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Subject: Re: ASIO DRIVER current status ?

Posted by [mikeaudet](#) on Wed, 08 Oct 2014 00:45:57 GMT

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Hi Studio 11,

A lot has been happening, but never as much as I wish was happening.

I've been working with a couple of beta testers who have been very generous with their time in helping me track down bugs. Together, we have found and fixed a bunch of them.

I also had a breakthrough last week and re-wrote a major section of how the driver works. The original ASIO driver would schedule what's called a voice event at every buffer switch. This scheduling takes time and had a bad habit of falling behind. I found a way to schedule three voice events at the start of playback, and two of them just point to each other in a loop. This has improved the performance and reliability of the driver immensely.

So far, we've got the ASIO driver working in Reaper, Adobe Audition 3, the ASIO plugin for Windows Media Player, Sony Sound Forge and Sony ACID Pro 7.

I bought a copy of Harrison Mixbus last week trying to figure out why it doesn't work in that app yet. I'm still working on a fix.

I've also ordered a copy of Pro Tools 10/11 because I have reports that the driver doesn't currently work in Pro Tools 10. It hurts a little playing Avid and Pace money again, but it's for the greater good. The driver will not initially work with 64 bit hosts, so Pro Tools 11 will be a future target, after I re-write the PSCL and integrate it into kernel mode. That's a few years away. But, I'm planning to fix whatever is keeping the driver from working with Pro Tools 10.

I've done some work on the control panel, but most of the effort has been directed to fixing bugs and improving performance/compatibility.

I have a couple of other PARIS things that I'm planning on that I'm not ready to talk about yet in case they don't work out. Rest assured, though, that things are happening.

Thanks so much for being patient. It really is harder getting things done with a growing family. I'm also taking a linear algebra course right now hoping to get my math skills up to better understand the effects algorithms. It's been much more time consuming than I expected, but I'm learning a lot.

There's a lot going on!

All the best,

Mike

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