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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

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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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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</A>...</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>As I near the time when I'm going =  
to have my=20  
ole'&nbsp;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? =  
</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Things I'm looking at the top of =  
the list=20  
are:</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>&nbsp;&nbsp;</FONT><U>Upkeep</U> (for =  
instance, black=20  
looks great but always needs cleaning and pre-paint flaws are =  
\_tough\_ to=20  
fix)</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>&nbsp;&nbsp;</FONT><U>Visibility</U>. =  
Color is no=20  
good if it's&nbsp;mixed with&nbsp;my broken body under a pickup =  
cause they=20  
"didn't see" me.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>&nbsp;&nbsp;</FONT> =  
<U>Cool&nbsp;factor.</U> Let's=20  
face it, chicks dont dig ugly bikes or dudes on them.&nbsp;(yes, I =  
realize=20  
this ain't no Harley!)</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>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. </FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><A href=3D"http://smirk.bjenterprise.com/VF/index.html"><FONT =  
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size=3D2>

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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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<DIV><FONT face=3DArial size=3D2>For the guys: Black</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>For the chicks Red</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>I like 'em both... the colors I =  
mean.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<BLOCKQUOTE dir=3Dltr=20

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message <A=20

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<DIV><FONT face=3DArial size=3D2>rouge</FONT></DIV>

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wrote in=20

message <A =

href=3D

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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,

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