
Subject: no sound until MIOconsole is launched
Posted by [rathammer](#) on Thu, 19 Sep 2019 05:54:15 GMT
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Dear forum,

I do not find reports on this issue in any other post, so am I the only one with this issue? > I do not get any sound out of the outputs assigned to the Monitor Controller until I launch MIOconsole.

After starting the computer, our ULN is turned on automatically with a central power switch. Logging in, starting ProTools, iTunes or whatever and playing audio, there is no sound until I open MIOconsole.

Also, the audio signal is ALWAYS dropping out every time MIOconsole is re-launched i.e. when I close the MIO application during sound playback and re-start it, audio drops out for a second or so and then comes back. WHY???

Both of those things never happen with any other audio interface that we owned. Once audio is playing, it should never be interrupted just by launching the software remote control surface. Or is this a general problem with AoIP?

Subject: Re: no sound until MIOconsole is launched
Posted by [bj](#) on Thu, 19 Sep 2019 06:17:22 GMT
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MIOConsole3d is required to establish the routing of audio on the hardware. So you have to launch MIOConsole3d each time you power cycle the hardware. If you always power down your computer and the devices, set MIOConsole to automatically launch at login; it can be launched hidden.

When MIO Console connects to the hardware, it establishes the routing and DSP configuration on the hardware. In order to do this without potentially crashing the DSP or causing beeps or other noises it needs to temporarily mute the audio. In 2d we have a feature called ConsoleSync that allows MIOConsole to load the currently running configuration from the hardware without disturbing the audio. That feature will be re-implemented for 3d in the not-to-distant future at which point the dropout will no longer occur.

In addition, when we implement ConsoleSync, the hardware will also remember your last set configuration on boot, so you won't need to launch MIOConsole3d to re-establish the last routing/configuration.

For the time being, we recommend you launch MIOConsole3d on login and if you don't need to interact with it, just hide the MIOConsole3d application. It will use almost no CPU when hidden, but will allow you to show the UI and make changes with no interruption in audio.
