



Lynx Aurora 8 and 16 LT-USB Setup for Mac

Always use the approved driver from the SoundCheck DVD or from our website:

<https://support.listeninc.com/hc/en-us/sections/200370694-Drivers>

Note: Driver testing and the stated Hardware Editor settings were performed using macOS® Catalina 10.15. Different versions of the macOS® may require different Hardware Editor Latency Values than those specified in [Latency on page 4](#). Follow the instructions in [Latency Changes on page 4](#) to determine the proper latency values for the Hardware Editor.

System Extension Blocked error message after installing audio interface driver

Starting in macOS® 10.13 'High Sierra', Apple introduced a system that will automatically prevent users from installing software that wasn't downloaded from the App Store. You will need to manually allow for this from the **System Preferences** menu. Once selected, all other software by the same developer will be allowed to pass automatically without having to repeat the steps.

You may see the error message in [Figure 1-1](#) after installing an audio interface driver and restarting the computer. This will most likely prevent the audio interface from working correctly.

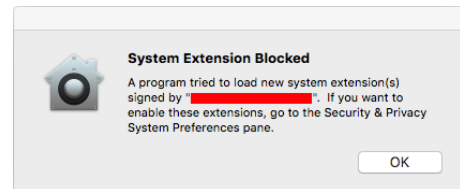


Figure 1-1: Blocked Kernel Extension

To fix the problem, as the error message suggests, click on:

Apple Logo > System Preferences > then click 'Security and Privacy'.

Click the '**Allow**' button as shown in [Figure 1-2](#).

In our own test installations we have noticed the button does not always appear. In this case, you may need to reinstall the audio interface driver again and navigate to the **Allow** button as noted above.

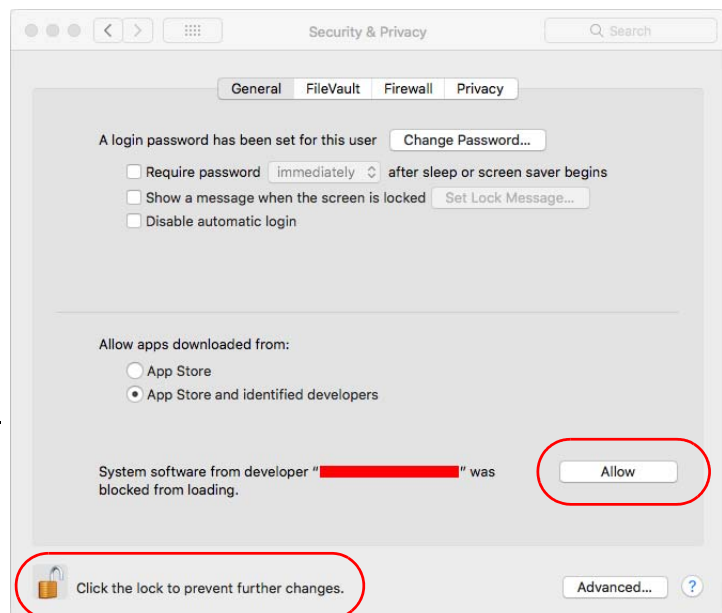


Figure 1-2: User Approval To Load A KEXT

Note: If the "**Allow**" button is NOT pressed within 30 minutes after the driver installation, this button will disappear and you will need to install the driver again for the button to appear. You may have to click the lock icon as well.

Once this is complete, continue with the setup of the new hardware.

Mixer

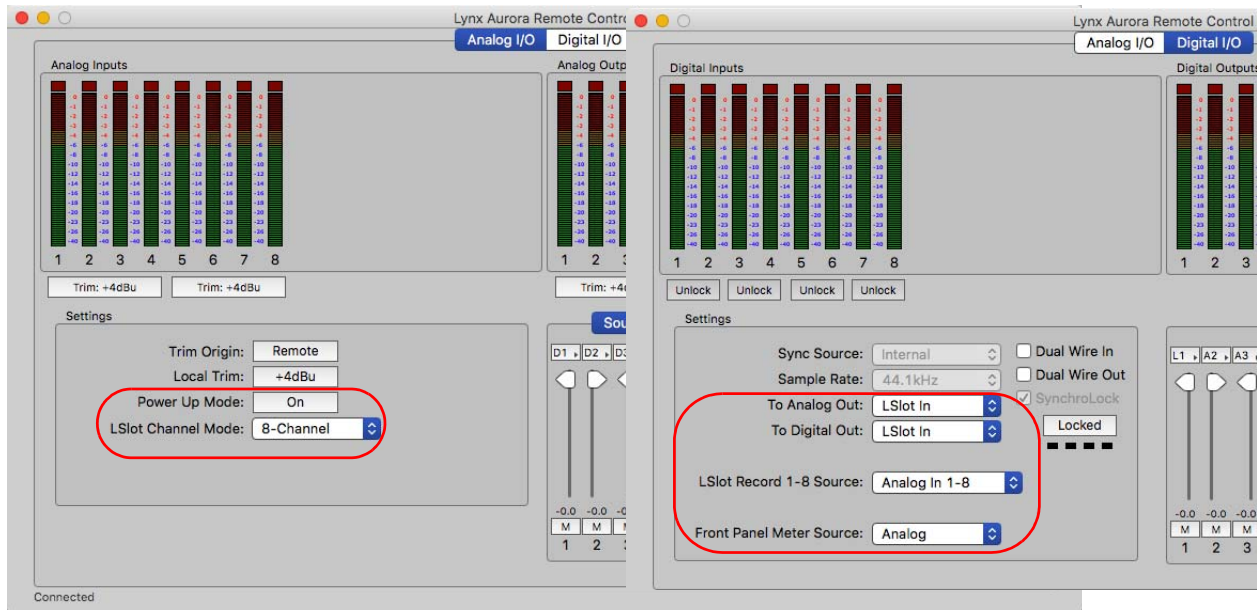


Figure 1-3: Mixer App Screen

The Lynx Aurora LT-USB interface uses a native Core Audio driver. The Aurora is recognized automatically when it is connected to the computer. You will need to install the mixer app in order to set the Aurora front panel settings from the computer.

The mixer application for the Lynx Aurora should be configured as shown [Figure 1-3](#). The Aurora 16 mixer is the same but with 16 channels.

Analog I/O Tab

- Analog Trim should be set to “+4 dBu FS” for Inputs and Outputs
- Power Up Mode: On
- LSlot Channel Mode: 8 Channel

Digital I/O Tab

- To Analog Out: Set to LSlot In
- To Digital Out: Set to LSlot In

Sample Rate

- The sample rate of the **Aurora LT-USB** will automatically update in the Audio MIDI Application: **Applications > Utilities > Audio MIDI Setup app > Audio Device Input and Output** when SoundCheck first runs an acquisition with a new sample rate

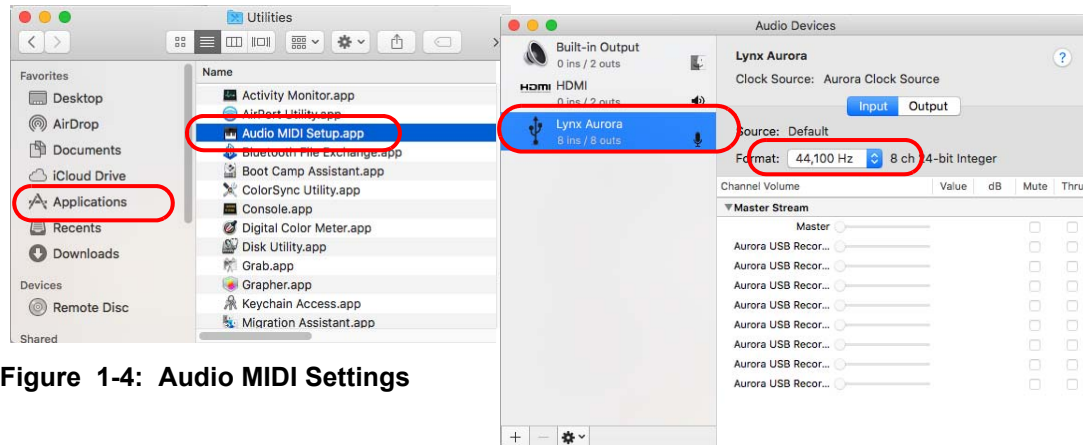


Figure 1-4: Audio MIDI Settings

Hardware Editor

- The Hardware Editor in [Figure 1-5](#) shows the general settings for the Input and Output Vp values as well as the Latency. Interfaces sold by Listen include a data sheet with more precise Vp values that you can enter in the Hardware Editor.
- Under **Device** in the Hardware Editor, select the proper device ID for your **Aurora LT-USB**. Click Input 1 in **Channel Name**, hold the shift key and click the last channel to select multiple channels. This allows you to change the Device Name in one step. Do the same for the outputs.
- Note that the default Calibration Configuration (.CAL) file in SoundCheck has only 2 signal paths of direct input and output. New signal paths will need to be created in Calibration if you plan to use the additional hardware channels.
- Sampling Rate:** Only one rate can be selected for all Input and Output channels of an interface

The Aurora 16 will be the same but with 16 channels.

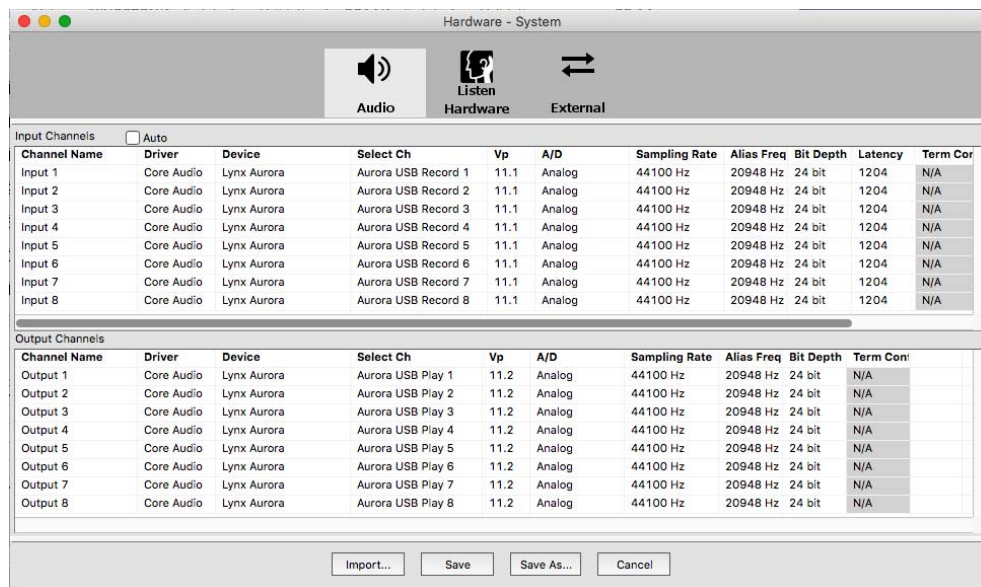


Figure 1-5: Hardware Editor

Latency

Latency in Samples for Typical Sample Rate and Buffer Values				
LT-USB Connection	44.1 kHz	48 kHz	96 kHz	192 kHz
Samples	1208	1283	1459	4646
Enter the Samples value in the Hardware Editor Latency field for the selected Sample Rate.				
Figure 1-6: Latency in Samples				

Latency Changes

1. Open the Hardware Editor. Change the Sample Rate to the value you need to measure Latency for. Click on the drop down arrow next to the value in the **Latency** field of the Hardware Editor. Select **Edit** and the Latency Table will open.
2. Set the **Latency** for the desired sample rate to 0 (zero) and click OK
3. Make sure the sample rate of the audio interface has updated.
4. Run the **Self Test** sequence from the Calibration folder in SoundCheck. The Result window shows the **Audio Interface Latency** for the new Sample Rate.
5. Enter this value in the Latency field of the Hardware Editor Sample Rate/ Latency Table. Repeat this for other required Sample Rates.
6. All channels, analog or digital, must have the same latency value per sample rate for that audio interface. This insures the system will work correctly if they are used simultaneously in a sequence.
7. Run the Self Test sequence again to verify that the Audio Interface Latency is 0 (zero)

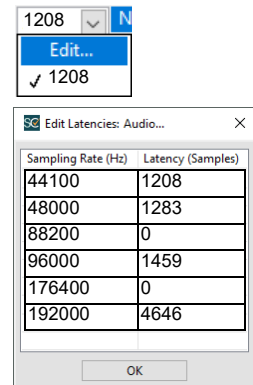


Figure 1-7: Edit Latency Table