

# Digidesign CoreAudio Driver 6.1.1 (Mac OS X Only)

This Read Me documents limitations and known issues you may encounter in using the Digidesign CoreAudio Driver version 6.1.1, along with workarounds if they exist.

## Limitations of the Digidesign CoreAudio Driver

- Only one CoreAudio client application can use the Digidesign CoreAudio Driver at a time. For example, if you are running iTunes with the Digidesign CoreAudio Driver, you will need to quit iTunes before using another CoreAudio client application with the Digidesign CoreAudio Driver. This restriction does not apply to the Apple Sound Preferences or the Apple Audio MIDI Setup application.
- The Digidesign CoreAudio Driver cannot be used to preview sound files from the Finder. When a sound file is located in the Macintosh OS X navigation window, a QuickTime transport bar is displayed next to it. The QuickTime transport bar lets you to audition the sound file. The sound will always play back through the Macintosh's built-in audio controller (through the Macintosh's speaker or headphone jack). However, if you double-click a sound file, the QuickTime application will launch, and can use the Digidesign CoreAudio Driver for playback. In this case, you will need to quit QuickTime before another application can use the Digidesign CoreAudio Driver.
- The Digidesign CoreAudio Driver cannot be used for playback of System Sounds.

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## Known Issues

### Mbox Pops when Changing Sample Rates (Item #34264)

When Mbox is set to 48 kHz sample rate and you subsequently launch iTunes, when you start playback an audible pop occurs as the Mbox sample rate changes from 48 kHz to 44.1 kHz. To avoid this, make sure Mbox is set to 44.1 kHz sample rate before opening iTunes.

### Digidesign CoreAudio Driver Unavailable After Launching Classic Mode (Item #34239)

If you launch Classic mode before using the Digidesign CoreAudio Driver, the Digidesign CoreAudio Driver will not be available to CoreAudio-client applications until after you restart your computer or Force Quit Classic Mode.

### Avid Xpress DV Plays Back Garbled Audio on Computers with Built-In Audio Input (Item #35073)

On Macintosh computers with built-in audio input, Avid Xpress DV's input selection will default to Built-In. In Avid Xpress DV, if Built-In is selected for Audio Input and Digidesign HW is selected for Audio Output, audio playback will be garbled. To avoid this problem, select Digidesign HW for both audio input (Tools > Record Tool) and output (Tools > Audio Tool).

### **Some Cubase SX Buffer Sizes are Incompatible with Digidesign Hardware (Item #39542)**

In Cubase SX, you can select Buffer Sizes that are incompatible with Digidesign hardware (Digi 002, Digi 002 Rack, Digi 001, and Mbox). Selecting incompatible Buffer Sizes results in distorted sound and Cubase possibly quitting.

**▲** *Cubase SX launches with a default Buffer Size of 256. Because this Buffer Size is not supported by Mbox, it must be changed before attempting to use Mbox for audio output.*

#### **To change the Buffer Size in Cubase SX:**

1 Choose Devices > VST Multitracks.

2 Select a Buffer Size that is supported by your Digidesign hardware. Digidesign hardware supports different Buffer Sizes, as follows:

#### ***Cubase SX Buffer Sizes Supported by Digidesign Hardware***

<b>Digidesign Hardware</b>	<b>Supported Buffer Sizes</b>
Digi 002 and Digi 002 Rack	64, 128, 256, 512, 1024
Digi 001	128, 256, 512, 1024
Mbox	512, 1024

### **Cubase SX Fails to Play Back After Changing Output Assignments (Item #34526)**

In Cubase SX, changing an audio track to a different output results in audio not being passed through. You will need to stop and restart playback in order to reset the Digidesign CoreAudio Driver.

### **Cubase SX v1.0.4 Crashes when Outputs are Routed to Digidesign Hardware (Item #38952)**

Cubase SX v1.0.4 will crash when outputs are routed to Digidesign hardware. Users should download and upgrade to Cubase SX v1.0.52 from Steinberg's Web site, before attempting to use Cubase with Digidesign hardware.

### **QuickTime Streaming Audio Does Not Play at 128 Buffer Size Setting (Item #34050)**

The Digidesign CoreAudio Driver does not support QuickTime streaming audio at a Buffer Size setting of 128. You must increase the Buffer Size to play QuickTime streaming audio.

### **Reason Output Distorts with Buffer Size Settings Less than 512 Samples, at 88.2 kHz or 96 kHz (#39399)**

Distorted sound can result when a Reason user has selected a Buffer Size of less than 512 samples at sample rates of 88.2 kHz or 96 kHz.

### **Reason Does Not Support 64 Buffer Size Setting at 88.2 kHz or 96 kHz with Digi 002 or Digi 002 Rack Hardware (#39396)**

Reason lets Digi 002 and Digi 002 Rack users select a Buffer Size of 64 samples at a sample rate of 88.2 kHz or 96 kHz, even though the Digi 002 and Digi 002 Rack do not support this configuration. Selecting this Buffer Size can lead to instability and crashes within Reason.