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Subject: Hello?

Posted by [Ted Gerber](#) on Mon, 19 May 2008 23:01:27 GMT

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Subject: Re: Hello?

Posted by [Tom Bruhl](#) on Mon, 19 May 2008 23:40:24 GMT

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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>&nbsp;</DIV>
```

```
<DIV>&nbsp;</DIV>
```

```
<BLOCKQUOTE=20
```

```
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
```



>  
>

---

Subject: Re: Hello?  
Posted by [Don Nafe](#) on Tue, 20 May 2008 00:59:45 GMT  
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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 "hellooooooooo" 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  
[View Forum Message](#) <> [Reply to Message](#)

"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  
[View Forum Message](#) <> [Reply to Message](#)

if you haven't found it by now, i'd ask the mrs. which sweater drawer  
it's in...you'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:  
>>  
>>"Don Nafe" <dnafe@rogers.com> wrote:  
>>>That would be a DP/Pro hall reverb as ported by our guy Mike  
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>>>  
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>>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  
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---

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.  
>>  
>>WAAAAANHHH!  
>>  
>>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  
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>>>>  
>>>>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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
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>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.

>

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>"Mike Audet" <mike@...> wrote:

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>>the development mac.

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>>All the best,

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>>Mike

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

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>>>As am I.

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>>>P.S. Sorry to whine.

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

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>>>>"Don Nafe" <dnafe@rogers.com> wrote:

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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

[View Forum Message](#) <> [Reply to Message](#)

---

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:

>

>Guys,

>

>I know you are all salivating.

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>I've spent 1.5 of the last three months in dubai. Now under crushing pressure

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---

Subject: Re: Hello?  
Posted by [Mike Audet](#) on Thu, 22 May 2008 19:21:44 GMT  
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---

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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>Guys,  
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>I know you are all salivating.  
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---

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

"Mike Audet" <mike@...> wrote:

>

>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.

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>

>Thanks again!

>

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>

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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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>it out. There is no coding for custom guis, just editing/creating the config  
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