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Subject: Re: ASIO DRIVER current status ?

Posted by [mikeaudet](#) on Wed, 26 Nov 2014 01:41:54 GMT

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Hi justcosmic1,

I sure hope so I've got it solved. I don't have access to the microcode on the card, so I have to do a lot of guessing. It's possible that it was something else causing the glitches. I really hope I didn't malign whoever wrote that code or mislead you guys. But, the glitches seem to have aligned with when the top 8 bits changed, and there is all kinds of stuff in the PSCL that seems to imply others thought this was happening. I hope I got it right and its fixed. I've been running my 27 track Pro Tools session for the better part of tonight at 64 samples, and it's been solid. I'm not doing anything to interpolate the first 24 bits yet. I'm just reading them. I'm adding one to a counter that acts as the top 8 bits every time the first 24 bits end up significantly smaller than the last check, which means they have wrapped. That happens every 5 or 6 minutes. This works because it is very unlikely we will have no buffer switch for 6 minutes. So far, so good.

As for the c16s, that's a great question! I don't think I had been planning to support more than one, but I just took a look, and the PSCL does send the card number with the callback. So, I'll try to use that to support more than one. I have a few around here to test with, too. I just only use one to save desk space.

All the best!

Mike

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