

RELEASE NOTES

MACKIE D8B REAL TIME OS™ • SEPTEMBER 12, 2001

VERSION 3.0
BUILD 224

These release notes describe issues that are hot off the press and didn't make it into the usual places like the Quick Start, Reference Manual, or the Seattle Weekly. We will be making references to Plug-ins and UFX cards throughout the documentation and we hope that you will check back in frequently for downloads, especially of this document.

MANUALS

The D8B 3.0 Manual and a V2 → V3 Update Guide are posted on the web site, for current D8B users, as a PDF download. Adobe Acrobat Reader is available from Adobe's web site to read the PDF documents.

SOFTWARE UPDATE INSTALLER DISKS AND SOFTWARE INSTALLATION

New software releases can be downloaded from Mackie's web site by going to the D8B Product section and clicking on Downloads. Once you download the software release onto your Mac or PC, you need to decompress the file and create installer diskettes (two for the OS and two for the plug-ins). Instructions for creating the installer diskettes and installing the update can be found on the Downloads page. Check your software version and build number from the System menu on the front panel or by opening the About box from the on-screen Windows menu.

INSTALLATION

- 1) Install the D8B 3.0 software (2 disk set) by powering down the console and rebooting with the first D8B install disk in the floppy drive. Then follow the prompts on the VFD.
- 2) After this installation is complete you will be prompted to reboot the console. Power down at this time. Remove the 2nd floppy.
- 3) Now power the console back on again with the first Plug-ins install disk in the floppy drive and follow the prompts on the VFD.
- 4) After the Plug-ins installation is complete, power down the console one last time and reboot with no floppy disk in the drive.

WELCOME TO 3.0.

The 3.0 installer completely preserves your 2.0 installation as well as your 2.0 sessions. Version 3 keeps its system files in a System3 directory and sessions in the Session3 directory. Should you ever want to go back to 2.0, all you have to do is reinstall it from your 2.0 installation floppies. Version 3 sessions will not work in version 2.03—you can't go back!

- It is highly recommended that you make copies of your 2.0 sessions and then open those copies in 3.0 so that you can always go back if needed. Either physically copy your 2.0 sessions from floppy to the Session3 folder on the hard drive or from the Sessions folder to the Session3 folder. Again, once you save a session in 3.0, it will not open in 2.0.

- An additional upgrade consideration regarding v2.03 → v3.0 mixes and UFX/MFX card detection: if you move, add, or change your FX card types between slots, between v2.03 and v3.0, there is no guarantee that the OS will detect the difference(s) for exact audio reproduction of an older mix. First recommendation: if you import a v2.03 mix into v3.0, please load a clean (no effects loaded) session before performing the import. This will allow the OS to clear any routings or presets that were loaded prior to loading the older session. Second recommendation: if you have loaded new card types and have any doubt as to whether MFX effects were automated or loaded in places where the UFX card now sits, then reload the v2.03 OS (oh, it won't take that long...), examine the session and take note of any changes, then reload 3.0 and make changes accordingly. We will attempt to add card differentiating detection routines into the OS in future releases.

- And just one more: Aux Send levels in imported 2.03 mixes may differ slightly from the original send levels. This is because the precision of the gain coefficients (volume controls) was increased in version 3 to give additional accuracy to gain control. Consequently, there may be up to 1 dB of difference in aux send level between the same mix in 2.03 and 3.0.

If you have errors while installing, try expanding the disk images to a new floppy set before calling Mackie Tech Support. If the install still fails with a brand new set of formatted disks, contact Mackie Tech Support or try downloading the software again.

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FIXED OR MODIFIED SINCE BUILD 209

- Added a user preference for loading the last session or the startup session at power-up. Look for the new checkbox titled "Load Last Session at Power-up" in the Setup → General panel. If the box is checked, the session you were working on when you previously shut down will be loaded. If the box is not checked, the default "Startup" session will be loaded.
- Added a user selectable monitor refresh rate to the Setup → General panel. If you select a refresh rate that your monitor can not handle (and subsequently on reboot you can't see the video output to resurrect usable settings), you can change this setting back from the VFD in General → Page 2 → Display → Refresh.
- The EQ and Surround Morph time has been changed from 1 second resolution to 1/10th of a second resolution.
- The Compressor controls in the VFD have been shuffled to match the order of the controls in the GUI.
- You are no longer prompted to save a session that has not been changed in any way.
- The Clear Edit History function now has an "Are you sure?" warning.
- Patches for EQs, Compressors, Gates, Channels, and Surround can now be saved directly to floppy from the Menu pulldown on initial boot up.
- Reliability issues surrounding Delete events (DEL) in the Mix Editor have been resolved.
- Several file management and UI conventions have been enhanced.
- The console surface now displays negative Bars/Beats/Ticks.
- The Install button in the Setup → Licensing panel has been removed. It is not used and was leading to confusion while installing plug-ins.
- The inserts were mislabeled "Plug Pre" and "Plug Post" in the Master L/R setup VFD display. They are labeled correctly as "Insert L" and "Insert R" now.
- Reliability issues when automating a linked channel pair that had been relocated using the Channel Layout function have been fixed.
- Fixed an intermittent case in which distortion would occur when repatching channels between fader banks.
- Changed the text label for the ALT I/O in the Setup → MDS Network panel to more clearly state that the assignments are for the ALT I/O OUTPUTS.
- Surround bus outputs now reset correctly when opening a new session.

- The surround window now displays the speaker icon for bus 7 and bus 8 at the side of the panning window, for the 7.1 Theme Park mode.
- The Digital Trim pots were misaligned in 48 Fader view. This cosmetic glitch has been corrected.
- Linked faders that have been relocated via the console layout functionality may have previously been mislabeled with an “R” when they really were an “L” on their original banks. This has been fixed.
- The Erase UFX progress bar now goes to 100 percent.
- You can no longer copy a file and then immediately paste it (back over itself). This prevents the file from being permanently deleted.
- Time out for the demo plug-ins has been increased. Buy low, sell high.
- And finally, for all you detail freaks, you’ll notice that the “Wait Please...” watch cursor now spins in the right direction!

FIXED OR MODIFIED SINCE BUILD 206

- MIDI Tempo Maps are now saved and recalled correctly from session to session.
- The Surround and Panning windows now update while closed so they will now represent the current pan position when opened.
- Some desktop menu items (New Folder, Rename, etc.) used to be available when they were not applicable, they are now greyed out when unable to be used.
- The Alt+DEL key combo in the MIDI Map, Event Track and Snapshots windows now correctly obey the window hierarchy so that only the front most window receives the command.
- User Presets now correctly save to user-defined sub folders and folders.
- It is now possible to click on the plug-in name in the stereo bus inserts to bring up the plug-in window as on the channel inserts.
- Cut/Zero Set is now fully functional from the Control Surface.
- Open/Save dialog boxes now display the full last modified time.

FIXED OR MODIFIED SINCE BUILD 186

- D8B now loads MIDI Tempo Maps correctly.
- TC Level 1 On/Off now works on Memory B.
- Various Automation anomalies including Fader snap back when punching out of write, punching in Mute automation, and Trim mode issues have been juiced.
- Write buttons are now linked on linked channels as in OS v2.
- Run/Punch-Run/Disabled Automation playback modes are now linked as in OS v2.
- The Surround window graphic now reflects the correct LFE range.
- Resetting a linked channel’s EQ/Gate/Comp now resets the linked channel.
- Control surface (Control + Number) hot key are no longer off by 1.
- Fader calibration no longer leaves the Master fader at +10 dB.
- Write/Locked Automation write modes are now linked as in OS v2.
- Solo Isolate channel status is now saved in the Template.
- Holding Shift while dialing a V-Pot enables a “fine” resolution once again.

UPDATE NOTES FOR BUILD 209

1. 7.1 THEME PARK SURROUND MODE — This mode, which is basically the same as the 7.1 mode in version 2.03, was added. It places buses 1, 3, and 2 across the front, buses 5 and 6 in the rear, and buses 7 and 8 on the left and right sides respectively. Bus 4 remains the LFE channel.

And in other news... if you have unfinished surround mixes in version 2.03, we suggest you finish those mixes in 2.03. The fade curves in version 3 are slightly different and may not translate as expected. In addition, version 3 adds an LFE level control per channel, whereas version 2 sent every channel’s LFE signal to Bus 4, which was then attenuated about -8.9 dB. In 3.0, the LFE bus (Bus 4) defaults to unity gain output. If you’d like to try moving a version 2 mix to 3.0, set all channel LFE levels to unity (0.0 dB) to start, and bring Bus 4’s fader down about 9 dB.

UPDATE NOTES FOR BUILD 206

1. AUTOMATION PLAYBACK — Punch Run and fader automation chasing and a new shortcut (Ctrl + Select) for toggling as such.

In OS v2.03 it was possible to grab and take over the control surface motor faders during automation playback and have the level attenuate with the faders, under the condition that there was no fader ramping occurring at the time. This application would normally occur when you wanted to reset or rehearse some rough levels. Whereas, if your rehearsed levels were not written, they’d be lost immediately when the automation engine was re-played and recalled prior moves (termed ‘chasing’). This modus operandi also caused some hit and miss operation if there were quite a few moves or a long ramp in the automation track, because the fader motor says “no, me first” when you attempted to sneak in an override between moves, and a fight ensued.

Since the faders aren’t conductive knobbed motor faders, the Punch Run function was available so that you could disengage the motors and override individual channel automation playback (without enabling the global bypass). You can attenuate wherever and punch in whenever using the channel Write switch.

In OS v3.0 b176, and subsequently in b206, the faders track the automation data but do not allow on the fly attenuation during quiescent periods of non-ramping because the original intended design is to use Punch Run. And the v2.03 operation is too hit and miss (please let me sneak in an override...oh here comes another node... duck!).

For b206 we went the further distance of toggling Punch Run mode with a shortcut combination (on the fly if desired), so that the user doesn’t have to keep the Channel List open to toggle Punch Run after each pass whenever they needed to do a few overrides (or rehearse as much). The new shortcut is:

Press the Ctrl key and the channel Select key simultaneously, from the surface or keyboard, and the channel will enter (or exit) Punch Run mode. The red bank LED flashes above the control surface Select button to display Punch Run status. Toggling into Run or Disable status will cause the LED to light steady again (relative to the current bank, if applicable). Changing the Playback status from the Channel List has not changed. Toggling in and out of Punch Run mode may occur during any transport activity.

2. LINKED CHANNELS UPDATE — Trim automation and motor fader operation — Entering trim automation mode on linked channels now forces independent writing of the linked parameters. In other words, channels become unlinked temporarily while in this mode. Note also that motor release when riding both faders in a linked pair has been loosened up a bit, but it is recommended to move only one fader while writing any fader moves. In some extreme instances there can be unwanted writing interaction generated across faders. If an offset between faders is desired, either unlink the faders only, or hold down the shift key and move one of the faders to the offset position.

3. SELECT ALL, SELECT FADER BANK, SELECT ALL FADERS — The Select All function now operates only on the Snapshot and Locator windows, for selecting all list items for deletion (note that it also selects all items in the History List but doesn’t necessarily do anything with them...). Select All is still located under the Edit menu. Formerly the Select All function also served to select all channels

in the current fader bank if no 'list type' windows were open, but there are two new additional functions which serve to replace and augment the current fader bank selection and the select all channels operations. Found under the Channel menu they are:

Select Fader Bank (hot key combo is Alt+A), which selects the 24 channels of the current fader bank and Select All Faders (hot key combo is Alt+shift+A), which selects all 97 channels (96 plus the L/R mains). All modifier operations on these channels execute the same as in earlier builds, but this feature especially assists in clearing the entire session of automation, if desired.

4. CLARIFICATION ON THE TERM 'CROSS-PATCHING' in the 3.0 for 2.03 document... After a bit of internal strife, tension and multi-day meetings, we decided to re-coin the term 'Cross Patching' to the more quasi-amenable 'Channel Layout.' Maybe it was the religious connotations or the actual analog to digital audio crossover terminology confusion, but when we finally landed in Cleveland, out popped 'Channel Layout'!!

NOTABLE ITEM

The Vocal Studio plug-in licensing appears as though it may be authorized via the Setup/Licensing window, whereas it is actually authorized only when two or more MFX cards are present (no licensing is necessary).

WORKAROUND: A minimum of two MFX cards must be present in the console in order to automatically unlock the Vocal Studio—it's not possible to enter an unlock code otherwise.

KNOWN ISSUES AS OF BUILD 224

Although we have worked hard to make the D8B v3.0 Real Time OS as bug-free as possible, as with many complex software-based products, known bugs still exist at the time of a release. We have included a list of known problems and workarounds. Mackie will periodically release D8B software updates as bugs are squashed and new features or enhancements are added. Check the Mackie web site often for software upgrades. We will be working on each and every one of these issues for subsequent releases.

01) ISSUE: In the Locator window, when you press Store, the updated cue is reordered according to its new position in time, which could be different than the sequential cue number order. Previously the cue remained in sequential order with an updated time that might not be in time order.

WORKAROUND: Renumber as necessary to align cues in sequential order.

02) ISSUE: The first time (and subsequent times as well) you press the route Talkback to Studio switch it opens the talkback mic.

WORKAROUND: After Talkback to Studio is pressed, press Talkback once and operation will be as expected.

03) ISSUE: On some older, and thus slower, D8B's the VFD may temporarily display a System Error 43 while booting.

WORKAROUND: Be patient. If the Error does not disappear after 2 minutes, wait another minute.

04) UPDATE: Trim Levels now disengages links.

DESCRIPTION: This is how things are done now. This allows you to easily do offsets and trim parameters independently of each other even though said parameters might be linked.

05) ISSUE: With 2 consoles cascaded, pressing PLAY on the Master console intermittently will not be received by the slave console. The Slave still has time code displayed, and the PLAY LED is blinking, but no automation recording is possible on the Slave.

WORKAROUND: If at first you don't succeed, try again.

06) ISSUE: Plug-ins. The names of Factory and User presets are not recalled during automation.

WORKAROUND: None. Parameters do get written when recalled, just not the names of the patches.

07) ISSUE: Desktop. Typing in a directory path that doesn't previously exist creates that directory and it cannot be easily deleted.

WORKAROUND: If you must do this, you'll have to delete the unintended directory via FTP.

08) ISSUE: Reset (plug-in) menu item might not function. This is because Reset (plug-in) reloads the currently loaded preset file. Unless you have loaded a preset file, this is usually the first Factory Preset and some plug-ins do not include any Factory Presets.

WORKAROUND: If a complete plug-in reset is desired, use Cut (plug-in) instead.

09) ISSUE: The BNC connector on the D8B ethernet card does not work.

WORKAROUND: Use the 10base-T RJ45 connector instead.

10) ISSUE: Tweaking an Aux Master V-POT causes the Mix Editor to Auto Follow to the Grp 1 Track in the Mix Editor. It also appears that the Automation for the Aux Master is being written on Grp 1's Track.

WORKAROUND: None. There is some mislabeling going on in the Mix Editor's tracks. All automation does in fact get written to the correct controls and everything plays back as intended. Turn off Auto Follow and check the page pull-down menu for the correct track name in the Mix Editor.

11) ISSUE: Folders can't be renamed from the desktop Edit pull-down menu.

WORKAROUND: If you incorrectly name your folder, create a new one with the desired name, transfer the contents as needed via copy/paste, and then delete the old folder.

12) ISSUE: The OS does not gracefully reboot the console when you do an Erase or Upgrade UFX operation. It displays a bunch of computer-like gobbledegook on screen when you click on the Continue button of the dialogue that tells you that you must reboot the console.

WORKAROUND: Do not press Continue. Manually power-cycle the console using the main power switch instead.

13) ISSUE: When cascading consoles, the Clear Solo mechanism only works on the console where the solo was engaged.

WORKAROUND: Be sure to press Clear Solo on all consoles.

14) ISSUE: No way to assign auxes as plug-in inputs from console surface as in version 2.0.

WORKAROUND: All plug-in input aux assignment is done from the plug-in configuration window in the GUI.

15) ISSUE: If you have the Mix Editor open with Auto Follow on in channel view and you tweak a plug-in parameter, the Mix Editor jumps to that parameter's track. If you choose some other channel in the page menu, the Mix Editor immediately jumps back to the previously displayed plug-in page.

WORKAROUND: You have to tweak something other than a plug-in parameter and then you can select pages again as normal.

16) ISSUE: If Auto Touch is enabled and you manually Write arm a channel, the Write button lights solidly, which usually indicates that automation is being written. However, it actually is not writing until something has been touched (which is the requirement for the Auto Touch mode).

WORKAROUND: Disable Auto Touch mode if you are intending to punch in using the Write button.

17) ISSUE: Version 2.03 Automation is not aligning in version 3.0 when SMPTE Drop Frame is used.

WORKAROUND: Finish drop frame mixes with version 2.03.

18) ISSUE: When the Word Clock source is set to “Word Clock” and the incoming clock’s frequency is above 51kHz, the setup window still shows a “locked” status for the clock. (The D8B will actually stay locked up to around 52-53kHz, but the lock will become increasingly unreliable, the higher the frequency).

WORKAROUND: None. It does not actually exceed the upper range limit.

19) ISSUE: Date (and time) is not updating after saving over an older file.

WORKAROUND: Use the Refresh button.

20) ISSUE: Plug-in output meters flicker randomly in unison with no signal or route.

WORKAROUND: None, cosmetic only.

21) ISSUE: MFX are mistakenly listed as loaded in three slots instead of two in two places in the GUI: Pre and Post Insert paths (drop-downs) and the Mix Editor page (drop-down) menu. Additionally, all UFX plug-ins that have stereo inputs (all except TC) display this behavior in the Mix Editor Page drop-down menu. The plug-ins show as being in two slots, which they are, but only the first slot has the editable tracks.

WORKAROUND: Just be sure to use the first (or first two) listed.

22) ISSUE: The little window with the volume and time information that pops up when you grab a volume node with the hand tool (in the Mix Editor) disappears when the node is clicked in conjunction with the Shift Key.

WORKAROUND: None.

23) ISSUE: Digital I/O. Signals routed into the Digital I/O are being sent to other format’s inputs. If a signal comes in on the TDIF connection, that signal is routed to the ADAT inputs automatically regardless of the selection in the Digital I/O Setup window. You can’t stop this routing scenario by changing the options in the Digital setup window.

WORKAROUND: None.

24) ISSUE: Dynamics EQ shows up in main mixer overview as if EQ was actually on that channel.

WORKAROUND: It is just an intermittent display glitch—the Fat Channel shows the real situation, but hey, it’s a great way to tell if the Dynamics EQ is on even if the EQ is flat.

25) ISSUE: The VFD display flashes between messages while saving to floppy.

WORKAROUND: It’s easiest to save to the Hard Disk (and much quicker), then backup to floppy later using the Desktop.

26) ISSUE: Event Track ‘Info’ field not wide enough for Plug-in routing.

WORKAROUND: Click the browse button to re-select and the original path will be displayed.

27) ISSUE: If any menus are open or if you are currently viewing the desktop, clear solo and other work surface actions may not work immediately.

WORKAROUND: Close the menus first.

28) ISSUE: Desktop. “Duplicate” does not work on directories. This is by design. Even though it may be available, it has no effect on directories.

WORKAROUND: Use Copy and Paste instead.

29) Issue: The range of values for the amount of attenuation introduced by the gate is 1 dB to 100 dB. However, any values above 66 dB of attenuation result in full attenuation of the signal.

Workaround: None—we’re still looking at it.

30) ISSUE: The dynamics detector circuits of linked channels are not linked even though their controls are.

WORKAROUND: Set the Key Input to the same source on both channels.

31) ISSUE: The Help button is still not currently functional.

WORKAROUND: None.

32) ISSUE: MFX and Vocal Studio code stays loaded when plug-in slot is set to “none”.

WORKAROUND: Unload an MFX card as follows... before setting plug-in slot to “none,” and thus unloading the plug-in, be sure to set input(s) for that plug-in to “none.” So, if an MFX plug-in was loaded in slots 1 and 2 with its inputs being Auxes 1 and 2, you should first set the inputs (1 and 2) to “none,” and then unload the plug-in by setting the plug-in slot 1 and 2 to “none.” If you do not follow this exact order, any signal sent to Auxes 1 or 2 thereafter will still pass through the unloaded MFX plug-in (which really wasn’t unloaded). This process is not necessary for UFX plug-ins.

33) ISSUE: Using the Key Input causes the Dynamic meter to display the key channel’s signal.

WORKAROUND: None.

34) ISSUE: Dynamics EQ affects both compressor and gate.

WORKAROUND: This is by design. If you want to treat them separately, use the Pre-insert on another channel sourcing the original channel. Put one dynamics module on the first channel and the other dynamics module on the other channel. De-assign the first channel from the L/R bus or its ultimate destination. Set the Key Input however you like, but by default maybe use the original channel.

35) ISSUE: Digital 2 Track inputs are 24-bit with sample rate conversion always enabled. This yields 20-bit performance when the output stream is measured. All 24-bits are available, but the sample rate conversion (like all sample rate conversions) does slightly affect the audio.

WORKAROUND: None. The original design intention was for the AES/EBU and S/PDIF inputs to monitor multiple sample rates regardless of the D8B’s operating sample rate. This allows you to use a CD player, for example, when the D8B is set to 48kHz.

36) ISSUE: The Load/Save option under MDS Network Link Options is not currently working properly on the linked console.

WORKAROUND: Don’t check this option when cascading consoles. Save sessions independently on each console.