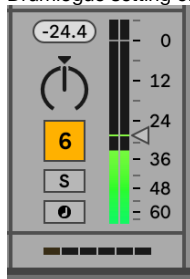Drumlogue audio in analysis

Booted with edited patch.
Audio in Drumlogue connected to my sound card output 3
I got a kick out of this channel.
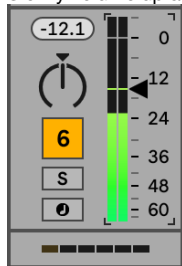
Shift / Audio In / 2 x freeze when turning route input selection knob
No sound.

Factory reset!!!

Shift / Audio in / works except sidechain.
This time lower the volume to slowly increase it.
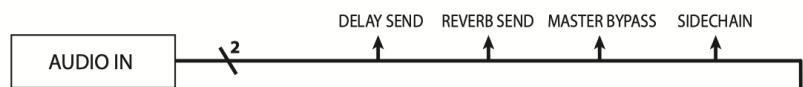Drumlogue setting 0.0 DB no crackling. No jamming.

Slowly volume up and crackling starts again towards -12.

Slowly reducing DB in drumlogue helps, but you can still hear a sharp edge even down to -20 DB

Audio IN / Route/ Delay/Reverb/Master/ pass sound. Not sidechain.
Whatever I change in the compressor settings.

Now restarted. (No factory reset)
Leave Ableton live volume on.
Audio in DB was set all the way to -48 DB and very slowly increased to +6.0DB. NO CRACKLING
(just shoot me)
Adding the internal analog Bass drum will cause NO crackling.
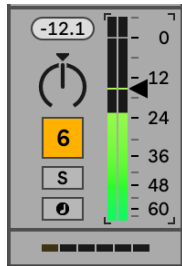
Conclusion:

It all seems quite sensitive. I have now sent both an analog synth (pro-800) and a digital kick from my daw into the audio in. Both not without problems. After a factory reset, a bass drum now works fine, so it is possible. It seems like something goes wrong when you leave the factory settings. Or if you don't first set the audio input to -48 DB of the drumlogue and slowly increase it.

The manual also says almost nothing about the input.
Mono or stereo? Input impedance, for line inputs this is usually 100 Kohm or higher. In addition, I have the feeling that the DL does not work well on certain frequencies.
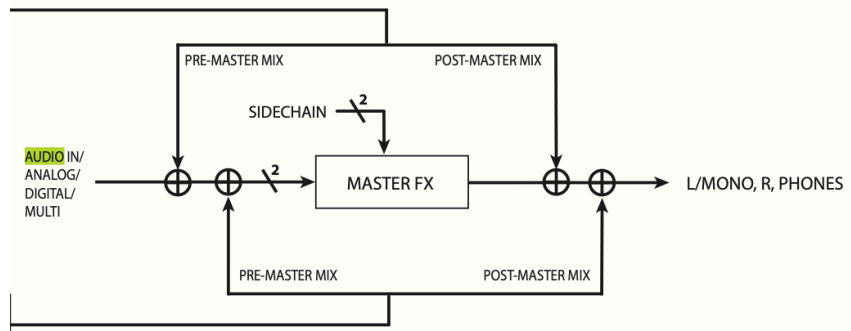
AUDIO IN (Button 1)

Makes settings for the sound source connected to the AUDIO IN jack.

LEVEL   **[–48.0dB...6.0dB]**

Adjusts the volume of the external sound source.

ROUTE (ROUTING)   **[NONE, DELAY, REVERB, MASTER, SIDECH, OUTPUT]**

Sets the routing. You can output the sound from OUTPUT as it is, apply an effect, or apply a ducking effect by routing to the SIDECHAIN input of the effect.

On this diagram it looks like an analog path, correct?
How is it possible that the DL freezes on audio in?