Subject: Re: ASIO DRIVER current status ? Posted by mikeaudet on Tue, 20 Feb 2018 15:54:39 GMT View Forum Message <> Reply to Message

So...I've been working on a few things...one of which is laying the groundwork for a new scherzo to support a 64 bit ASIO, but I took a bit of a detour and decided to see if I could clean up a couple of things in the 32 bit ASIO...and....

I got 32 sample buffer sizes working!!!

## File Attachments

| 52 bumpred       | !.]] | og, downloaded                                   | 5081 times                   |                  |    |   |
|------------------|------|--|------------------------------|------------------|----|---|
| Audio/MIDI Setup |      |  |                              |                  |    | × |
|                  |      |  |                              |                  |    |   |
|                  |      | Latency Measu                                    | rement Tool                  |                  |    |   |
|                  |      | Turn down the volur<br>audio equipment to        |                              |                  |    |   |
|                  | Sele | ect two channels below and o                     | connect them using a cable   |                  |    |   |
| Output channe    | el l | system:playback_4                                |                              |                  |    |   |
| Input channel    |      | system.capture_4                                 |                              |                  |    |   |
|                  | Once | the channels are connected                       | l, click the "Measure" butto | n.               |    |   |
|                  | When | satisfied with the results, c                    | lick the "Use results" butto | n.               |    |   |
|                  |      | ted roundtrip latency:<br>nic latency: -96 sampl |                              | ms)              |    |   |
| Measure          | )    | Use results                                      | Back to settings             | (ignore results) | ). |   |
|                  |      |  |                              |                  |    |   |