
Subject: ULN8 in Standalone for Windows
Posted by [Cflat96](#) on Sat, 31 Mar 2018 16:36:12 GMT
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Hey guys,

I have a ULN8 I use with a 2015 MacBook Pro. I'm building a windows pc for the studio and would really like to use the ULN8 with it. I was thinking I'd try a RME AES PCIe card and use the ULN8 in standalone mode.

Has anyone done this? Any information on how it works? I wouldn't mind using the MacBook Pro to control the ULN8 if I could get the best of both worlds and not lose functionality.

I'm just looking for suggestions and/or advice before spending \$1300 on the RME card.

Thanks!

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Sat, 31 Mar 2018 21:37:29 GMT
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This works well.

If you keep the Mac attached to control the box via Firewire, you definitely have the best of both worlds, as you have the full capabilities of the box.

If you don't want to have the mac attached, you can set up the routing between the analog and the AES and save a boot state -- that lets you use it as a standalone converter. Since you can control input selection, gain, and phantom from the front panel, you have a lot of the functionality without using the mac as a controller.

In addition to the RME card, you could consider the Lynx AES 16e; that is also known to work well, and it less expensive.

<https://www.lynxstudio.com/products/aes16e/>

There is a used one from JRR Shop for \$299 right now:

https://reverb.com/p/lynx-aes16e-aes-slash-ebu-pcie-audio-interface-card?gclid=EAlaIQobChMIj4ONi8KX2gIVzbjACh2f6QxmEAQYAyABEgJMy_D_BwE&hfid=1713918

Subject: Re: ULN8 in Standalone for Windows
Posted by [Cflat96](#) on Sun, 01 Apr 2018 03:08:15 GMT
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Awesome! Thank you!

Subject: Re: ULN8 in Standalone for Windows
Posted by [Cflat96](#) on Sat, 03 Nov 2018 01:14:20 GMT
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I have a little update to my previous question. It might be a silly one, but I'm a little confused about something.

I'll be getting the 3D update for my ULN8. I know Windows drivers are not ready yet, but what will be my options for connecting the ULN8 to my pc with 3D? Will there be a better option than connecting to the AES16e pcie card? Will MH Link work for PC? One of the reasons I'm asking is that I'm considering making the switch over to PC and also wondering which edge cards, if any, I should order with the 3D upgrade.

Thanks!

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Sat, 03 Nov 2018 02:59:40 GMT
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Cflat96 wrote on Fri, 02 November 2018 21:14 I have a little update to my previous question. It might be a silly one, but I'm a little confused about something.

I'll be getting the 3D update for my ULN8. I know Windows drivers are not ready yet, but what will be my options for connecting the ULN8 to my pc with 3D? Will there be a better option than connecting to the AES16e pcie card? Will MH Link work for PC? One of the reasons I'm asking is that I'm considering making the switch over to PC and also wondering which edge cards, if any, I should order with the 3D upgrade.

Thanks!

With Win10 you can use the ULN-8 via USB as a "dumb" converter, and you can use the front panel to change gains, S/R etc.

MHLink requires a custom driver for Windows which is not available yet.

AES will work, but routing needs to be established. With the current software that requires connecting a Mac to configure the routing each time the box is rebooted. In the near future we will re-enable the ability to set a boot state which would remove the need to use the Mac on each reboot, but will still require connecting the Mac to establish the boot-state.

Once we have MIOConsole and the driver running on Windows, you will no longer have any need to use a Mac.

Subject: Re: ULN8 in Standalone for Windows
Posted by [Cflat96](#) on Sun, 04 Nov 2018 20:10:34 GMT
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Thanks for the quick reply!

As I mentioned in my earlier posts, I'm fine with using my MacBook to control MIOConsole while hooked up to the PC via the AES16e (or USB as you informed me) for now. My question was mostly in regards to the future when the Windows drivers are ready. But I think you answered my question by implying that MH Link will work with W10 when that happens, unless I read too much into your statement.

Thanks again

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Sun, 04 Nov 2018 20:20:34 GMT
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Cflat96 wrote on Sun, 04 November 2018 15:10But I think you answered my question by implying that MH Link will work with W10 when that happens, unless I read too much into your statement.

That's the plan.

Subject: Re: ULN8 in Standalone for Windows
Posted by [tompisa](#) on Thu, 11 Jun 2020 11:56:42 GMT
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I use three uln8 in a "Mac only" room and have to use a Windows system soon, for a Magix Sequioa (Win only) setup.

I have 2 questions:

- a) will a special Win10 MH Link driver be included in the first final release of the 3D driver which I can use asap ?
- b) what does "dumb" Converter mean accordingly to the current usage of MH USB interface with Win PCs ? Can I at least connect the Windows 10 PC to the LIO or ULN-2 and sending audiostreams via USB from Sequioa and output a mixed stereo signal via Edge AES ?

I simply want to avoid the purchase of another non- MH Audio interface . Appreciate your help

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Tue, 30 Jun 2020 21:27:12 GMT
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- a) No - that will come with a windows release
 - b) Yes, almost certainly. In order to control the routing, you will need to have the boxes connected to MIOConsole3d on a mac, but you can stream over USB from the PC.
-

Subject: Re: ULN8 in Standalone for Windows
Posted by [rsnt](#) on Fri, 16 Apr 2021 09:04:40 GMT
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Just a question about this Bj, I also have 3 x ULN8's in my main room, and we want to use Windows machines soon too. The USB streaming only shows 8 IO's? How would one address this? Considering we're using the monitor controller with 16 different speakers as it is, and we often work at 96k. Thoughts?

Subject: Re: ULN8 in Standalone for Windows
Posted by [tompisa](#) on Fri, 16 Apr 2021 10:39:37 GMT
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Win and Mac . Workaround since many many years here , is to make use of the ULN/ LIOs on Win10 by connecting AES/ EBU with PCIe Cards and sync with WC.

ASIO4ALL is simply not practical if it comes to sample buffers < 512.

Subject: Re: ULN8 in Standalone for Windows
Posted by [rsnt](#) on Fri, 16 Apr 2021 10:50:36 GMT
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This really is a painful way to 'fix' this issue. It's really time MH made a workable Windows driver for this system. Agreed ASIO4ALL is not a great driver.

Subject: Re: ULN8 in Standalone for Windows
Posted by [tompisa](#) on Fri, 16 Apr 2021 11:15:34 GMT
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As much as I like and respect Metric Halo and his owner and have trusted it for nearly 2 decades, the (non-) communication on the subject is beyond my understanding.

BJ says nothing about this topic and it may be that in beautiful Safety Harbour FL, and also (I may say this) from a certain age not everything has the same priority and passion as 20 years ago. But a reasonable answer on whether at all on a ASIO Windows driver is in progress would

show at least some politeness and respectfulness to his customers who would need to work on both systems, MacOS and Win. But well, enough blubbering. :lol:

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Fri, 16 Apr 2021 21:23:46 GMT
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The story on this has not changed.

We will complete the software for Mac, and then we will move on to Windows. We are getting close to being feature complete for Mac.

Native windows support is still on our timeline, and we are still committed to it. But I am not going to give a projected completion date, because it will not be correct and that would be misleading.

If you have/want to use a MIO today, and you want to use it on Windows your options are as follows:

- 1) Use a Mac or a Hack
- 2) Use a Mac for control (can be virtual) and use Microsoft's UAC2 driver via WASPI/WDM or via ASIO for all (which is OK, but not ideal)
- 3) Use a Mac for control and use a third-party digital interface for transport to/from the Windows box; this can handle large channel counts by using MADI or ADAT with an EdgeCard

#3 gets you the sound quality and signal processing/monitor control functionality with a reliable Windows based transport without having to wait on us to deliver a Windows driver.

Subject: Re: ULN8 in Standalone for Windows
Posted by [imdrecordings](#) on Fri, 07 Jan 2022 00:36:08 GMT
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Windows drivers... How we doing MH family?

Subject: Re: ULN8 in Standalone for Windows
Posted by [rsnt](#) on Fri, 07 Jan 2022 06:36:07 GMT
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I took the advice above from BJ and deployed the RME Digiface USB on the WIN10/PC side. Works well this way. I get 32 I/O over ADAT to my EDGE card and I just use an old spare Macbook to control the MH side of things. While it's not exactly ideal, it's a good enough workaround for now while the 3D system is being completed. I'm always amazed at how much

better 3D gets with each update and I really appreciate the level of engineering this tool has addressed. Still, Windows drivers will eventually become essential as more people move towards different mediums like VR/gaming engines and the fact that PC in many ways is a superior tool overall.

But, for now, just wanted to chime in here that the RME device works really well, didnt break the bank, and reminded me actually of how great their ASIO driver is. It's a nice solid box. Cheers all, and happy new year!

Subject: Re: ULN8 in Standalone for Windows
Posted by [imdrecordings](#) on Sat, 08 Jan 2022 01:07:24 GMT
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Thanks

Without word clock, how do you handle clocking? I have a Crane Song HEDD that I connect via AES/EBU to the Lio-8 and would need a central clocking device to bring those together

Subject: Re: ULN8 in Standalone for Windows
Posted by [HariSeldon](#) on Thu, 03 Nov 2022 00:15:02 GMT
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In have a quick question about Windows so I thought I would tack it on here as someone might know.

I have MH LIO-8 mk4 and am trying to send audio from windows 10 along USB. In the windows control panel I can run a test ping and I hear it, but no other audio is working. Is there a guide for how to get win10 working?

thanks all

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Thu, 03 Nov 2022 03:36:30 GMT
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It is likely that you need to use MIOConsole3d on a mac to set the USB channel count to 8/8; the built-in drivers in Windows don't seem to be able to reliably deal with the channel count being over 8/8. Also make sure the firmware is up to date, as there was a bug in the USB descriptors that caused problems on windows in early versions of the firmware.

This was covered in release notes when we added the support to the firmware to address this in windows, but I can't find it right now.

Subject: Re: ULN8 in Standalone for Windows
Posted by [HariSeldon](#) on Tue, 08 Nov 2022 23:33:00 GMT
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Thank you kindly, that solved the issue. I should have asked here before spending hours trying to find the info.

I had an issue with both mac and win10 where primary voices in media are nearly silent. I solved it on mac by going into "audio-midi setup" and setting the "speaker configuration" to "surround 2.0". How do I solve this issue for windows 10? (my LIO8-mk4 runs my music studio, my work office, and my leisure setup)

One other question - The new update recently is very impressive it's like my Metric Halo is brand new all over again. Curious if there is any documentation about the new plugins? For example, what do 'R' and 'T' represent in SPRES? What is Maths doing? Etc.

Cheers :)

Subject: Re: ULN8 in Standalone for Windows
Posted by [bj](#) on Tue, 08 Nov 2022 23:39:35 GMT
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I like your handle forum handle.

As far as docs for the Make Believe plugins, you can download the docs for the standalone plugins from here:

<https://www.makebelievestudio.com/documentation>

they pretty much directly apply to the plugs in MIOConsole.

As far as the Win10 routing thing goes - I am not sure. We are not exporting a channel layout over USB, so I don't know why Windows would be deciding to route the center channel to channel 3. Probably the best thing to do would be to set up a mixer (using MIOConsole3d) that mixes in the higher USB channels to the stereo monitor. You could set that as a boot state or a snapshot so that you could access the configuration without having to fire up the mac.