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Subject: Re: ASIO DRIVER current status ?

Posted by [mikeaudet](#) on Mon, 17 Nov 2014 16:54:08 GMT

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Thanks, Will!

I think I found the bug I've been chasing. I discovered last night that the top 8 bits of project time are filled in by a helper thread in the PSCL, while the other 24 bits are read directly off the card. I think what has been happening is that I schedule the buffers before this thread is running, so I'm setting some things based on 24 good bits and 8 bits of garbage. If I stop the ASIO driver, the PSCL keeps running, so the helper thread is already running on the second attempt, and this second try always works.

I'm going to have to rewrite a bunch of stuff in the PSCL, but I should have this fixed by the weekend.

The Pro Tools problem was caused by something called dynamic priority boost in Windows. It boosts a thread's priority if it was waiting on an I/O operation or is involved in mouse input to the main window. This was causing mundane threads to preempt my timing loop and causing under-runs. I turned it off, and things worked so much better. I'm pretty sure reaper turns this off itself, which is why everything worked so well under reaper before.

All the best!

Mike