
Subject: M1 Native (?) , then why the MH Link installer need Rosetta ?

Posted by [tompisa](#) on Thu, 24 Feb 2022 22:46:03 GMT

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Somehow the issue bugs me with many manufacturers whose narrative is, "we are M1 native."

But then why on earth are the installers not native at all ? that makes no sense.

I just wanted to create a non-Rosetta Monterey system on my Mini and realize that even Metric Halo can't do without Rosetta.

Question for Metric Halo, how can I install the MH Link drivers without using your non native Rosetta Installer ?

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?

Posted by [bj](#) on Thu, 24 Feb 2022 23:07:05 GMT

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I am not really sure why the installer is asking for Rosetta; the driver doesn't need it (and can't use it), and the installer is Apple's installer that ships with the system and is 100% Native.

It may be because the installer is universal and contains the intel code for intel systems, and the installer detects that and asks you to install Rosetta. But that would be a macOS bug, as Rosetta is not used for drivers under any circumstance.

While it might be possible to install the driver manually via the command line, it would be involved and prone to not work.

We'll take another look at the configuration of the installer package and see if there is anything under our control that is triggering the request for Rosetta. But it may simply be a macOS bug.

In any case, even if it is required to get the driver installed, you can rest assured that neither the driver or MIOConsole3d actually uses Rosetta.

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?

Posted by [tompisa](#) on Thu, 24 Feb 2022 23:14:42 GMT

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BJ, thanks for your quick response and clarification .

I had a chat with Spectraosnics last week and they deliver their own native installers. The same with Ableton, Bitwig and few other companies.

I would be very happy if you could provide a workaround for this.

Thanks

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?
Posted by [tompisa](#) on Fri, 25 Feb 2022 00:26:33 GMT
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e.g can I install the native Link Driver with Console oder simply copy from my other Mac (?)

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?
Posted by [bj](#) on Fri, 25 Feb 2022 04:19:04 GMT
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If you install on big sur or newer, you could copy the driver over, but then the permissions would be wrong. You could try fixing the permissions with:

```
sudo chmod -R root:wheel /Library/Extensions/MHLinkDriver.kext
```

and maybe it will work.

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?
Posted by [bj](#) on Fri, 25 Feb 2022 04:44:50 GMT
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Apparently there is some flag that is missing from the installer package perhaps because it was built on Big Sur. The docs say that it should be flagged as arm64 compatible by default, but it looks like the flag is missing. So maybe a bug in Apple's installer package creation tool. In any case, we are looking into it. In the meantime, why are you so dead set on not having Rosetta installed?

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?
Posted by [tompisa](#) on Fri, 25 Feb 2022 14:41:40 GMT
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appreciate you are looking into it and...no, unfortunately your workaround doesn't work . When opening MIO the Link driver is not recognized.
And answering your question: I know it doesn't really matter if Rosetta is on the system, but for whatever psychological reason, it bothers me immensely that INTEL code is on my M1s. Even if it may sound childish from an engineers POV ;)

but Ok, I am giving up now and installed Rosetta now , however the Link drive is not recognized, I created a new topic for that ;(

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?
Posted by [eddiewer](#) on Sat, 20 Aug 2022 04:46:15 GMT

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Well the installer is out since many month now and the installer will not work on m1 apple if doesn't install roseta. I already read the customer support response about that problem and basically seems you guys will not fix the installer problem on new Apple silicon, and you're not going to give us a native m1 installer. You don't have to ask your customers why we don't want install roseta if yours software its suppose to be native. Unfortunately you are not going to fix it. You already know there is a problem with the installer on apple silicon M1 for native support, but even that you guys think the problem is ours not yours. Apple is not going to support roseta for ever, that was just to give you some time to migrate, but that time is now almost two years. and doesn't matter is you swear the plug ins are M1 native if your installer don't. Apple is not going to fix your installer to work natively. and some customers are not going to install roseta and those customers are going to be more in time.

Subject: Re: M1 Native (?) , then why the MH Link installer need Rosetta ?

Posted by [bj](#) on Sat, 20 Aug 2022 05:00:40 GMT

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Its a flag in the installer package; Apple's tools did not properly support setting the flag the last time we built the package.

The next time we build the package it will have the flag set.

Regardless, nothing actually requires Rosetta - its just that the installer insists on installing Rosetta because the flag is not set. The plugins, the driver, and MIOConsole3d are all Apple Silicon native and do not require Rosetta when running
