
Subject: Channelstrip3 vs MIOstrip
Posted by [SVStudio](#) on Fri, 05 Feb 2021 02:59:11 GMT
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Hi,

I just purchased my first MH hardware. I now own 3 ULN-8's and love the sound. So far everything is working really well, even though I have not actually tested all the components in-depth, still redoing my entire studio.

I have heard for a long time how great Channelstrip3 is. And now I see that the MIOConsole uses MIOstrip (not Channelstrip3) and I am asking if someone can explain the obvious differences, and are there any sound/quality/preferences between the 2?

I understand they might just be 2 entirely different plugins.

And why is Channelstrip3 NOT included?

Any feedback would be appreciated

Don

Subject: Re: Channelstrip3 vs MIOstrip
Posted by [Torsten Lang](#) on Fri, 05 Feb 2021 09:07:52 GMT
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I would also be interested in this!

Also, I would love to have a the metric halo eq (without the other channel strip stuff) as a plugin for my daws, cause mostly I dont need the mh compressor and gate and stuff and it would be handy to have a smaller window with just the EQ!

Subject: Re: Channelstrip3 vs MIOstrip
Posted by [bj](#) on Fri, 05 Feb 2021 20:34:39 GMT
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The processing in MIOStrip and ChannelStrip are the same where they overlap. The UI is different, and MIOStrip does not have a delay, polarity invert, or limiter. It also does not have the SpectraFoo analysis in the EQ transfer functions, nor does it have support for the side-chain listen functions that are in ChannelStrip. Also the MIOStrip only has the MIO compressor model; it doesn't have the older "Smooth", "Warm" and "Fast" models that are in ChannelStrip.

The MIO Software does not currently include the MH Production Bundle plugins (with the exception of Character, MIOStrip (the overlapped portion), HaloVerb (the overlapped portion) and TransientControl which were originally built for the hardware and then ported to the Plugins); The Production Bundle is available as a separate purchase for use in third-party host programs (e.g.

Logic, DP, Pro Tools, etc).

Subject: Re: Channelstrip3 vs MIOstrip
Posted by [SVStudio](#) on Fri, 05 Feb 2021 22:53:55 GMT
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Hi bj,

Thanks for your reply. AFTER installing the MH hardware and MIOConsole, I kind of figured that the Production Bundle was a separate purchase. Thanks for clarifying.

Don
