Subject: Hello?
Posted by Ted Gerber on Mon, 19 May 2008 23:01:27 GMT

Subject: Re: Hello?
Posted by Tom Bruhl on Mon, 19 May 2008 23:40:24 GMT

This is a multi-part message in MIME format.

------=_NextPart_000_0007_01C8B9E8.2E5D3230
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hi

  "Ted Gerber" <tedgerber@rogers.com> wrote in message =
news:483206c7$1@linux...

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0007_01C8B9E8.2E5D3230
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 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hi</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

```
<DIV>"Ted Gerber" &lt;<A=20
  href=3D"mailto:tedgerber@rogers.com">tedgerber@rogers.com</A>&gt; =
wrote in=20
  message <A=20
href=3D"news:483206c7$1@linux">news:483206c7$1@linux</A>...</DIV><BR></BL=
OCKQUOTE>
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
and=20
you?<BR><A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BODY ></HTML>

------=_NextPart_000_0007_01C8B9E8.2E5D3230--
```

Subject: Re: Hello?
Posted by excelav on Mon, 19 May 2008 23:57:31 GMT
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"Ted Gerber" <tedgerber@rogers.com> wrote:
>
>

Crickets

Subject: Re: Hello?
Posted by Terry T on Tue, 20 May 2008 00:20:20 GMT
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Howdy

"Ted Gerber" <tedgerber@rogers.com> wrote:
>
>

Subject: Re: Hello?
Posted by kerryg on Tue, 20 May 2008 00:22:20 GMT
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[SFX: Ted's "helloooooooo" echoes off into the distance, bathed in a warm
hall reverb]

On 5/19/08 4:01 PM, in article 483206c7$1@linux, "Ted Gerber"
<tedgerber@rogers.com> wrote:

>
>

Subject: Re: Hello?
Posted by Don Nafe on Tue, 20 May 2008 00:59:45 GMT
View Forum Message <> Reply to Message

That would be a DP/Pro hall reverb as ported by our guy Mike

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message
news:C45767CC.AFBD%kg@kerrygalloway.com...
> [SFX: Ted's "helloooooooo" echoes off into the distance, bathed in a warm
> hall reverb]
>
>
> On 5/19/08 4:01 PM, in article 483206c7$1@linux, "Ted Gerber"
> <tedgerber@rogers.com> wrote:
>
>>
>>
>

Subject: Re: Hello?
Posted by Ted Gerber on Tue, 20 May 2008 01:35:57 GMT
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"Don Nafe" <dnafe@rogers.com> wrote:
>That would be a DP/Pro hall reverb as ported by our guy Mike
>
>

Which Ted can't hear because he's on a Mac :>(

Subject: Re: Hello?
Posted by excelav on Tue, 20 May 2008 02:07:56 GMT
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"Ted Gerber" <tedgerber@rogers.com> wrote:
>
>"Don Nafe" <dnafe@rogers.com> wrote:
>>That would be a DP/Pro hall reverb as ported by our guy Mike
>>

>>
>
>Which Ted can't hear because he's on a Mac :>(
>
>

Patients Grasshopper, someday soon, I will find my copy of Code Warrior!

Then again, Mike will probably have that Mac long before I find it:)

Subject: Re: Hello?
Posted by rick on Tue, 20 May 2008 09:23:31 GMT
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hi 2...just hi...no i'm not ...hi...never mind...

On 20 May 2008 09:01:27 +1000, "Ted Gerber" <tedgerber@rogers.com>
wrote:

>

Subject: Re: Hello?
Posted by rick on Tue, 20 May 2008 09:25:51 GMT
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if you haven't found it by now, i'd ask the mrs. which sweater drawer
it's in...youl'd be surprised what gets put in there.

On 20 May 2008 12:07:56 +1000, "James McCloskey"
<excelsm@hotmail.com> wrote:

>
>"Ted Gerber" <tedgerber@rogers.com> wrote:
>>
>>"Don Nafe" <dnafe@rogers.com> wrote:
>>>That would be a DP/Pro hall reverb as ported by our guy Mike
>>>
>>>
>>
>>Which Ted can't hear because he's on a Mac :>(
>>
>>
>
>Patients Grasshopper, someday soon, I will find my copy of Code Warrior!

>
>
>Then again, Mike will probably have that Mac long before I find it:)

Subject: Re: Hello?
Posted by Gantt Kushner on Tue, 20 May 2008 14:00:52 GMT
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As am I.

WAAAANHHH!

Gantt

P.S. Sorry to whine.

"Ted Gerber" <tedgerber@rogers.com> wrote:
>
>"Don Nafe" <dnafe@rogers.com> wrote:
>>That would be a DP/Pro hall reverb as ported by our guy Mike
>>
>>
>
>Which Ted can't hear because he's on a Mac :>(
>
>

Subject: Re: Hello?
Posted by Mike Audet on Tue, 20 May 2008 18:56:40 GMT
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Hi Guys,

I have full confidence that Chuck will send the mac as soon as he can, but
just out of enthusiasm, I bought a copy of Codewarrior 4 off ebay yesterday.
 We'll see how it goes. Chuck said he had a hell of a time before he got
the development mac.

All the best,

Mike

"Gantt Kushner" <ganttmann@comcast.net> wrote:
>
>As am I.

>
>WAAAANHHH!
>
>Gantt
>
>P.S. Sorry to whine.
>
>"Ted Gerber" <tedgerber@rogers.com> wrote:
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>>"Don Nafe" <dnafe@rogers.com> wrote:
>>>That would be a DP/Pro hall reverb as ported by our guy Mike
>>>
>>>
>>
>>Which Ted can't hear because he's on a Mac :>(
>>
>>
>

Subject: Re: Hello?
Posted by chuck duffy on Wed, 21 May 2008 12:06:12 GMT

Guys,

I know you are all salivating.

I've spent 1.5 of the last three months in dubai. Now under crushing pressure
at work and on the home front. Things are truly crazy, but I will try and
get the machine out Friday.

Once Mike has the machine, it is as he was thinking, a fairly straightforward
process to build. The main thing is that any new .bmps need to become .picts,
which is probably not an issue, because from what I see mike is using the
controls from stockfx. Some compiler directives need to be modified, and
project references to the .dlls for linking need to be set up.

Chuck
"Mike Audet" <mike@...> wrote:
>
>Hi Guys,
>
>I have full confidence that Chuck will send the mac as soon as he can, but
>just out of enthusiasm, I bought a copy of Codewarrior 4 off ebay yesterday.
> We'll see how it goes. Chuck said he had a hell of a time before he got
>the development mac.
>

>All the best,
>
>Mike
>
>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>
>>As am I.
>>
>>WAAAANHHH!
>>
>>Gantt
>>
>>P.S. Sorry to whine.
>>
>>"Ted Gerber" <tedgerber@rogers.com> wrote:
>>>
>>>"Don Nafe" <dnafe@rogers.com> wrote:
>>>>That would be a DP/Pro hall reverb as ported by our guy Mike
>>>>
>>>>
>>>
>>>Which Ted can't hear because he's on a Mac :>(
>>>
>>>
>>
>

Subject: Re: Hello?
Posted by Ted Gerber on Wed, 21 May 2008 13:59:27 GMT
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Thanks so much Chuck and Mike-

Ted

"chuck duffy" <c@c.com> wrote:
>
>Guys,
>
>I know you are all salivating.
>
>I've spent 1.5 of the last three months in dubai. Now under crushing pressure
>at work and on the home front. Things are truly crazy, but I will try and
>get the machine out Friday.
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>Once Mike has the machine, it is as he was thinking, a fairly straightforward
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>>All the best,
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>>>>Which Ted can't hear because he's on a Mac :>(
>>>>
>>>>
>>>
>>
>

Subject: Re: Hello?
Posted by Gantt Kushner on Wed, 21 May 2008 15:06:12 GMT
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Hi Chuck,

You and Mike are both awesome! If there's anything I can do to help you
out please call. I'm in Silver Spring, MD. Let me know if I can help.

301- 754-1992

gantt

"chuck duffy" <c@c.com> wrote:
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Subject: Re: Hello?
Posted by Mike Audet on Thu, 22 May 2008 19:21:44 GMT

Thanks so much, Chuck. It is very kind of you to send it.

I'd love to pick your brain a bit about how the custom graphics work sometime.
 I never really did sort that out.

Thanks again!

Mike

"chuck duffy" <c@c.com> wrote:
>
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>I know you are all salivating.
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Subject: Re: Hello?
Subject: Re: Hello?
Posted by chuck duffy on Fri, 23 May 2008 11:45:29 GMT
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I think if you spent a couple hours looking at eventiter you would figure
it out. There is no coding for custom guis, just editing/creating the config
files, which of course is ungodly hard :-)

Chuck

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Subject: Re: Hello?
Posted by mike audet[3] on Sun, 25 May 2008 01:33:34 GMT
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Hi Chuck,

I'll take a closer look at it. Thanks again for everything. What daw are
you using these days (when you aren't working, which sounds like most of
the time)?

Cheers!

Mike

"chuck duffy" <c@c.com> wrote:
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