
Subject: Pro Tools 10 compatibility with MH interfaces and MIO Console

Posted by [tomg](#) on Mon, 11 Jun 2012 18:50:44 GMT

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Hi,

I currently own 2 MH firewire interfaces: one ULN-2 and one 2882. I'm considering buying a 3rd (another 2882) in order to increase the number of I/O that I'll have available to me. I need more simultaneous inputs for tracking a full band in the studio.

From what I've read, PT10 supports up to 32 ch of IO with third-party interfaces. I've experimented with the 3-interface scenario by trying to create an aggregate device, which included the 2 MH boxes and an RME Fireface 800) within the Audio/Midi setup. This did not work. Pro Tools would not recognize the 3rd interface (the Fireface 800) even though I had included it in the aggregate device.

This makes me wonder:

1. Does pro tools 10 only recognize the first 32 core audio channels? (two MH boxes actually = 36 channels/streams of audio)
2. Is there a physical limit to the number of core audio devices that I can use with pro tools 10?
OR Can I somehow force Pro Tools 10 to use, for example, 6 inputs via the ULN-2, 18 inputs from my 2882, and 8 inputs from a new 2882...

Can anyone confirm that such a setup will work and work reliably?

Thank you,

Tom

Subject: Re: Pro Tools 10 compatibility with MH interfaces and MIO Console

Posted by [Allen](#) on Mon, 11 Jun 2012 19:17:26 GMT

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- 1) PT 10 only recognizes the first 32 channels in an aggregate.
- 2) Avid's statement is that Pro Tools does not officially support aggregates other than the "Pro Tools Aggregate I/O" even though they work; I'm unaware of a limit on physical devices. You cannot map the Core Audio channels.

We have let Avid know that these are serious limitations for our customers.

Subject: Re: Pro Tools 10 compatibility with MH interfaces and MIO Console

Posted by [tomg](#) on Mon, 11 Jun 2012 20:18:40 GMT

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Hi Allen,

thanks for the quick response. You've confirmed what I had observed and which, as usual, Digidesign/Avid has failed to make clear about its own product. Support for more devices with a limit of 32 IO streams would be a fine compromise, and mapable core audio streams would make even more sense.

I'll continue working with DP7 for now.

Thanks! By the way, I love Metric Halo products!

- Tom