



V822 Stealth Core 2 Release Notes

July 2016

Fix in V822

Fixes an issue where incorrect numbers of stereo channels were seen on session load. This applied to New Sessions created in V821 or older sessions that had been resaved in V821. Stereo channels could be created correctly in the session but some/all were switched back to mono when the session was reloaded.

New Features in V821

Stealth Core 2 Processing and interface. Users are allowed three console starts after upgrade before an activation password is required (Activation password is not required for SD5-CS or SD7). Sessions made in versions earlier than V821 may need to be restructured to access additional resources.

Multi-Band Compressor, Dynamic EQ and DigiTubes can now be accessed on every channel and Buss on every console.

A “graph” button has been added to Reverb FX and Dynamics panels. This opens an expanded panel with a graphical representation of the processing. All controls can be adjusted by touch.

The consoles now have the following Inputs/Bussing processing available.

SD11	48 Inputs – 24 Busses
SD11i/B	80 Inputs – 24 Busses
SD9	96 Inputs – 48 Busses
SD8	120 Inputs – 48 Busses
SD10	132 Inputs – 56 Busses
SD5cs	132 Inputs – 56 Busses
SD5	Up to 253 inputs – 128 Busses

Surround bussing has been added to SD8 & SD10.

The SD5-CS 4th MADI port can now be accessed.

Extension authorisation and activation is now done from the SD Application. The panel is located in the System menu. The extensions application in the SDx folder has been removed.

All consoles now have three fader layers. Default Console layout now uses new layers if required and the Fader Banks panel has been amended to match.

SD9 now has an on screen layer select switch for each bank. This can be moved by touch. A new macro, located in the layout commands, has been added to show or hide these controls.

Move and Swap have been added to the LCD Func menus where they did not previously exist. (SD8, SD9, SD10, SD11)

Text chat function is now available on all consoles.

A new “keep old presets” button has been added to the load session panel. When active, this will add any existing console presets to the session being loaded. When disabled, existing presets will be cleared before session load.

Support added for Optocore, Hydra and Waves DMI cards in an Orange Box.

Support for Waves MultiRack 9.8. Waves 9.7 will not function correctly with V821

The Waves port (if present) can now be added and function as an IO device in Audio IO without having to enable Waves MultiRack.

In audio IO, SD9 and SD11 can now have Optocore connections added to ports 1, 2 and 3.

Aux Setup panel now allows choice of Inputs Only, Groups Only, or Both for the actions on all sends of the pre/post switches and the Copy Levels button list.

There are now two modes for triggering Macros with GPIs. A “GPI Macro Mode” selection has been added to the GPIO relays panel.

Theatre

Channel Cues and Module Cues are now resizable. Snapshot Name column has been made wider.

A Fire Selected button and column widths +/- buttons have been added to CG Cues.

Matrix Preset names contained in Snapshots now listed in Session Report

CG AutoMute now defaults to on.

In Theatre, the "New Custom" Alias button has been removed. The "New" button now displays the table of modules to copy and/or update, with the exclusion defaults set as Filters, EQ, and Dynamics.

Fixes in V821

Consoles were not loading their Waves session on start up or session recovery.

Fire Next command macro was firing twice when triggered by a GPI.

Tap tempo values were incorrectly being affected by the consoles frame rate.

At 96K, DD4MR devices in audio IO were showing double the required number of sockets and fiber channels.
