



SD Series Software V726 Download Information

V726 Installers are not available for download directly from the DiGiCo Website. Please contact your local distributor.

To find your local distributor, please click on the link below.

http://www.digico.biz/docs/distributors_clients/index.php?group=Distributor

Release Notes

These release notes cover new features and fixes from V685 – V726. V726 replaces V685 as the production release.

New Features

Support for SDRE and remote fader Pod.

Numeric Keyboard navigation shortcuts that enable bank selection (1-6) and layer switching (0) have been added.

The Copy Audio panel now has Scroll/Edit buttons in the bottom left to prevent accidental routes being made while interrogating the system.

The Waves port can now be accessed in the Copy Audio Panel.

A new console option, “*disable Waves loopback*” prevents the audio engine looping back any audio routed to the Waves port in the event of a Waves error.

A new tab, “*Gangs*”, has been added to the Options panel from which gang scopes can be set for each channel type.

A new “*Aux to Faders*” Panel has been added to the layout menu. The panel displays every aux buss in the current session and touching the buss will activate aux to faders. Macros have been added for the additional panel controls.

New “*include*” buttons have been added to the Fader Banks panel. Excluded layers will not be switched to when the surface layer button is pressed. (SD5, SD7, EX007, SD8 and SD10 only).

A New “*Line Check*” mode for input sockets has been added to the cards and sockets menu in Audio I/O. When engaged, touching any input socket will allow gain/+48v/pad control and “*Listen*” function for that socket whether it is routed into a channel or not. There is also a drop-down list of inputs using this socket. This function is not active on remotes with no audio engine i.e. Offline software or the EX007.

A new Solo option allows for the “*Line Check Listen*” signal to appear in either Solo 1 or Solo 2.

The Solo Displays Insert Option has been expanded to allow the display of internal FXs/GEQs/Waves from both inserts and direct outputs.

Solo Reverts to output now includes Multi Channels.

New operating level buttons have been added to the Meters options. This allows the system to compensate for changes in operating levels when viewing PPM meters so that all PPM meters are referenced to 0dBu. The default operating level for SD Series consoles and racks is set to +22dBu.

The Pre insert bands of EQ on output busses are now switchable between 4 band parametric and HPF and LPF using the curve select button and are controlled using the EQ band frequency controls. The displayed filter point for these is -6dB rather than -3dB as on the input filters. This switch can be automated using the snapshot system. (SD5, SD7 and SD10).

EQ frequency, gain and filter points can be adjusted by touch when using the expanded EQ display which has been made larger to accommodate this.

Each output channel now has a secondary merge input available. This allows an additional source to be injected at the input module of the buss and added to the signal. If the merge input has a route, the source will be shown at the top of the channel strip. Output channel setup panels have been adjusted accordingly to accommodate this functionality.

A new "*Ident*" button has been added to output channel Setup panels allowing the selected oscillator signal to be sent directly to an output buss. Touch and hold for 1 second to activate.

A numeric keyboard in the snapshots/cue panel allows individual snapshots to be recalled when their number is entered.

The move snapshot/cue functionality has been expanded. Multiple sequential snapshots/cues can now be moved to a new position in the snapshot/cue list. Touching the Move button will now open a panel in which there are buttons to switch between defining the range and the destination, but the switch is automatic by selecting just three snapshots/cues: start, end and finally destination.

In the MIDI List, MIDI messages can now be re ordered within a snapshot/cue and individually disabled.

A new "*View Options*" button has been added to the Snapshots/Cues Panel allowing the Snapshot/Cue list appearance to be altered and touch to fire to be activated.

SD7 Talk mic socket input gain has been excluded from snapshot recall.

A recall safe has added to each matrix input.

There is now a Keypad for entering Matrix node gains.

Macros can now be triggered by incoming MIDI program change messages.

Macros can now be programmed to act on the last selected channel or Buss.

Macro Fader start trigger options now include Multi Channels and Control Groups.

In the Audio Sync panel, a backup clock source can now be user defined which will be automatically used as the clock source in the event of a primary clock failure. When running on the backup clock source, the Audio Sync label on the session status bar will have a Yellow background. Any automatic change in Sync source will generate an on screen notification and will be logged.

Channels in a bank can be excluded from an "all" change by pressing their select button while holding option/all.

The "Optocore ID" label in the console status bar will now highlight when the Optocore map needs updating.

Error handling has been amended. The default Windows message box which displayed exceptions and other errors has been replaced with an SD-style warning message (without auto-fading) and the "computer" Status Traffic light will show ERR. Closing the message panel clears the "computer" error status.

Consoles can be externally controlled via OSC. For further information on this, please contact DiGiCo Support.

Additional console status data is now added to the log file.

Broadcast

Backstop PFL and Fader PFL can now be enabled on Multis.

An additional pre insert output routing option has been added to the monitoring panel.

The solo buss now has its own independent up mix/down mix matrix.

The default solo buss up mix settings have been changed so that no upmix is applied.

The PFL buss can now be set as stereo.

Upmix/downmix matrix trims now operate in 0.5dB steps.

The master group can now be unassigned from the master fader position (SD5, SD7, SD10).

Errors Fixed since V685

If a session only had 1 Stereo Group Buss, the console prevented deletion of stereo auxs in the Aux order panel.

In Broadcast, with “disable all mutes” engaged, the 10th smart key would also be disabled.

Clearing a GEQ that was inserted on aux buss that had been assigned to the center fader bank by pressing the surface solo clear button could cause an Access Violation.

Fader Assigns channel did not function if Aux to faders was active.

Group to group up mix rules were being reset on session restructure.

File sort order choice was not being remembered.

Third row under screen button assignment for Aux to masters and Dual solo (Broadcast) didn't work if the Aux pans option was active.

Rippling midi program changes could add changes to cues when un-assigning.

Changes to recall scopes when using edit range did not always register to activate the confirm function.

Solo output levels always came back set to off on session in Theatre.

SD7 Aux to masters send on/off buttons were not affecting audio on mono auxs.

Using Aux to rotaries on SD11 would always select the last aux send if there were no input channels in the same bank as the aux master.

Some PPM Metering Ballistics were incorrect and have been adjusted.

Firing sequential cues/snapshots whose duration lasted less than a quarter frame could result in surface tally errors between mirrored engines.

SD9/SD11 Local IO AES inputs were missing their SRC Control.

In Theatre, the Fader/Mute recall safe was only affecting the Mute controller.

When labelling Channel Sets, the next/tab button on the keyboard would not jump to the next set.

Unselecting input/trims in recall scope was stopping global channel type scope adjustments.

Hard Muted channels could be PFL'd after session load.

Auto update could cause an error when updating multi-channel controllers where the multi had was added after the cue list had been created.

GEQ names were not being sent to DiGiCo SD on initial connection.

Deleting an active connection in the external control panel would not close the active ports and make them unavailable for future connections.

When in unattended mode, an offset could be introduced between engines on the SD7 master faders if an attempt was made to adjust them.

Changing the 2nd dynamics module from a gate to a compressor and switching it on at the same time using a snapshot could trigger an EQ system reset within the engine.

If the SD7 Centre banks were in Flip mode, the bank changes were no longer recalled by snapshots.

In Theatre, Fader & mute player exclusions were preventing each other updating between players.

The switch to Waves macro would always display Waves rack 1 rather than the last selected rack.