
Subject: Metric Halo Console 3d Issue?

Posted by [BrandonRichey](#) on Tue, 05 Nov 2019 08:26:44 GMT

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Anyone else having problems with the MIO console 3d (docsbay.net/metric-halo-uln-8-3d) update? I'm running into similar problems, and so does a fellow producer with a nearly identical set-up as mine.. I have IMac i7, 16G Ram, blah Blah.. Lio-8.. I can only run at 256 or 512 samples, have high latencies, audio crackle.. Like you, going above 512 only makes things worse! Also I noticed that reducing track counts from 32 to 16 or 8 in Mio only increases latency and Cpu Load.. With 32 Samples I still have 10.2 latency.. Also, from 32-128 samples everything is unworkable.. Lastly I noticed that graphics seem to play a part too.. Opening plug-in windows makes things worse rapidly and on the other hand closing the Mio-mixer window helps a little.. This appears to be a specific Metric Halo/Ableton problem since i can't seem to find many other people who run into the same problems with the 3D upgrade.. Hope to hear from you...!

Subject: Re: Metric Halo Console 3d Issue?

Posted by [wango](#) on Tue, 05 Nov 2019 09:34:19 GMT

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You should subscribe to the Mobile IO list

Lots of input from other users and esp. B.J. who is there on a regular base.

Best
Ab van Goor

Subject: Re: Metric Halo Console 3d Issue?

Posted by [bj](#) on Tue, 05 Nov 2019 18:03:39 GMT

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Ableton does something strange that seems to cause problems for the underlying Ethernet driver. Our current recommendation is to use USB for audio transport to/from Ableton. With pb8 and pb9 you can use USB and Ethernet simultaneously. So if you need more channels or the ability to control and route between more than one box, you can connect both USB and Ethernet. Use the USB CoreAudio device for Ableton, and you can use the MHLINK device for other apps.
