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Subject: Question: Aggregate Device MHLINK  
Posted by [quintusii](#) on Sat, 17 Aug 2019 14:49:39 GMT

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I'm thinking about a solution for using the new MH-Link Ethernet connection to get rid of a long multicore.  
The problem is how do I connect my headphones/monitors. One solution would be a second MH Interface.  
Would it be advisable to use a Aggregate Core Audio device in terms of stability etc.?

Thanks!

Titus

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Subject: Re: Question: Aggregate Device MHLINK  
Posted by [OliverS34](#) on Sun, 29 Sep 2019 20:33:07 GMT

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quintusii wrote on Sat, 17 August 2019 10:49 I'm thinking about a solution for using the new MH-Link Ethernet connection to get rid of a long multicore.  
The problem is how do I connect my headphones/monitors. One solution would be a second MH Interface.  
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Thanks!

Titus  
Looking for similar help. Help i appreciated.

Thanks in advance.  
Regards,  
Oliver

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Subject: Re: Question: Aggregate Device MHLINK  
Posted by [bj](#) on Mon, 30 Sep 2019 01:59:53 GMT

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Hi Titus,

Sorry that I missed your original post.

So the whole point of MHLINK is that you don't need an aggregate device.

For your situation, the ideal solution would be 2 (or more) 3d boxes. You can put a long Ethernet run between the two boxes (up to 100 meters). The boxes the share a clock and mixer, and they

appear to the computer as one CoreAudio device with no need for CoreAudio aggregates.

You place the second box near your mix position and it provides monitor and headphone outputs as well as inputs for talkback, DI, processing loops etc. The other box(es) are in your tracking room or on stage and provide your inputs and also provide outputs for cue mixes and other forms of monitoring for the musicians.

Since the boxes are connected with Cat5, they are galvanically (transformer) isolated, so you don't need to worry about ground loops or voltage offsets between your control room location and the tracking room/stage location.

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Subject: Re: Question: Aggregate Device MHLINK  
Posted by [quintusii](#) on Tue, 01 Oct 2019 19:59:27 GMT  
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Thanks bj,

I'm aware that this would be the way to go... but until I have the money to get another MH-link interface would an aggregate device work well during recording with the MH console?  
Best  
Titus

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Subject: Re: Question: Aggregate Device MHLINK  
Posted by [bj](#) on Tue, 01 Oct 2019 20:22:39 GMT  
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Well, the RP in MIOConsole3d will only record from MH boxes (or through devices connected to MH boxes digitally). So an aggregate device won't help you there. Your only way of getting audio to/from both devices if one is not a 3d would be to use a digital interface (AES/ADAT/MADI).

Just in case you are not aware of the Early Adopter deal we are currently running, as a 3d Early Adopter you could get a ULN-2/3d for \$995 right now; that seems like it would be a really good way to accomplish your goals as described. You can still hook up your other interfaces via digital connections to either the LIO-8 or ULN-2 and thus aggregate that I/O into your 3d system...

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