
Subject: Linking an ULN-2D with an ULN3D

Posted by [Cheapmonk666](#) on Fri, 30 Sep 2022 13:04:56 GMT

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Hi,

I would like to know the easiest way to link an ULN-2D with an ULN-3D with SPDIF.
I plugged the ULN-2D SPDIF-OUT in the ULN-3D SPDIF-IN.

In MIO Mixer 2D, I route the Main output on Digital L/R

In MIO Mixer 3D I put SPDIF L/R on a Input strip.

Problem is I have no sound coming from Digital L/R of the ULN-2D.

I'd take any help with delightment.

ULN-2D :

ULN-3D :

I can't open MIO Mixer 2D and MIO Mixer 3D at the same time :

File Attachments

- 1) [Mixer.png](#), downloaded 151 times
 - 2) [In-Out.png](#), downloaded 181 times
 - 3) [Mixer3d.png](#), downloaded 206 times
 - 4) [Alert.png](#), downloaded 205 times
-

Subject: Re: Linking an ULN-2D with an ULN3D

Posted by [bj](#) on Fri, 30 Sep 2022 19:52:31 GMT

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Hi,

So that looks right. Can you click on the "Digital..." for the ULN-2/3d in the System Status Pane in MIOConsole3d, and post the screenshot of the Digital Status pane?

Basically the root cause of the issue could be:

- 1) Bad Cable
- 2) SPDIF transmitter on the 2d box has a problem
- 3) SPDIF receiver on the 3d box has a problem
- 4) Edge Card is not fully seated properly
- 5) Something else

Looking at the digital pane will let us know if the SPDIF input is locked.

As far as not being able to run both the 3d Console and the 2d console at once - that is an unintended consequence of the code we added to prevent two copies of MIOConsole3d from running at the same time.

You should be able to run both at once if you launch MIOConsole3d *first* and then launch MIOConsole v5 *second*.

Subject: Re: Linking an ULN-2D with an ULN3D
Posted by [Cheapmonk666](#) on Fri, 30 Sep 2022 22:06:46 GMT
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Thanks a lot. Seems like it was 1) Bad Cable. I feel so bad.
I immediately had a sound when I changed it.

But now I have a new problem, I can listen random cracks on the sound.

I have to test with an optical cable to ear if the cracks are because of the RCA S/PDIF.
Thanks for your quick answer ! You were right I can open both the 2D and 3D mixer if I open the 3D first.

File Attachments

1) [Digital.png](#), downloaded 114 times

Subject: Re: Linking an ULN-2D with an ULN3D
Posted by [bj](#) on Fri, 30 Sep 2022 22:12:29 GMT
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Glad to hear the problem was simple.

The clicking + wild indicator means that the each box is on internal clock. Both boxes need to be on the same clock to avoid clicks in the audio.

Either:

Clock the 3d from the 2d (over the SPDIF).

Or set the 2d to clock from a digital source or word-clock and connect a cable back from the 3d to the 2d to the port that you are clocking off of.

Subject: Re: Linking an ULN-2D with an ULN3D

Posted by [Cheapmonk666](#) on Fri, 30 Sep 2022 22:21:12 GMT

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The ULN-2D would be the slave, i'm not used with clock syncing, is it with an antenna wire ?

Does the ADAT need to be clock too ?

Cheers.
