
Subject: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [neil\[1\]](#) on Mon, 04 Jul 2005 15:43:46 GMT
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Il mic, and probably lots of people
> know about the condensor 8-Ball by now, but for anyone who's
> not been keeping up, they now have a "Kickball", specially
> designed for kick drums (and yes, it comes in the familiar
> subdued red color so well-known to us from when we were kids);
> and now they have a new one coming our called the "Snowball" -
> from what I understand, this is a dual-element mic, which has
> switchable settings... one more tailored to vocals, and one
> more tailored to instruments... AND, it comes with a USB
> interface! Based on the switchability & USB deal, it appears to
> be targeted specifically at low-budget home recordists.
>
> Just thought I'd share... I just happen to think these guys are
> pretty innovative. <http://www.bluemic.com> if you don't have
> the link handy. What's next? The "Baseball", specially-
> designed for Bass guitar (comes in white, with little red
> stiches around it)? Maybe the "Racketball" for REALLY loud
> sounds, or perhaps the "Gag-Ball", for vocalists that you don't
> really want to hear at all?
>
>
>
> Also, look what I came across... it's pretty funny to hear this
> stuff with standard General MIDI sound fonts (unless you've got
> those disabled on your computer, you should be able to just
> click on the link & hear it that way). The notes & phrasing
> aren't aren't quite right, but you'll should a kick out of it,
> nonetheless:
>
> <http://www.jgeoff.com/rush/midi/spiradio.m>

Subject: Re: B.L.U.E. Sure Has a lot of Balls
Posted by [Deej \[3\]](#) on Mon, 04 Jul 2005 16:33:39 GMT
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id
>
>
> Just some O.T. rambling on a day off... y'all have a Happy 4th!
>
> Neil"Neil" <IOUOI@OIUOUI.com> wrote in message news:42c9a04e\$1@linux...
>
> "Mr Simplicity" <animix_spamless_@animas.net> wrote:

> >Neil,
> >
> >I didn't see any reference to the *snowball* (but I haven't had my coffee
> >yet). Just a thought about this.....USB? So there is an A/D converter
> in
> >the mic housing that is sending data via USB?
>
> It's just listed near the top of the page on the BLUE site -
> they don't have any product info yet... here's a write up,
> though:
>
> <http://remixmag.com/transmissions/blue-snowball-041405/>
>
>Well, I can't make an absolute guarantee, but I've been doing a lot of reading
on PCI standards, and nothing I've read or been told indicates that an EDS
card would be damaged by placing them in the PCI 2.3 slots. I'm pretty sure
they would just work or not.

Were you thinking of doing this pretty soon? This sounds like it might be
a chance for us to get a test on this board without anybody having to actually
dive in, so to speak.

Cheers,
Kim.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>
>Kim. I'm about to start building a cubase rig for a friend using the K8NS
>Ultra 939. I was thinking about trying to load Paris in it to see if it
would
>work. After reading this thread, it sounds like it will either work, or
not
>even boot, but nothing will be damaged. Does this sound correct? I really
>don't want to do this if there is even a chance of damaging the system.
>Rod

>"Kim" <hiddensounds@hotmail.com> wrote:

>>
>>Chris Ludwig <chrisl@adkproaudio.com> wrote:
>>>Hi Kim,
>>>EDS cards will work fine with these slots.
>>
>>According to this:
>>
>>

Subject: Re: B.L.U.E. Sure Has a lot of Balls

Posted by [Neil](#) on Mon, 04 Jul 2005 20:47:10 GMT

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newer

>>>specs which wont work "Neither electrically nor physically..." and I'm
>98%

>>>sure that an EDS card WILL fit in a PCI 2.3 slot.

>>>

>>>Gee, much as it would mean I've been on a wild goose chase, I would LOVE

>>>to hear that I can use a PCI 2.3 motherboard. :o)

>>>

>>>Cheers,

>>>Kim.

>>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>Yeah, withen the next couple of weeks.

OK. I'm planning to build my system on

Subject: Re: B.L.U.E. Sure Has a lot of Balls

Posted by [uptown jimmy](#) on Mon, 04 Jul 2005 21:18:50 GMT

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or around July 20th, being my birthday.

:o) That's two weeks and one day away so it will be a close call. We'll see
who gets there first... :o)

Cheers,

Kim.I think I've worked it out. I've worked out why the documentation is half
and half about whether 5V is supported or not.

I think the story is that, for PCI 2.3, the motherboards are still 5V compatible,
but a PCI 2.3 compliant PCI card HAD to be 3.3V. This is why I'm reading
different info which says that on PCI 2.3 that 5V is removed from the spec,
because it's removed from the CARD spec, but still in the motherboard spec.
Hence older cards will still work.

I think this motherboard is a goer.

Cheers,

Kim.

"Kim" <hiddensounds@hotmail.com> wrote:

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>

>>Yeah, withen the next couple of weeks.

>

>OK. I'm planning to build my system on or around July 20th, being my birthday.

>:o) That's two weeks and one day away so it will be a close call. We'll see

>who gets there first... :o)

>

>Cheers,

>Kim.Deej,

Why the hell is your setup so damn complicated? :-)

It seems to me you want to get the benefits of the UAD-1 and maybe some other VST effects you can't get in PARIS... and you still want to be able to use PARIS effects or external inserts.

In general, here's what i would do if i had all your shit.

Get SX 3. MIX in SX!! If you want to use PARIS plugins or external inserts/effects then figure out how to make it work by using the SX external insert function available in 3.00. You certainly have enough frickin' adat channels so that some could be used as submix channels from SX.... and others could be used to setup external insert loops... where you loop through PARIS to get the plugin or external hardware you want... using the SX external insert function. Does this make sense?

So you would have some adat channels that would be used to get your actual tracks from SX to PARIS... you would be submixing in SX sending everything through 24 channels. The other 24 channels could be used as loops t

Subject: Re: B.L.U.E. Sure Has a lot of Balls

Posted by [uptown jimmy](#) on Mon, 04 Jul 2005 21:19:12 GMT

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o get

PARIS effects or external hardware back into SX which would end up going through your 24 submix channels to be bounced in PARIS.

its a theory.... i am not sure how you would set up the loop so that you are not "hearing" the PARIS loop effects twice... but i think it's do-able. And, TO ME, it seems alot more streamlined and less convoluted.... you don't have to worry about sync.... reverb giddyness... where to pan what where and when and from who.... automation can be done in one DAW instead of 2.

You are like a mad scientist!

:~)

Jeremy

"Mr Simplicity" <animix_spamless_@animas.net> wrote in message
news:42c8c0df@linux...

> Jeremy,

>

> This is how I am working.

>

&

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Kim](#) on Tue, 05 Jul 2005 06:38:41 GMT

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gt;

> > > do-able.

> > >

> > >>And, TO ME, it seems alot more streamlined and less convoluted.... you

> > >

> > > don't

> > >

> > >>have to worry about sync.... reverb giddyness... where to pan what
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> > >

> > > and

> > >

> > >>when and from who.... automation can be done in one DAW instead of 2.

> > >>

> > >>You are like a mad scientist!

> > >>

> > >>:-)

> > >>

> > >>Jeremy

> > >>

> > >>

> > >>

> > >>"Mr Simplicity" <animix_spamless_@animas.net> wrote in message

> > >>news:42c8c0df@linux...

> > >>

> > >>>Jeremy,

> > >>>

> > >>>This is how I am working.

> > >>>

> > >>>Cubase SX with 2 x RME HDSP 9652's.

> > >>>
> > >>>The outputs of the 9652 are routed to the inputs of 6 x ADAT modules
in
> > >
> > > 3
> > >
> > >>x
> > >>
> > >>>MECs.
> > >>>
> > >>>The Cubase SX mix template has 46 mono tracks and two stereo pair.
> > >>>
> > >>>Stereo SPDIF of the HDSP 9652's are routed to a Quantec Yardstick and
> > >>>Lexicon PCM 90 as outboard processors.
> > >>>
> > >>>The Cubase SX mix template has 44 mono tracks and two stereo tracks.
> One
> > >>
> > >>>of
> > >>>
> > >>>the stereo tracks is for bussing a drum submix to tracks 15 & 16 of
> > >
> > > Paris
> > >
> > >>>submix #1. The other ste

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [DMorrell](#) on Tue, 05 Jul 2005 09:53:44 GMT
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ger field, and nets), and our kind
of "Football" (the one with bigger guys, goalposts, and rampant
steroid use), so you'd actually have to come up with a
different mic application for each pun, and I can't think of
any... so it's your turn - take a shot at it!

Meanwhile, they could also design:
The "Volleyball" - meant for trading solos live... it would
have a built-in ducker with key inputs so when the other guy
comes in, it drops your level automatically; and, of course,
the "Squash Ball" with it's built-in hard limiter; the "Polo
Ball", which would be specifically for toms - it would make
them sound like they've been hit with a very large mallet; and
finally, the "Tennis Ball" for that warm & fuzzy feeling. :)

NeilHi All.

I'm setting up a quality surround system at work, and I need to get hold of a mix that's pretty detailed with good separation for 5.1 surround.

I don't listen to movies in my studio, so I don't really know what's good, and these guys are only going to be playing movies, so using music to test would not be an accurate representation of their planned usage.

Anyone have any favourite scenes from favourite movies for testing such a system?

I know the opening scene from Jurassic Park 3 sorts the Sub woofers from the chiuawa's if you know what I mean.

-Markus"Markus Stone" <markusm@alphalink.com.au> wrote:

>Hi All.

>

>I'm setting up a quality surround system at work, and I need to get hold of

>a mix that's pretty detailed with good separation for 5.1 surround.

>

>I don't listen to movies in my studio, so I don't really know what's good,
>and these guys are only going to be playing movies, so using music to test
>would not be an accurate representation of their planned usage.

>

>Anyone have any favourite scenes from favourite movies for testing such
a
>system?

>

>I know the opening scene from Jurassic Park 3 sorts the Sub woofers from
the
>chiuawa's if you know what I mean.

For effects realism, I'd go with the opening sequence
from "

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [IOUOI](#) on Tue, 05 Jul 2005 12:40:22 GMT
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> > actual

> > > >>tracks from SX to PARIS... you would be submixing in SX sending

> > everything

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Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Neil](#) on Tue, 05 Jul 2005 13:05:37 GMT
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> > >>
> > >>:-)
> > >>
> > >>Jeremy
> > >>
> > >>
> > >>
> > >>"Mr Simplicity" <animix_spamless_@animas.net> wrote in message
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Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Tom Bruhl](#) on Tue, 05 Jul 2005 19:11:52 GMT
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or a software one.

>On the Mac the only sequencers that I'm aware of that
>sync with PARIS that run on OS9x are Opcode's Vision
>and MOTU Digital Performer.

>

>You must use OMS to sync either one to PARIS. DP uses
>their own system which is called Free MIDI. It can also
>run under OMS as well. I will not go into this in detail
>because you can read about most of this stuff on the sites
>that I we list.

>

>If you don't have either one of these apps I would go
>here:<http://www.fm-music.com/v/> You can download
>OMS 2.8.3 and Vision 4.5.1 for FREE. All the manuals
>for Vision and OMS are found here as well. You can
>record your midi data in Vision and that will drive the synth.
>Just patch the output of the Synth to the inputs of your PARIS
>interface and record. All the info on how to sync Vision with PARIS on th
>Mac can be found in th PARIS manual from
>version1.8 to 3.0. OMS will use the IAC bus to send MTC
>to PARIS. When PARIS is set-up as the Master all you do
>is hit play and record in PARIS and Vision will follow as if they
>were one application.

>

>You will need a MIDI interface and a MIDI device for inputing
>the data. OMS will identify the interface and device..

>

>hope this helps!

>

>respect

>Nappy

>

>

>

>"Colonel Panic" <Panic@home.nowhere> wrote:

>>

>>You all have probably all been through this, so maybe you can help me.

>>

>>How do you record and playback MIDI info in Paris 3.0?

>>

>>Say you want to sync a Synth box to paris using MIDI clock.

>>

>>Can this be done? There doesn't appear to be any way to get MIDI signal
>>in and out of PARIS.

>>

>>TIA

>>

>>Panic

>I wonder if Acidizing it and then setting its playback properties in Acid so that tempo change (up or down) does not impose pitch shift would work. I've had some pretty good results doing jingles this way.

W. Mark Wilson

"Chas. Duncan" <duncan5199@SPAMLESSsbcglobal.net> wrote in message news:6frlc1l5ed036mb7nhj184rari11tgght5@4ax.com...

> Paris People:

>

> Working on a song demo here, several days in... The writer now wishes
> we were up 6 or 8 BPM... Don't want to start over...

>

> Thinking about timeshifting the thing in Wavelab... Question is --
> when? Should I finish rest of tracking ('nother guitar or two -- most
> of the lead vox, bg's, etc...) then drag the mix into WL and hit the
> "go faster" button? Or process existing tracks, bring'em back ino
> Paris and go from there? Whcih way is least screwed up?

>

> (starting to hate having this many choices...) -- Chas.I'd let the performer tell me what he
needed to hear in order to produce the
best tracks. If he (or she) is quite alright playing against the tracks
as they stand, I'd mix as is and process the two track in WL. Seems

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Kim](#) on Wed, 06 Jul 2005 01:13:11 GMT

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he NHT PVC for passive

>>

>> volume

>>

>>> control, and maybe some here are using it. I've read reports that due to
>>> cheaper pots (compared to Coleman and others), it has stereo balance

>>

>> issues

>>

>>> at lower levels, and to some degree balance problems up to reasonable
>>> listening levels. I am wondering what experience you have. I guess for
>>> \$100 you get what you pay for.

>>>

>>> Thanks,

>>> Detric

>>>

>>

>>

>>A thousand thanks!

Panic (tho less panic'ed then before...)

"Nappy" <mgrant01@san.rr.com> wrote:

>

>Yes!!!!

>If you run into any problems you can e-mail me

>off line. Good luck!

>

>respect

>Nappy

>

>

>"Colonel Panic" <Panic@home.nowhere> wrote:

>>

>>It absolutely helps.

>>

>>Let me see if I follow you here.

>>

>>If I run one of these Midi apps on the same box, then I can send the
>>MIDI info to and from it via a MIDI interface, and the sequencer app will
>>follow PARIS via OMS and record or output MIDI to the external
>>box via the MIDI interface which the app will recognize and PARIS
>>will not.

>>

>>Am I close?

>>

>>thanks!

>>

>>Panic

>>

>>"Nappy" <mgrant01@san.rr.com> wrote:

>>>

>>>Panic,

>>>I got a little confused as to what you want to do by trying to
>>>read the thread,so I'll try to answer the original post.

>>>

>>>First,you CAN record midi into PARIS 3.0 but,its not ever
>>>efficient. The best way is to use another sequencer that
>>>handles midi better and sync that app with PARIS either
>>>on the same box as PARIS or another box all together.

>>>

>>>You could use a hardware sequencer or a software one.

>>>On the Mac the only sequencers that I'm aware of that

>>>sync with PARIS that run on OS9x are Opcode's Vision

>>>and MOTU Digital Performer.

>>>

>>>You must use OMS to sync either one to PARIS. DP uses
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>>>

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Don Nafe](#) on Wed, 06 Jul 2005 12:19:02 GMT
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>
> Well, that's an easy one... that one is designed to be used
> only for micing the bottom heads of snares & toms... in other
> words, "down under" them. :)
>
> Neil
>
> P.S. - I have indeed heard of Aussie Rules Football, but had
> completely forgotten about that one - never seen it played, tho.
>
> If I remember coorectly:
> Aussie Rules Football = the uniform partly consists of one of
> those "hoodie" sweatshirts, so you have a pouch to carry the
> ball in while running... also, you're allowed to tackle & hit
> indiscriminately, but you have to shout "G'Day!" right as you're
> doing it. The equivalent of our 1st-Down markers consists of two
> crocs on the ends of a ten metre chain, and in recent years
> each down has become known as an "Irwin"... example: "The Swans
> are now on 2nd Irwin, with four metres to go". Smearing
> Vegemite on your hands - in order to aid in catching the ball -
> is allowed. A goal is referred to as a "Goana", and the object
> of the game is to get the ball within ten metres of the end
> zone (whereupon a small koala is substituted for the ball) then
> kick the koala through the Goanaposts.
>
> Do I have it right? :DIt is software that modifies the master boot record of the hard drive,
over-riding the BIOS settings on the mother board to make the OS see
the larger size hard drive. The only way to remove an overlay is a
low level format of the drive... something that is generally not
recommended. I would stay away from them personally... If your

computer does not handle the larger drives, and you must use them, it's time to upgrade the mother board and OS.

David.

Don Nafe wrote:

> So what exactly is an overlay...I've never heard that term before

>

> Don

>

>

> "EK Sound" <spamnot.info@eksoundNO.com> wrote in message

> news:42caf7bc\$1@linux...

>

>>"Maxblast" and the like are drive overlay utilities... personally I would

>>NEVER put anything important on a drive with an overlay. If the overlay

>>gets corrupt, ALL the information is toast... nothing will read the drive.

>>

>>Use at your own peril!!

>>

>>David.

>>

>>Mike R. wrote:

>>

>>

>>>I just got three fresh 120gb sized Seagate HDs (ata 100)for my Paris rig.

>>> Previously, I have worked exclusively with Maxtors. However, due to

>>>recent

>>>problems with RELIAfrekinBILITY (@#\$%%@ @ @!!!)... I've switched to

>>>Seagate:)

>>>(By the way, check out www.storagereview.com for a good review of various

>>>manufacturers HD's.) Anyhoo, in all my previous installs I've used the

>>>Maxtor

>>>installation program (Maxblast). The drives I got are not OEM (oops), so

>>>I haven't got Seagate's version of Maxblast. I presume Windows can

>>>format

>>>the disc's just as well, but I'm not sure if this is true and if so, how

>>>to go about it. I'm running Win 98SE. One of the drives will be my

>>>OS/System

>>>drive (though I will be using the extra space on it to store audio

>>>files).

>>> The other two are for audio files only.

>>>

>>>Gosh, I should know how to do this by now, but I've been

>>>Maxblastorized --and

>>>I don't want to mess up my precious bodily data(s) by screwing up an

>>>unfamiliar

>>>formatting protocol. Thanks.

>>>MR

>

>

>"erlilo" <erlilo@online.no> wrote:

>Have you tried defragmenting the partition to see if it can help?

No I must confess I haven't, but I can't see how it would have become fragmented. I mean you can't end up with fragmented data on the drive if you're not writing anything to the drive, and all I've done is installed those couple of apps and that's it. Basically, other than the swap file, it shouldn't have written anything to the drive since. It's not like it is (or should be) shuffling around data on already installed applications.

....but then, who knows, it is M\$...?

Cheers,

Kim.Hi,

I'm about to upgrade my paris computer rig, and was thinking of AN ASUS SOCKET-A A7V880 SOUND/LAN/S-ATA/R 400FSB and an XP3000 Athlon (or thereabouts) with 1.5 gig ram. Running 98 enables me to us

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls

Posted by [Neil](#) on Wed, 06 Jul 2005 13:19:16 GMT

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e my Korg Oasys (also 98 only), although if XP is better these days for Paris, do let me know as I could just use paris on a separate boot.

What I'm wondering is at what point do Win98 fail to recognised the additional power (in terms or ram, cpu, etc etc).

Also, is it possible to configure a multiple boot machine running 98 and XP, or would it be better to use hotswappable hard drives on the primary ide channel?

Thanks,

DanJust an aside to this.....I was absolutely floored when my ancient ASUS A7V8X mobo's recognized 250G drives, one urnning Win ME and the other XP. A BIOS kinda' thing I would guess.

;?)

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message news:42cbfe12@linux...

> It is software that modifies the master boot record of the hard drive,

> over-riding the BIOS settings on the mother board to make the OS see

> the larger size hard drive. The only way to remove an overlay is a
> low level format of the drive... something that is generally not
> recommended. I would stay away from them personally... If your
> computer does not handle the larger drives, and you must use them,
> it's time to upgrade the mother board and OS.
>
> David.
>
> Don Nafe wrote:

Subject: Re: OT: B.L.U.E. Sure Has a lot of Balls
Posted by [Dedric Terry](#) on Wed, 06 Jul 2005 14:17:23 GMT
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mat.

-----=_NextPart_000_000C_01C58281.853285C0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Forget it.....bad link, bad joke.

"Mr Simplicity" <animix_spamless_@animas.net> wrote in message =
news:42ccbb17\$1@linux...
Get'em while you can.

;o)

-----=_NextPart_000_000C_01C58281.853285C0
Content-Type: text/html;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Forget it.....bad link, bad =
joke.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
```

<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Mr Simplicity" <<A=20
 =
href=3D"mailto:animix_spamless_@animas.net">animix_spamless_@animas.net</=
A>>=20
 wrote in message <A=20
 =
href=3D"news:42ccbb17\$1@linux">news:42ccbb17\$1@linux...</DIV>Get'em =
while=20
 you can.

;o)

</BLOCKQUOTE></BODY></HTML >

-----=_NextPart_000_000C_01C58281.853285C0--This is a multi-part message in MIME format.

---=_linux42ccc8aa
Content-Type: text/plain
Content-Transfer-Encoding: 7bit

This bad joke?

---=_linux42ccc8aa
Content-Type: image/jpeg; name="parishalfprice.jpg"
Content-Transfer-E
