =3D
> >pro folder.
> > =3D20
> >
> > Let me know if it makes a difference.
> >
> > Good luck!
> >
> > Mike
> >
> > "Tom Bruhl&quo

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [Neil](#) on Sat, 29 Sep 2007 21:29:59 GMT
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t; <arpeggio@comcast.net> wrote:

> > >
> > >
> > >Mike,
> > >I used to use a Lucid but since all of this mess I stopped.
> > >I'm trying to get stable from square one with the least =3D
> >amount=3D3D20
> > >of hardware. I am using the default project for sure. The =
> >=3D
> >only=3D3D20
> > >other thing that I still question is my move of Paris to =3D
> >>C:ParisPro .
> > >I should think the default project will either work or not. =
> >=3D
> >>Maybe
> > >configs or something else is fighting during Paris startup?
> > >
> > >Pats 42 - Miami 7 . . . Halftime and the games over.
> > >Tom
> > >
> > >
> > >

> > > "Mike Audet" <mike@....> wrote in message =3D
 > >news:471b6eb0\$1@linux...
 > > >
 > > > Hi Tom,
 > > >
 > > > Are you using a default project with PARIS? I'm so sorry of
 =
 >=3D
 > >this has
 > > =3D3D
 > > >been
 > > > asked and answered already. If so, perhaps it is telling =
 >card
 > =3D
 > >zero to
 > > =3D3D
 > > >lock
 > > > to an external clock, which it can't because there isn't =
 >one.
 > > >
 > > > It would be interesting to attach an external clock source =
 >to =3D
 > >the MEC
 > > =3D3D
 > > >and
 > > > then start PARIS to see how it behaves. Or, if the clock =
 >=3D
 > >generator is
 > > =3D3D
 > > >fried,
 > > > tell paris to lock externally and see what happens when an =
 >=3D
 > >external =3D3D
 > > >clock
 > > > source is applied.
 > > >
 > > > Isn't there a master house synch switch in the cfg file? =
 >I've
 > =3D
 > >never =3D3D
 > > >used
 > > > it. Maybe DJ could help with what that should/shouldn't be
 =
 >set
 > =3D
 > >to.
 > > >
 > > > Wish I could do more than think out loud...

> > >
 > > > Mike
 > > >
 > > > "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > > > >
 > > > >
 > > > >Hi Mike,
 > > > >Well I've been to .cfg many a time.
 > > > >I've seen that Mastercard setting as being 0
 > > > >but maybe it changed after removing the 4 other
 > > > >eds cards for this round of testing.
 > > > >
 > > > >If it's still 0 what else could this be? Busted mobo?
 > > > >I'm really in an idunno place right now. I'll be checking
 > > > >seriously today again because of a session tomorrow =
 >morning.
 > > > >Tom
 > > > >
 > > > >
 > > > > "Mike Audet" <mike@....> wrote in message =3D
 > >news:471b2ec2\$1@linux...
 > > > >
 > > > > Hi Tom,
 > > > >
 > > > > If you've only got one card in, then the Mastercard =
 >=3D3D3D3D
 > =3D
 > >0 setting
 > > =3D3D
 > > >is =3D3D3D
 > > > >right.
 > > > > The file is Paris.cfg, and it lives in the c:\program =
 >=3D3D3D
 > > >files\Emu\PARIS
 > > > =3D3D3D
 >

Subject: Re: S/MUX (ADAT doublewire) question
 Posted by [Chris Ludwig](#) on Sat, 29 Sep 2007 22:10:56 GMT
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/>
 >have
 > =3D
 > >one =3D3D
 > > >card
 > > > >in there right now and it's all freaky just the same.

> > > > Tom
> > > >
> > > >
> > > >
> > > > "Dimitrios" <musurgio@otenet.gr> wrote in message =
>=3D3D3D3D
> > > > news:471a0486\$1@linux...
> > > >
> > > > Hi Tom !@
> > > > Sorry to hear you still having problems like this ~!!
> > > > Must be very frustrating.
> > > > Open the Paris ini file and there change the =3D
> > mastercardoutput =3D3D
> > > with
> > > =3D3D3D
> > > >=3D3D3D3D
> > > > > your other
> > > > > cards and see what happens !!
> > > > > Let me know.
> > > > > Regards,
> > > > > Dimitrios
> > > > >
> > > > > "Tom Bruhl" <arpeggio@comcast.net> wrote:
> > > > > >
> > > > > >
> > > > > > Rick,
> > > > > > > 1 mec, no BNC involved. Paris boots up so the 1 mec
=>=3D
> > that
> > > > > I'm using shows up but never any A to Ds or any =3D
> > installed =3D3D
> > > modules.
> > > > > This is the same symptom before I repaired one of my
=>=3D
> > mecs with
> > > =3D3D
> > > a
> > > > > new chip. The clock light continues to flash too. =
>=3D
> > Never locks
> > > =3D3D
> > > >=3D3D3D
> > > > in.
> > > > > >
> > > > > > I am using the simplest setup I can imagine and still
=

```

>=3D
> >it's not
> >   =3D3D
> >   >=3D3D3D3D
> >   > > >working.
> >   > > > >Mike A. suggested the .ini file to make sure card A
=
>is
> =3D
> >0. =3D3D
> >   >I'll =3D3D3D
> >   > >try
> >   > > =3D3D3D3D
> >   > > >=3D3D3D3D3D
> >   > > > >that.
> >   > > > >Pretty sure it's right but who knows?
> >   > > > >Thanks,
> >   > > > >Tom
> >   > > > >
> >   > > > >
> >   > > > >
> >   > > > >
> >   > > > >
> >   > > > >
> >   > > > > >"rick" <parnell68@hotmail.com> wrote in message =3D
> >=3D3D3D3D3D3D
> >   > > > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
> >   > > > > i know this as dumb as it gets but the bnc is =
>attached
> =3D
> >in the
> >   =3D3D
> >   >=3D3D3D
> >   > >right
> >   > > > > order...right?
> >   > > > > all the cards show up in paris with the single mec?
> >   > > > > how many i/o cards in each mec?
> >   > > > >
> >   > > > >
> >   > > > > On Fri, 19 Oct 2007 00:22:39 -0400, "Tom Bruhl" =3D
> >=3D3D3D3D3D
> >   > > > ><arpeggio@comcast.net>
> >   > > > > wrote:
> >   > > > >
> >   > > > > >I thought I was groovin' but once the second Mec =
>was
> =3D
> >=3D3D
> >   >introduced

```

> > > > >the system stopped. That was a few weeks ago.
> > > > >
> > > > >Today I tried different cables, eds cards, mecs, =
>=3D
> >eliminated
> > =3D3D
> > >the
> > > =3D3D3D
> > > >=3D3D3D3D
> > > > >magma
> > > > > =3D3D3D3D3D
> > > > >and
> > > > >still no clock lock or modules showing up in the =
>=3D
> >paris =3D3D3D
> > >patchbay.

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [Neil](#) on Sat, 29 Sep 2007 23:14:22 GMT
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br />
> > > > >
> > > > >This means to me software unless someone tells me
=
>=3D3D
> > >differently.
> > > > >
> > > > >I have a new C drive which I will load XP and no =
>=3D
> >pace. Any
> > =3D3D
> > >=3D3D3D3D
> > > >other=3D3D3D3D3D20
> > > > >suggestions?
> > > > >
> > > > >More frustrated than my clients,
> >

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sat, 29 Sep 2007 23:49:48 GMT
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> > > > >Tom
> > > > > >

```

> > > > >
> > > > >
> > > > >
> > > > > >I choose Polesoft Lockspam to fight spam, and you?
> > > > > >http://www.polesoft.com/refer.html =3D3D3D3D3D20
> > > > >
> > > > >
> > > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
> >Transitional//EN">
> > > > ><HTML><HEAD>
> > > > ><META http-equiv=3D3D3D3D3D3DContent-Type =3D3D
> > >content=3D3D3D3D3D3D"text/html; =3D3D3D
> > > >=3D3D3D3D3D3D
> > > > >charset=3D3D3D3D3D3D3Diso-8859-1">
> > > > ><META content=3D3D3D3D3D3D3D"MSHTML 6.00.2800.1400" =
>=3D3D
> > >name=3D3D3D3D3D3D3DGENERATOR>
> > > > ><STYLE></STYLE>
> > > > ></HEAD>
> > > > ><BODY bgColor=3D3D3D3D3D3D3D#ffffff>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =3D
> >size=3D3D3D3D3D3D2>Rick,</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D2>1 mec,
> =3D
> >no BNC =3D3D
> > >involved. =3D3D3D
> > > >Paris =3D3D3D3D
> > > > >=3D3D3D3D3D
> > > > >boots up so the=3D3D3D3D3D20
> > > > >1 mec that</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D2>I'm =3D
> >using shows up
> > =3D3D
> > >but =3D3D3D
> > > >never any
> > > > =3D3D3D3D
> > > > >A to =3D3D3D3D3D3D
> > > > >Ds or any=3D3D3D3D3D20
> > > > >installed modules.</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D2>This is
> =3D
> >the same =3D3D
> > >symptom
> > > =3D3D3D
> > > >before

```

> > > > =3D3D3D3D
> > > > >I =3D3D3D3D3D3D
> > > > >repaired one of=3D3D3D3D3D3D20
> > > > >my mecs with a</DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D3D2>new =3D
> >chip. The =3D3D
> > >clock light
> > > =3D3D3D
> > > >=3D3D3D3D3D3D
> > > > >continues to flash=3D3D3D3D3D3D20
> > > > >too. Never locks in.</DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D3D2>
> =3D
> ></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3D3DArial =
>size=3D3D3D3D3D3D3D2>I am =3D
> >using the =3D3D
> > >simplest =3D3D3D
> > > >setup I
> > >

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sun, 30 Sep 2007 00:24:43 GMT
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> > > > ><DIV> </DIV>
> > > > ><DIV> </DIV>
> > > > ><DIV> </DIV>
> > > > ><DIV>"rick" <<A=3D3D3D3D3D3D20
> > > > >=3D3D3D
> > > =3D3D
> > =3D
> =
>>>>>href=3D3D3D3D3D3D3D"mailto:parnell68@hotmail.com">parnell68@hotmail.com=
></A=3D
> >>>
> > =3D3D
> > >=3D3D3D
> > > >=3D3D3D3D3D
> > > > >=3D3D3D3D3D3D
> > > > >wrote in=3D3D3D3D3D3D20
> > > > >message <A=3D3D3D3D3D3D20
> > > > >=3D3D3D3D3D
> > > > =3D3D3D
> > > =3D3D

```

> > =3D
> =
>>>>>>href=3D3D3D3D3D3D"news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com">n=
>ews=3D
> >.in=3D3D
> > >qgh=3D3D3D
> > > >393=3D3D3D3D
> > > > >an5=3D3D3D3D3D
> > > > >s4m99qcaojn09vn112t4u6r@4ax.com</A>...</DIV>
> > > > ><BLOCKQUOTE=3D3D3D3D3D20
> > > > >style=3D3D3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT:
=
>5px;
> =3D
> >=3D3D
> > >MARGIN-LEFT: =3D3D3D
> > > >5px; =3D3D3D3D
> > > > >=3D3D3D3D3D
> > > > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =3D
> >0px">i=3D3D3D3D3D3D20
> > > > > know this as dumb as it gets but the bnc is =
>attached =3D
> >in =3D3D3D
> > > >the=3D3D3D3D3D3D20
> > > > > right<BR>order...right?<BR>all the cards show up in
=
>=3D
> >paris =3D3D
> > >with =3D3D3D
> > > >the
> > > > =3D3D3D3D
> > > > >=3D3D3D3D3D
> > > > >single=3D3D3D3D3D20
> > > > > mec?<BR>how many i/o cards in each =
>mec?<BR><BR><BR>On
> =3D
> >Fri, 19
> > =3D3D
> > >=3D3D3D
> > > >Oct =3D3D3D3D
> > > > >2007
> > > > >=3D3D3D3D3D
> > > > > >
> > > > > > 00:22:39 -0400, "Tom Bruhl" <<A=3D3D3D3D3D20
> > > > > >=3D3D3D3D3D
> > > > > >=3D3D3D3D
> > > > >=3D3D3D
> > > >=3D3D

```

> > =3D
> =
>>>>>href=3D3D3D3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A=
>>><=3D
> >BR>=3D3D
> > >wro=3D3D3D
> > > >te:=3D3D3D3D
> > > > >=3D3D3D3D3D
> > > > >

>I=3D3D3D3D3D20
> > > > > thought I was groovin' but once the second Mec was
=
>=3D
> >=3D3D3D3D3D
> > > > >introduced
>the=3D3D3D3D3D20
> > > > > system stopped. That was a few weeks =3D
> >ago.
>
>Today I =3D3D
> > >=3D3D3D3D3D
> > > > >tried=3D3D3D3D3D20
> > > > > different cables, eds cards, mecs, eliminated the =
>=3D
> >magma =3D3D
> > >=3D3D3D3D3D
> > > > >and
>still no=3D3D3D3D3D20
> > > > > clock lock or modules showing up in the paris =3D
> >=3D3D3D3D3D
> > > > &

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sun, 30 Sep 2007 00:25:42 GMT
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gt; >patchbay.
>
>This=3D3D3D3D3D20
> > > > > means to me software unless someone tells me =
>=3D3D3D3D3D
> > > > > >different.
>
>I=3D3D3D3D3D20
> > > > > > have a new C drive which I will load XP and no =
>pace. =3D
> >Any =3D3D3D
> > > >other=3D3D3D3D3D20
> > > > >
>suggestions?
>
>More frustrated than =3D
> >my=3D3D3D3D3D20
> > > > > clients,
>Tom
>
>
>
>
>I choose =
>=3D
> >=3D3D3D3D3D
> > > > >Polesoft=3D3D3D3D3D20
> > > > > Lockspam to fight spam, and=3D3D3D3D3D20
> > > > > you?
>http://www.polesoft.com/refer.html =3D

```
> >=3D3D3D3D3D20
> > > > ><BR></BLOCKQUOTE></BODY></HTML>
> > > > >
> > > > >
> > > > >
> > > > >
> > > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
> >Transitional//EN">
> > > > ><HTML><HEAD>
> > > > ><META http-equiv=3D3D3D3D3DContent-Type =3D
> >content=3D3D3D3D3D"text/html; =3D3D
> > >=3D3D3D3D3D
> > > > >charset=3D3D3D3D3DDiso-8859-1">
> > > > ><META content=3D3D3D3D3D"MSHTML 6.00.2800.1400" =3D
> >name=3D3D3D3D3DGENERATOR>
> > > > ><STYLE></STYLE>
> > > > ></HEA
```

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [Nei](#) on Sun, 30 Sep 2007 00:29:35 GMT
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ll it's not working.</DIV>

```
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =
> >size=3D3D3D3D3D3D2>Mike A.
> >=3D
> >suggested
> >=3D3D
> > >the =3D3D3D
> > > >.ini file
> > > >=3D3D3D3D
> > > >=3D3D3D3D3D
> > > > >to make sure=3D3D3D3D3D20
> > > > >card A is 0. I'll try that.</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =
> >size=3D3D3D3D3D3D2>Pretty
> >=3D
> >sure it's =3D3D
> > >right =3D3D3D
> > > >but who =3D3D3D3D
> > > >=3D3D3D3D3D
> > > > >knows?</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =3D3D
> > >size=3D3D3D3D3D3D2>Thanks,</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =3D
> >size=3D3D3D3D3D3D2>Tom</FONT></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =
```

>size=3D3D3D3D3D2>
> =3D
> ></DIV>
> > > > ><DIV><FONT face=3D3D3D3D3D3DArial =
>size=3D3D3D3D3D2>
> =3D
> ></DIV>
>

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [JeffH](#) on Sun, 30 Sep 2007 05:13:14 GMT
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> >=3D3D3D3D
> > > > >in=3D3D3D3D20
> > > > > paris with the single mec?
> how many i/o cards in
=
>=3D
> >=3D3D
> > >each=3D3D3D3D20
> > > > > mec?
>
>
> On Fri, 19 Oct 2007 00:22:39 =
>-0400,
> =3D
> >=3D3D3D3D
> > > > >"Tom=3D3D3D3D20
> > > > > Bruhl" <<A=3D3D3D3D20
> > > > > =3D3D3D3D
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>>href=3D3D3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>>=
=3D
> >>&n=3D3D
> > >=3D3D3D3D=3D3D3D
> > > >
> > > > >bsp;=3D3D3D3D20
> > > > > wrote:
>
> >I thought I was groovin' but once =
>the
> =3D
> >=3D3D3D3D
> > > > >second=3D3D3D3D20
> > > > > Mec was introduced
> >the system stopped. That =
>=3D
> >=3D3D3D3D
> > > > >was a few=3D3D3D3D20

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [JeffH](#) on Sun, 30 Sep 2007 05:20:57 GMT
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; > =3D3D3D3D
> > > > =
>>size=3D3D3D3D3D3D2>Rick,</DIV>
><DIV><FONT=3D3D3D3D20
> > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2>1 mec, no =
>BNC =3D
> >involved. Paris
> > =3D3D
> > >=3D3D3D3D3D
> > > >=3D3D3D3D3D3D
>boots up so=3D3D3D3D20
> > > > the=3D3D3D3D3D3D20
>1 mec =3D3D3D3D

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sun, 30 Sep 2007 06:16:11 GMT
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> > > > >that</DIV>
><DIV><FONT=3D3D3D3D20
> > > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2>I'm using =
>shows up
> =3D
> >but never =3D3D
> > >any A to
> > > =3D3D3D
> > > >=3D3D3D3D3D
> > > > >=3D3D3D3D3D3D
>Ds or=3D3D3D3D20
> > > > > any=3D3D3D3D3D3D20
>installed=3D3D3D3D20
> > > > > modules.</DIV>
><DIV><FONT =3D3D3D3D3D
> > > > >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > size=3D3D3D3D3D3D2>This is the same symptom before I =
>=3D3D
> > >=3D3D3D3D3D3D
>repaired =3D3D3D
> > > >=3D3D3D3D3D
> > > > >one=3D3D3D3D20
> > > > > of=3D3D3D3D3D3D20
>my mecs with=3D3D3D3D20
> > > > > a</DIV>
><DIV><FONT =3D
> >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > size=3D3D3D3D3D3D2>new chip. The clock light =3D
> >=3D3D3D3D3D3D
>continues =3D3D3D
> > >to=3D3D3D3D20
> > > > > flash=3D3D3D3D3D3D20
>too. Never locks=3D3D3D3D20
> > > > > in.</DIV>
><DIV><FONT face=3D3D3D3D3D3D3DArial
=
>=3D

> >=3D3D3

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sun, 30 Sep 2007 06:16:35 GMT
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D3D

> > > >
> > > > size=3D3D3D3D3D3D2> </DIV>
><DIV><FONT =
>=3D3D3D3D3D
> > > > >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > size=3D3D3D3D3D3D3D2>I am using the simplest setup I can
=
>=3D
> >=3D3D3D3D
> > > >=3D3D3D3D3D3D
>imagine=3D3D3D3D20
> > > > > and=3D3D3D3D3D3D20
>still it's not=3D3D3D3D20
> > > > > working.</DIV>
><DIV><FONT =3D3D3D3D3D
> > > > >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > size=3D3D3D3D3D3D3D2>Mike A. suggested the .ini file =3D
> >=3D3D3D3D3D3D
>to =3D3D
> > >make=3D3D3D3D20
> > > > > sure=3D3D3D3D3D3D20
>card A is 0. I'll try=3D3D3D3D20
> > > > > that.</DIV>
><DIV><FONT =3D3D3D3D3D
> > > > >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > size=3D3D3D3D3D3D3D2>Pretty sure it's right but =
>who=3D3D3D3D20
> > > > > =
>=3D3D3D3D3D3D
>knows?</DIV>
><DIV><FONT=3D3D3D3D20
> > > > > face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > =3D3D3D3D3D
> > > > > =
>>size=3D3D3D3D3D3D2>Thanks,</DIV>
><DIV><FONT=3D3D3D3D3D
> > > > >=3D3D3D3D20
> > > > > face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > > =
>size=3D3D3D3D3D3D2>Tom</DIV>
><DIV><FONT=3D3D3D3D20
> > > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2> =
>=3D3D3D3D3D
> > > > ></DIV>
><DIV><FONT=3D3D3D3D20
> > > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2> =
>=3D3D3D3D3D
> > > > ></DIV>
><DIV>=3D3D3D3D20
> > > > > </DIV>
><DIV> </DIV>
><DIV>=3D3D3D3D20
> > > > > </DIV>
><DIV>"rick" =3D3D3D3D3D
> > > > ><<A=3D3D3D3D3D3D20
>href=3D3D3D3D3D3D3D"<A=3D3D3D3D20
> > > > > =3D3D3D3D3D

```

> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>href=3D3D3D3D3D'mailto:parnell68@hotmail.com">parnell68@hotmail.com</=
>A'>=3D
> >mai=3D3D
> > >lto=3D3D3D
> > > >:pa=3D3D3D3D
> > > > =3D
> >>rnell68@hotmail.com">parnell68@hotmail.com</A</A>>>=3D3D3D3D20
> > > > =3D3D3D3D3D3D<BR>>wrote in=3D3D3D3D3D3D20<BR>>message =
>=3D3D
> > ><A=3D3D3D3D3D3D20<BR>>href=3D3D3D3D3D3D"<A
> > > =3D3D3D
> > > >=3D3D3D3D
> > > > >
> > > > > =3D3D3D3D
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>>href=3D3D3D3D3D3D'news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com">news=
>:in=3D
> >qgh=3D3D
> > >393=3D3D3D
> > > >an5=3D3D3D3D
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>>'>news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com">news:inqgh393an5</=
>A=3D
> >=3D3D3D=3D3D
> > >3D=3D3D3D
> > > >
> > > > =3D3D
> > =3D
> =
>>>>>=3D3D3D3D3D3D<BR>>s4m99qcaojn09vn112t4u6r@4ax.com</A>...</DIV><BR>&=3D3=
>D3D3D=3D
> >
> > > > =3D
> =
>>>gt;<BLOCKQUOTE=3D3D3D3D3D3D20<BR>>style=3D3D3D3D3D3D3D"PADDING-RIGHT:=3D3
D3=
>D3D20
> > > > > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D

```

> > >=3D3D3D

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Sun, 30 Sep 2007 23:52:16 GMT
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t;>>
>I=3D3D3D3D20
> > > > choose =3D3D3D3D3D3D
>Polesoft=3D3D3D3D3D3D20
> =
>Lockspam =3D
> >to fight =3D3D
> > >spam,=3D3D3D3D20
> > > > and=3D3D3D3D3D3D20
> =3D3D3D3D
> > > > >you?
>http://www.polesoft.com/refer.html=3D3D3D3D20
> > > > >=3D3D3D3D
> > > > =
>>=3D3D3D3D3D3D20
>
</BLOCKQUOTE></BODY></HTML>
&=3D3D3D3D
> > > > >gt;
>
</BLOCKQUOTE></BODY></HTML>
> > > > >
> > > > >
> > > >
> > > >
> > > >
> > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
>Transitional//EN">
> > > ><HTML><HEAD>
> > > ><META http-equiv=3D3D3D3DContent-Type =
>content=3D3D3D3D"text/html;
> =3D
> >=3D3D3D
> > > >charset=3D3D3D3Diso-8859-1">
> > > ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
> >name=3D3D3D3DGENERATOR>
> > > ><STYLE></STYLE>
> > > ></HEAD>
> > > ><BODY bgColor=3D3D3D3D#ffffff>
> > > ><DIV>Hi =
>Mike,</DIV>
> > > ><DIV>Well I've been
=
>to =3D
> >.cfg many a =3D3D
> > >=3D3D3D
> > > >time.</DIV>
> > > ><DIV>I've seen that
=
>=3D
> >Mastercard =3D3D
> > >setting as =3D3D3D

```

> > > >being=3D3D3D20
> > > >0</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>but maybe it =
>changed
> =3D
> >after =3D3D
> > >removing the
> > > =3D3D3D
> > > >4=3D3D3D20
> > > >other</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>eds cards for
=
>this =3D
> >round of =3D3D3D
> > > >testing.</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>If it's still
=
>0 what
> =3D
> >else could
> > =3D3D
> > >this =3D3D3D
> > > >be? =3D3D3D20
> > > >Busted mobo?</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I'm really in
=
>an =3D
> >idunno place =3D3D
> > >right =3D3D3D
> > > >now. I'll=3D3D3D20
> > > >be checking</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>seriously =
>today again
> =3D
> >because of
> > =3D3D
> > >a =3D3D3D
> > > >session tomorrow=3D3D3D20
> > > >morning.</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial =
>size=3D3D3D3D2>Tom</FONT></DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> > > ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> > > ><BLOCKQUOTE=3D3D3D20
> > > >style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
> >MARGIN-LEFT: 5px; =3D3D
> > >=3D3D3D

```

> > > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > > <DIV>"Mike Audet" <mike@....> wrote in message =
><A=3D3D3D20
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>href=3D3D3D3D"news:471b2ec2\$

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [JeffH](#) on Mon, 01 Oct 2007 03:30:08 GMT
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D3D3D3D3D20
> =3D3D3D
> > > >>message=3D3D3D20
> > > > <A=3D3D3D3D3D3D20
> =
>=3D3D3D3D
>>href=3D3D3D3D3D3D3D"<A=3D3D3D20
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>href=3D3D3D3D'news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com">news:in=
>qgh=3D
> >393=3D3D
> > >'>n=3D3D3D
> > > =3D3D
> > =3D
> =
>>>>ews:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com">news:inqgh393=3D3D=
>3D3=3D
> >D<B=3D3D
> > >=3D3D3D
> > > >R>>an5=3D3D3D3D3D3D
> =3D3D3D20
> > > > =3D3D3D
> > > >>s4m99qcaojn09vn112t4u6r@4ax.com...</DIV>
> =3D3D3D
> > > >;=3D3D3D20
> > > >><BLOCKQUOTE=3D3D3D3D3D20
> =3D3D3D
> > > >>style=3D3D3D3D3D3D3D"PADDING-RIGHT: 0px;=3D3D3D20
> > > > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
> >=3D3D3D3D3D
>=3D3D3D3D3D3D
> =3D3D3D20
> > > > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =3D3D3D
> > > >0px">i=3D3D3D3D3D3D20
> =3D3D3D20
> > > > > know this as dumb as it gets but the bnc is attached =
>=3D
> >in=3D3D3D20
> > > > the=3D3D3D3D3D3D20
> > =3D3D3D
> > > >right
order...right?
all=3D3D3D20

> > > > the cards show up in paris with =3D
 > >the
=3D3D3D3D
>=3D3D3D3D3D
> =3D3D3D20
 > > > > >single=3D3D3D3D3D20
> > mec?
how many i/o =
 >=3D3D3D
 > > > >cards in=3D3D3D20
 > > > > each mec?

On Fri, 19 Oct=3D3D3D20
 > > > > =3D3D3D3D
>2007
> =3D3D3D3D3D
> >
> =
 >=3D3D3D
 > > > >> =3D3D3D20
 > > > > 00:22:39 -0400, "Tom Bruhl" <<A=3D3D3D3D3D20
> > =
 >=3D3D3D20
 > > > > =3D3D3D3D3D
> =
 >=3D3D3D3D
>>href=3D3D3D3D3D3D"<A=3D3D3D20
 > > > > =3D3D3D
 > > > =3D3D
 > > =3D
 > =
 >>>>href=3D3D3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net>
=
 >wro=3D
 > >te'=3D3D
 > > >>ma=3D3D3D
 > > > =
 >>ilto:arpegio@comcast.net">arpegio@comcast.net>
w=3D3D3D
 > > > >rote:=3D3D3D3D3D
>=3D3D3D3D3D3D
> =3D3D3D20
 > > > > >

>I=3D3D3D3D3D20
> > thought =3D3D3D
 > > > >I was=3D3D3D20
 > > > > groovin' but once the second Mec was =3D3D3D3D3D
> =
 >=3D3D3D20
 > > > > >introduced
>the=3D3D3D3D3D20
> > system =3D3D3D
 > > > >stopped.=3D3D3D20
 > > > > That was a few weeks ago.
>
>Today I =3D3D3D
 > > > >=3D3D3D3D3D
> =3D3D3D20
 > > > > >tried=3D3D3D3D3D20
> > different cables, eds cards,
 =
 >=3D
 > >=3D3D3D
 > > > >mecs,=3D3D3D20
 > > > > eliminated the magma =3D3D3D3D3D3D
> =
 >>and
>still=3D3D3D20
 > > > > no=3D3D3D3D3D20
> > clock lock or modules showing up
 =
 >in =3D
 > >=3D3D3D
 > > > >the paris=3D3D3D20
 > > > > =3D3D3D3D3D3D
> =3D3D3D20
 > > > > >patchbay.
>
>This=3D3D3D3D3D20
> =3D3D3D
 > > > >> =3D3D3D20
 > > > > means to me software unless someone tells me =

>=3D3D3D3D3D
>
> =3D
> >=3D3D3D20
> > > > differently.
>
>I=3D3D3D3D3D20
> =3D3D3D
> > > >=3D3D3D20
> > > > have a new C drive which I will load XP and no pace. =3D
> >Any=3D3D3D20
> > > > other=3D3D3D3D3D20
> > =3D3D3D20
> > > >
>suggestions?
>
>More frustrated =3D3D3D
> > > >than=3D3D3D20
> > > > my=3D3D3D3D3D20
> > =3D3D3D20
> > > > =3D3D3D

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [DJ](#) on Mon, 01 Oct 2007 05:18:15 GMT

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D20
> > > > =3D3D3D3D
>>Tom
> =3D3D3D3D20
> =3D3D3D
> > > >>
> =3D3D3D20
> > > > >
> >
> =3D3D3D
> > > >=3D3D3D3D
>>
>=3D3D3D20
> > > > =3D3D3D3D20
> >I choose Polesoft Lockspam to fight =
>spam, =3D
> >and=3D3D3D20
> > > > you?
> =3D3D3D3D20
> =3D3D3D
> > > >>http://www.polesoft.com/refer.html=3D3D3D20
> > > > =3D3D3D3D20
> =3D3D3D
> > > >=3D3D3D3D3D20
>
>
><!DOCTYPE=3D3D3D20
> > > > HTML PUBLIC "-//W3C//DTD =3D3D3D3D
>HTML =
>4.0=3D3D3D3D20
>
> =3D
> >=3D3D3D20
> > > > =3D3D3D
> > > >Transitional//EN">
><HTML><HEAD>
>=3D3D3D
> > > ><META=3D3D3D3D20
> =3D3D3D20
> > > > http-equiv=3D3D3D3D3D3DContent-Type =3D3D3D
> > > >content=3D3D3D3D3D3D"text/html;=3D3D3D3D20
> =3D3D3D20
> > > > =
>=3D3D3D3D3D
>charset=3D3D3D3D3D3D3Diso-8859-1">
><META =3D3D3D
> > > >
> > > > =3D3D3D3D
>content=3D3D3D3D3D3D"MSHTML=3D3D3D3D20
 >
>=
> =3D3D3D
> > > >6.00.2800.1400"=3D3D3D3D20
> =3D3D3D20
> > > > =3D3D3D
> > > > =

```

>>=3D3D3D3D<BR>>name=3D3D3D3D3D3DGENERATOR><BR>><STYLE></STYLE&=3D3D
3D
> > > =
>>gt;<BR>></HEA=3D3D3D3D<BR>>D><BR>><BODY=3D3D3D3D20<BR >&=3D3D3D
> > > >gt; =3D3D3D20
> > > > bgColor=3D3D3D3D3D3D3D#ffffff><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3D3DArial=3D3D3D3D20<BR>> =3D3D3D20
> > > > =3D3D3D
> > > =
>>=3D3D3D3D<BR>>size=3D3D3D3D3D3D2>Rick,</FONT></DIV><BR >>&l=3D3D3D
> > > >t;DIV><FONT=3D3D3D3D20<BR>> =3D3D3D20
> > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2>1 mec, no BNC =
>=3D
> >involved. =3D3D
> > >Paris=3D3D3D20
> > > > =3D3D3D3D<BR>>=3D3D3D3D3D<BR>>boots up so=3D3D3D3D20<BR>>
=
> =3D3D3D
> > > >the=3D3D3D3D3D3D20<BR>>1=3D3D3D20
> > > > mec=3D3D3D20
> > > > =3D3D3D
> > > >=3D3D3D3D<BR>>that</FONT></DIV><BR>><DIV><FONT=3D3D3D
> > > >=3D3D3D3D20<BR>> =3D3D3D20
> > > > face=3D3D3D3D3D3D3DArial size=3D3D3D3D3D3D2>I'm using shows
=
>up but
> =3D
> >never any
> > =3D3D
> > >A to=3D3D3D
> > > >
> > > > =3D3D3D3D<BR>>=3D3D3D3D3D<BR>>Ds or=3D3D3D3D20<BR>> =
>=3D3D3D20
> > > > any=3D3D3D3D3D3D20<BR>>installed=3D3D3D3D20<BR>> =3D3D3D20
> > > > modules.</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > =3D3D3D3D<BR>>face=3D3D3D3D3D3D3DArial=3D3D3D3D20<BR>> =3D
> >size=3D3D3D3D3D3D2>This is =3D3D
> > >=3D3D3D
> > > >the same=3D3D3D20
> > > > symptom before I =3D3D3D3D3D3D<BR>>repaired =3D3D3D
> > > >=3D3D3D3D<BR>>one=3D3D3D3D3D20<BR>> =3D3D3D20
> > > > of=3D3D3D3D3D3D20<BR>>my mecs with=3D3D3D3D20<BR>> =
>=3D3D3D20
> > > > a</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3D3DArial=3D3D3D3D20<BR>> =
>size=3D3D3D3D3D3D2>new =3D
> >chip. The =3D3D3D
> > > >clock light=3D3D3D20

```

> > > > =3D3D3D3D3D
>continues to=3D3D3D3D20
> =3D3D3D3D
> > > >flash=3D3D3D3D3D20
>too.=3D3D3D3D20
> > > > Never locks=3D3D3D3D3D20
> =3D3D3D3D20
> > > > in.</DIV>
><DIV><FONT =3D3D3D3D
> > > >face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> > > > =3D3D3D3D3D
>
> size=3D3D3D3D3D3D3D2>=3D3D3D3D20
> > > > </DIV>
><DIV><FONT=3D3D3D3D20
> > > > =3D3D3D3D3D
>face=3D3D3D3D3D3D3DArial=3D3D3D3D20
> =3D
> >size=3D3D3D3D3D3D3D2>I am =3D3D3D3D
> > > >using the simplest=3D3D3D3D20
> > > > setup I can =3D3D3D3D3D3D
>imagine=3D3D3D3D3D20
> =That woman
doesn't understand that if she had played the age card, "Oh,
I'm so tired, I think I'm going to faint (right here in your lobby)..."
she could have gotten the manager's attention right away, rather than a
trip to the pokey.

The key in situations like this is to keep your eye on what you want,
and figure out how to make the other guy want to give it to you. Of
course, she may have just been looking for something crazy to do, and
she certainly found that.

Don, what's your beef with Steiny?

DC wrote:

> Think this would work with Steinberg?

>

> <http://www.washingtonpost.com/wp-dyn/content/article/2007/10/17/AR2007101702359.html>

>

> DC

>Thanks for asking, Don.

I've been crazy busy at work, but I get to transition to a different

Subject: Re: S/MUX (ADAT doublewire) question
Posted by [JeffH](#) on Mon, 01 Oct 2007 17:54:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

;
On Fri, 19 Oct=3D3D3D20

> > > 2007
=3D3D3D3D3D
>
> 00:22:39 -0400, "Tom =
Bruhl"=3D3D3D20

> > > <<A=3D3D3D3D20
> =
=3D3D3D3D3D
>href=3D3D3D3D3D3D"<A=3D3D3D20

> > > =3D3D3D3D

> > =3D3D3D

> =3D

=

>>>href=3D3D3D3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>
=

wro=3D
>te'=3D3D
> >>ma=3D3D3D
> > >ilto:arpeggio@comcast.net">arpeggio@comcast.net>
w=3D3D3D
> > >rote:=3D3D3D3D
>

>I=3D3D3D3D20
> =3D3D3D20
> > > thought I was groovin' but once the second Mec was=3D3D3D20
> > > =3D3D3D3D
>introduced
>the=3D3D3D3D20
> system =
=3D3D3D
> > >stopped. That was=3D3D3D20
> > > a few weeks ago.
>
>Today I=3D3D3D20
> > > =3D3D3D3D
>tried=3D3D3D3D20
> different cables, eds =
cards, =3D
>mecs, =3D3D3D
> > >eliminated=3D3D3D20
> > > the magma =3D3D3D3D
>and
>still no=3D3D3D3D20
> =
=3D3D3D
> > >clock lock or=3D3D3D20
> > > modules showing up in the paris=3D3D3D20
> > > =3D3D3D
> > >=3D3D3D3D
>patchbay.
>
>This=3D3D3D3D20
> =3D3D3D
> > >means to=3D3D3D20
> > > me software unless someone tells me=3D3D3D20
> > > =3D3D3D
> > >=3D3D3D3D
>differently.
>
>I=3D3D3D3D20
> =3D3D3D
> > >have a new=3D3D3D20
> > > C drive which I will load XP and no pace. Any =3D
>other=3D3D3D3D20
> =3D3D
> >=3D3D3D
> > >
> > >
>suggestions?
>
>More frustrated =3D3D3D
> > >than=3D3D3D20
> > > my=3D3D3D3D20
> =3D3D3D20
> > > =3D3D3D
> > >clients,
>Tom
>
>
>
>=3D3D3D
> > >>>
>I=3D3D3D20
> > > choose =3D3D3D3D
>Polesoft=3D3D3D3D20
> Lockspam to =
fight =3D
>spam,=3D3D3D20
> > > and=3D3D3D3D20
> =3D3D3D
> > >you?
>http://www.polesoft.com/refer.html=3D3D3D20
> > > =3D3D3D
> > >=3D3D3D3D20
>
</BLOCKQUOTE></BODY></HTML>
&=3D3D3D
> > >gt;
>
</BLOCKQUOTE></BODY></HTML>
> > >
> > >
> >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

```

> <<HTML><HEAD>
> <<META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> <> charset=3D3D3Diso-8859-1">
> <<META content=3D3D3D"MSHTML 6.00.2800.1400" name=3D3D3DGENERATOR>
> <<STYLE></STYLE>
> <</HEAD>
> <<BODY bgColor=3D3D3D#ffffff>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>Hi Mike,</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>Well I've been to .cfg =
many a =3D
>=3D3D
> <>time.</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>I've seen that Mastercard =
=3D
>setting as =3D3D
> <>being=3D3D20
> <>0</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>but maybe it changed =
after =3D
>removing the
> =3D3D
> <>4=3D3D20
> <>other</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>eds cards for this round =
of =3D3D
> <>testing.</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>If it's still 0 what else =
could
=3D
>this =3D3D
> <>be? =3D3D20
> <>Busted mobo?</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm really in an idunno =
place =3D
>right =3D3D
> <>now. I'll=3D3D20
> <>be checking</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>seriously today again =
because of
=3D
>a =3D3D
> <>session tomorrow=3D3D20
> <>morning.</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> <<DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>

```

```

> ><BLOCKQUOTE=3D3D20
> >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>=3D3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Mike Audet" <mike@....> wrote in message <A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"news:471b2ec2$1@linux">news:471b2ec2$1@linux</A>...</DIV><B=
R>H=3D
>i=3D3D20
> > Tom,<BR><BR>If you've only got one card in, then the Mastercard =
=3D
>=3D3D3D 0
> =3D3D
> >setting is=3D3D20
> > right.<BR> The file is Paris.cfg, and it lives in the =3D
>c:\program=3D3D20
> > files\Emu\PARIS PRO<BR>folder.<BR><BR>I'd still check it out to =
see
=3D
>=3D3D
> >what it is=3D3D20
> > set to.<BR><BR>If it is wrong, what you are describing =
will=3D3D20
> > happen.<BR><BR>Good luck!<BR><BR>Mike<BR><BR>"Tom Bruhl" =
<<A=3D3D20
> > =
href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D3D20
> > wrote:<BR>>

```
