

MacSystem Requirements

1. Make sure your Mac meets the basic requirements. Anything less powerful than a non-beige G3/300 does not meet the requirements for running MX-View.
2. System 9.1 or later is required.
3. Make sure there's plenty of RAM available. If you have less than 128 MB of physical memory and/or are using more than the minimum virtual memory, expect possible performance problems.
 - Do not have ANY other applications running when MX-View is started. To eliminate all memory fragmentation, make sure you do not have any applications that are scheduled to run when the Mac starts up (you should not have any items in the system 'Startup Items' folder). Restarting the Mac just before running MX-View will reduce the chance that memory fragmentation will cause performance problems.
 - Check memory availability.
 1. Run MX-View. Close all edit windows, the overview window and all meters windows. All you should have open is the Network window.
 2. Quit MX-View.
 3. Restart the Mac. As noted above, this will eliminate memory fragmentation.
 4. Run MX-View. You should see just the Network window.
 5. Switch to the finder. Select "About This Computer" from the apple menu. Check that the "Largest Unused Block" of memory is at least 64MB.
 6. Switch back to MX-View. Select "About MX-View" from the apple menu. Open the disclosure triangle near the bottom left of the about window. The "Waveform cache usage" entry should be something like "0/64". Make sure the first number is 0 (zero). The second number shows the amount of memory available for caching waveforms and should be 9 (nine) MB less than the number you saw in step 5 ("Largest Unused Block"). Make sure it is at least 50MB. If not, you may need more RAM in the Mac.
4. Virtual Memory
 - Make sure you're not using more virtual memory than necessary. Check the memory control panel. If virtual memory is turned on, make sure that it is set to the minimum size. Note that the control panel will not let you set virtual memory any lower than 1 MB larger than the physical memory. For example, if you have 128 MB physical memory installed, you won't be able to set virtual memory to lower than 129 MB. SET VIRTUAL MEMORY TO THE MINIMUM.
 - Turn off virtual memory. Step 1 should eliminate any virtual memory problems, but you can always turn it off completely.
5. Make sure there's plenty of Disk space.
 - Make sure the trash is empty.
 - Do a "Get Info" on the volume on which MX-View is installed. Make sure there is a reasonable amount of "available" space on the volume. It should be around 50MB minimum for editing a small project and can be 1-2 GB for a large project.
 - The required disk space is highly variable, and depends on many factors: available RAM, the size of the project, whether you have waveform viewing turned on or off, and if viewing waveforms is on, at what zoom level you are working. For increased performance, MX-View caches waveform data on the Mac as it reads it from the MX-2424, first using available RAM, then using the local hard drive volume on which MX-View is installed. The scenario that uses the most resources on the Mac is when working with a project at zoom levels where actual sample data is displayed (zoomed in to the sample level), and caching of waveforms at the current level is selected.

Networking.

1. Make sure there are no conflicts with Ethernet addresses and that the Mac and all MX's have the same subnet masks (this is called "IP Net Mask" on the MX).
2. Make sure your Ethernet cables are all properly configured Cat-5 cables.
3. Eliminate network traffic problems. In order of preference, connect:
 - to one MX-2424 directly with a cross-over cable (no hub, no other ethernet connections).
 - to one MX-2424 directly through a Ethernet hub (no other devices connected, no LAN connections, etc.)
 - to multiple MX-2424s directly through a Ethernet hub (no other devices connected, no LAN connections, etc.)
 - Rearrange the connections to the hub
 - through any other configuration (most likely through a LAN).
- 4) Try using a different Ethernet hub.

Eliminate corrupted files

Mac

(Try these one at a time to see if they eliminate the problem)

- Delete the MX-View preferences file. Quit MX-View. In the "System Folder, in the Preferences" folder, find the "MX-View prefs" file, drag it to the trash and then empty the trash.
- Re-install MX-View. Find the MX-View folder. It will be named something like "MX-View 1.0.0b2". Drag the entire folder to the trash and then empty the trash. Re-install MX-View using the MX-View...Mac installer.
- Make sure you are using the minimum number of 3rd-party system extensions. Open the Extensions Manager control panel and select one of the standard items. Try the "Mac OS 9.x Base" selection first, then the "Mac OS 9.x All" selection if the base extension set won't let you run MX-View. Make sure you restart the Mac each time a new extension set is selected.