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Subject: Custom value for the channels number of the driver ?

Posted by [MatthieuTibi](#) on Thu, 16 Mar 2023 08:06:14 GMT

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Hello,

To save some cpu I'd like to run the driver in 24 channels instead of 32 (16 is not enough in m'y configuration).

I remember having doing it a few versions of MIO ago... I managed to edit manually a csnl3d file and it was working.

Now I'd like to do the same with the cns13d that I load by default at Mac OS start. But it doesn't seems to work anymore, when I replace « 32 » on few lines by « 24 », nothing happens.

Is there's a way to do that ?

Thanks !

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Subject: Re: Custom value for the channels number of the driver ?

Posted by [bj](#) on Thu, 16 Mar 2023 08:09:34 GMT

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No, not really.

Even if you had manually edited the file and set it to 24, internally it would have been running at either 16 or 32 (not sure which).

The hardware only supports power of two channel counts, so 24 is not a valid setting. Its either 16 or 32. If you need more than 16, you'll have to roll with 32.

Sorry.

Best regards,

B.J.

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Subject: Re: Custom value for the channels number of the driver ?

Posted by [MatthieuTibi](#) on Thu, 16 Mar 2023 08:23:26 GMT

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Ok thanks for your answer !

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