SD Series V929 Release Notes

May 2017

Fixes from V925 – V929

In Audio IO, SD12 USB Audio could only show 24 Channels at 48K after a restructure from 96K.

On SD5, SD10 and SD11, not all stereo channels were being restored on session load.

Talkback panel metering and gain control were not functioning.

The Create multi LCD function did not work.

Waves Status lights were not displayed if Optocore has been disabled in Console options.

On SD9, the dynamics panel was not automatically expanding on the left surface.

Copying a control while a GEQ was assigned to faders could cause an Access Violation.

The compressor Side chain was defaulting to off on session load.

New Features From V821

Support for SD12 Console.

A macro "Finish X-fade now" has been added.

The Snapshot/Cues panel background colour now changes when Auto Update is enabled.

New buttons have been added to the SD5 & SD7 Matrix panel that allows it to be viewed on all surfaces.

An undo button has been added to the EQ and Dynamics panels.

On the SD7, options have been added to make the assignment of the 4 auxs to act globally/per bank/per layer/per surface.

On the EX007, an option has been added to allow one of the Four Aux Controls to act as the Touch/Turn control when the Master Screen is visible.

A new "Join Groups" panel has been added to the layout menu. This allows individual channels or Sets of channels to be assigned to individual or multiple groups using the channel select/LCD buttons.

A "select" button has been added to group setup panels for joining multiple channels to a group.

A Wait time can now be added to Snapshot Crossfades for Faders and Pans.

A "capture recall times" button has been added to the recall times panel. The will add the current time code when a new snapshot is added.

A "Cancel Crossfade" function has been added to the snapshots/cue panel.

A diagnostics button has been added to the Session report panel. This will provide a printable version of the Console diagnostics panel.

The Matrix can now be selected as a no solo source.

If an EQ gain is at 0dB, the LED Ring around the gain encoder will no longer be lit.

The Gate Key source can now be switched in and out with removing the Routing.

Channels in the SD5 center screen can now have their controls adjusted using Touch turn.

On the SD5 Centre screen, aux sends can now be scrolled using the master section up/down arrows.

A new button "assign master fader" has been added to the fader banks panel. This allows the Master fader to be re assigned on SD5 and SD12.

In Offline software, an option has been added to allow the adjustment of rotary controls using a mouse wheel or USB controller

Theatre

The "Join CG" LCD function button can be disabled from the Theatre Options tab.

The option to disable Cue insert/update has been expanded to allow the exclusion of the update relative Group faders button.

A new macro has been added for "Update Group (Faders only)" has been added.

When Channel Cues is first opened, no channels are initially selected and the "Choose channels" panel will be open.

A new "View Inheritance" button has been added to the Aliases panel. This displays the inheritance status of the selected Alias.

Player Sets can now be created. Players from multiple channels can now be changed using a single recall button.

Fixes from V821/V822

In Theatre, deleting a multi or loading a session containing a multi with no member would cause an Access Violation.

Center Banks on SD7 could disappear on Snapshot recall if Centre Bank Fader Flip and Recall Banks were active.

Matrix input send level scopes we incorrectly reporting on Additional Core 2 channels.

If an input channel was set to stereo and had an input route from the local IO then an Access Violation could occur on session load after an incorrect shutdown or session recovery.

Stereo Channel Right leg Phase setting was not being recalled on session load.

SD8 would not load sessions that had been created with a 5.1 Buss.

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