



DiGiCo SD Version 1280 Release Notes

September 2020

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Errors Fixed since V1143

- An Access violation could occur when deleting Multis from an empty bank.
- On SD12, an access violation could occur when deleting a multi than was assigned to one of the master faders.
- On SD12, if External Waves was enabled when you exited the application, the engine would report an error on restart.
- Turning Mustard EQ off and on was resetting the All Pass Filter Q.
- On Quantum7, USB audio channels would have level differences after restructuring a session from 48kHz to 96kHz.
- Spice Rack settings were not be saved to snapshots in converted sessions loaded into Quantum7.
- On Quantum 7 Theater, Matrix nodal delays were not working on session load until their on/off state was toggled.

1.1 Dante IO Control (for consoles with DMI cards)

PLEASE NOTE that for the connection and use of the A168D & A164D Dante IO boxes, there is a requirement for the following firmware updates to the Dante 64@96 DMI card:

1. DMI Dante 64@96 firmware update (v103) which is included in the update package.

2. A Dante firmware update (4.0.19) for the DMI card which can be updated using Dante Updater in Dante Controller.

Socket parameters on A168D and A164D IO racks can be controlled in the same way as other DiGiCo I/O racks when connected to a Dante 64@96 DMI card and routed in Audinate's "Dante Controller" software.

With a DMI Dante 64@96 card installed in a console, access to 64 channels of IO to/from the Dante network is provided.

A Dante IO box can provide a specific number of IO on the Dante network according to the rack's capability.

168D = 16 analogue In and 8 Analogue Out

Any Dante network may have many more devices on it than just a single console and rack.

There might be multiple Dante equipped consoles, multiple racks and other Dante devices.

When a console has a DMI Dante fitted, it "sees" that DMI as a 64 channel interface device to/from the Dante network.

The source device of the audio signals it is receiving across that interface and the destination device of any signals that it is sending out across that interface are generally "unknown" to the console.

The critical component in determining where the audio is going to/from is the Dante network controller which is responsible for setting up audio paths (routing) on the network.

As an example, using just a single console and a single rack, the console could use its DMI Dante channel 1 as an input signal to its own console Input Channel 1 but the audio signal which appeared on that DMI Dante channel could be any signal from the Dante IO rack and is determined by the routing in the Dante Controller.

With the following routing in place, a console that selects any of the DMI card channels 1-16 as an input source will receive the signal from the same numbered Rack Input socket – this is a logical setup.

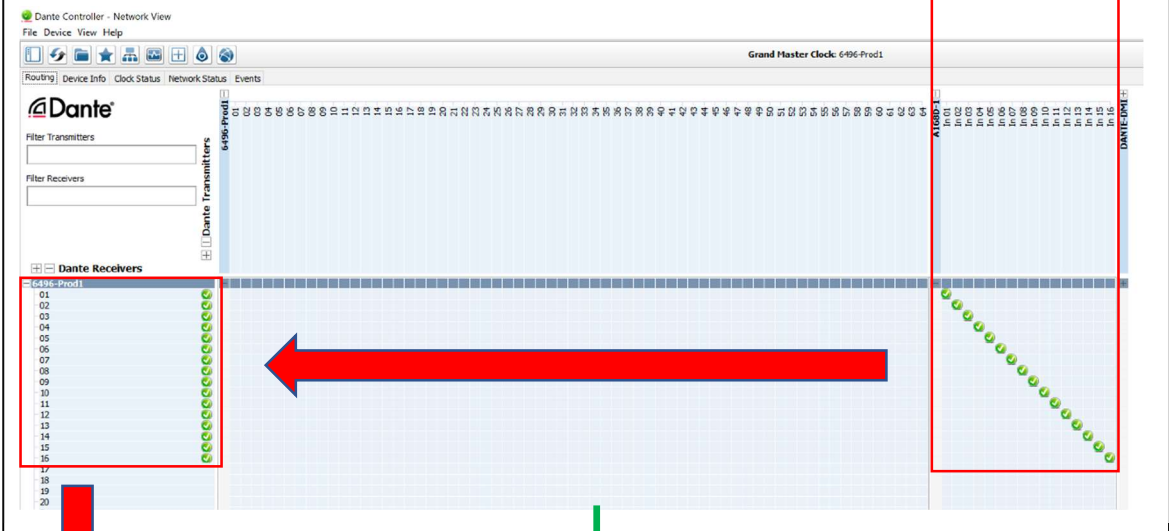
A168D Rack is a Transmitter in this case.

Each of the 16 Rack input sockets are routed to the same numbered DMI 64@96 channel

Dante Rack Inputs

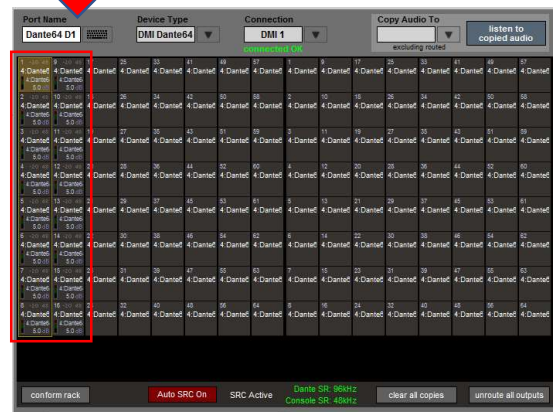


Dante Controller & Routing



Network Switch

Console 1



DMI 64@96 is a Receiver in this case.

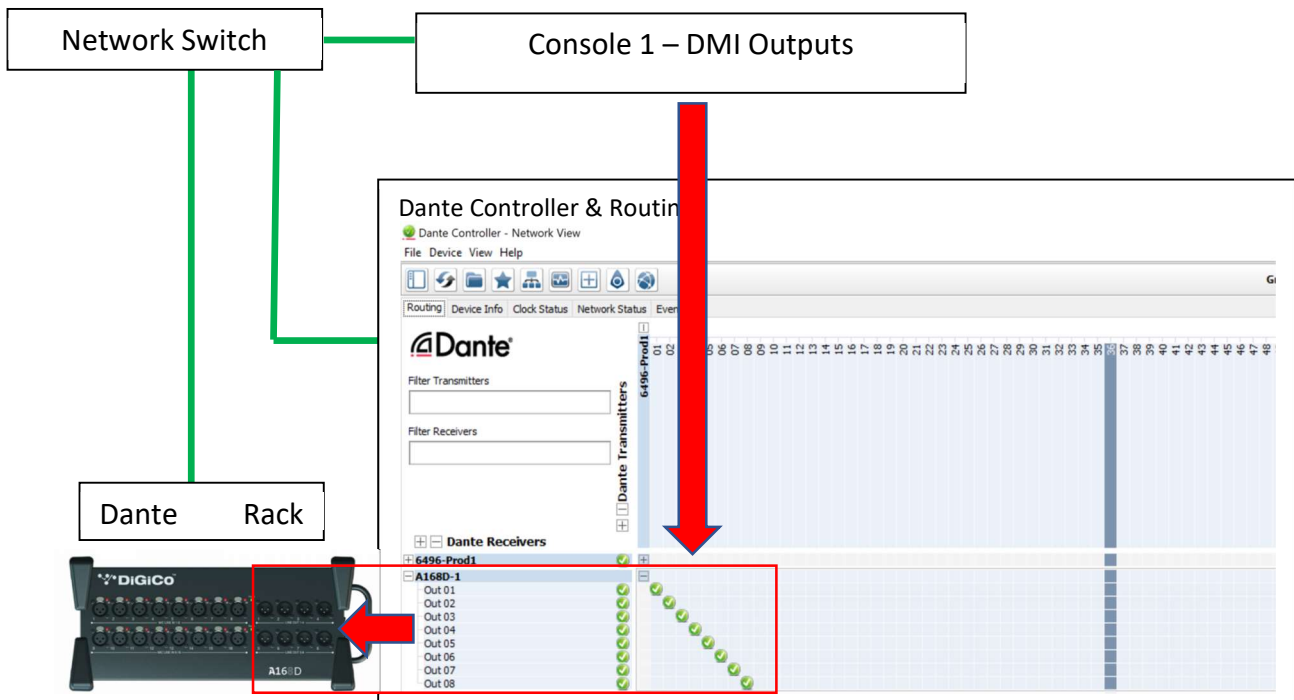
Each channel receives the same numbered input socket from the rack.

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In this example, a console that routes signal to DMI card output channels 1-8 will be sending them to the same numbered Rack Output socket.

Console 1 DMI is a Transmitter in this case.

Each of the DMI 64@96 outputs 1-8 are routed to same numbered Rack output sockets



1.2 Large Bank Overview Option

In **Layout>Fader Banks**, a larger version of any bank overview graphic can be displayed on the master screen or an overview screen by pressing the **large** button under “view bank” after the bank has been selected. The standard size overview can still be displayed by pressing the **small** button. Faders and other controls on the large bank overview graphic can be controlled by touch.

All banks can be displayed on an overview screen at either small or large size by pressing the respective buttons next to “all:”. Note that this will remove all bank overviews from the master screen. The **small overview** or **large overview** buttons will be lit red to indicate that all the banks are displayed in this size on an overview screen. To remove all bank overviews from an overview screen, press this button again.

Fader Banks

CLOSE

left fader banks

centre fader banks

right fader banks

include

LAYER 1

Ch 1-12
Input Chan

Ch 25-36
Input Chan

include

LAYER 2

include

LAYER 3

include

LAYER 1

Bus 1-12
Aux Output

Scp 1-12
Scp Output

Matrix 1-1
Matrix Out

Matrix 13
Matrix Out

include

LAYER 2

CG 1-12
Control Grp

CG 13-24
Control Grp

TB In
Talkback In

include

LAYER 3

include

LAYER 1

Ch 13-24
Input Chan

Ch 37-48
Input Chan

include

LAYER 2

include

LAYER 3

swap

move

copy to

all:

lock

small
overview

large
overview

bank labels

Ch 1-12

Input Chan

clear

lock

view bank

overview

small

large

master

small

large

master faders

assign L

assign R

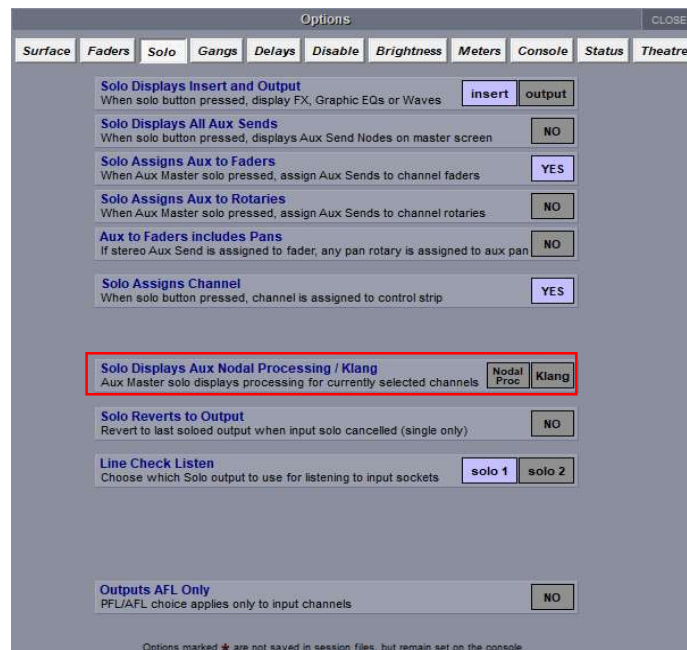
unassign L

unassign R

Add all banks to overview screen in small or large format

Add individual banks to master or overview screen in small or large format

1.3 Solo Displays Aux Nodal Processing (Quantum Only) / KLANG

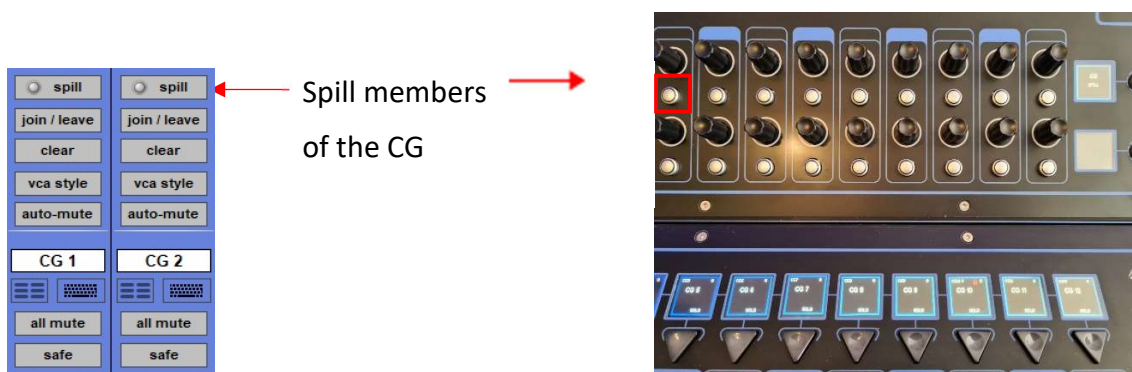


If a channel is selected and an Aux Master that has a corresponding KLANG or Nodal Processing (Quantum only) node is soloed, the expanded view of that node is displayed. For example:

1. Channel 1 has Aux Nodal Processing on Aux 1.
2. Channel 1 is selected.
3. When Aux 1 is soloed, the Nodal Processing panel for Channel 1 -> Aux 1 is displayed.

Additional Macros have been added

1.4 CG Spill



There is now the option of spilling members of a control group directly without assigning them to a spill set. They can be spilled by using the **Spill** button on the CG channel strip and the Control Groups panel, by pressing the under screen worksurface button above the CG Channel or by firing a “Spill Control Group” macro under the Layout command type.

1.5 DMI-KLANG (Consoles with DMI slots)

There is now support for the DMI-KLANG card, where 64 signals can be routed to the card and up to 16 immersive monitor mixes plus solo routed back to the console. The DMI card can be configured in the KLANG Control panel, found under the **Cards & Sockets** tab of the card's port in **Audio I/O**.

Set the Device Name

Configure the IP Address and Subnet Mask

Set the Control Ports

Open the KLANG Control panel

Apply the changes to the DMI Card

The DMI-KLANG card can be controlled from the console after being connected to the consoles network and setup in the **External Control** panel.

Note that there is no option to update the DMI-KLANG card firmware from the console. Please visit <https://www.klang.com/en/downloads> for DMI- KLANG firmware and update instructions.

1.6 Individual Aux Send Safes

Aux send nodes can now be safed individually, which includes aux send level, aux on/off, node solo (Quantum only), nodal processing (Quantum only) and KLANG parameters. All aux sends/nodes in a channel can still be safed together by pressing the **all safe** button in the expanded aux send panel or aux node panel. To safe sends/nodes individually, press the **node safe** button, then press on the sends/nodes to be safed, which will be indicated by the aux send/node text turning red. Once the safes are complete, press the **node safe** button again. This function can be accessed from either the channel's Expanded aux panel or **Layout>Aux Nodes** on the Master screen.

Safe all aux
sends/nodes in the
channel

Safe individual aux
sends/nodes by 1.
pressing **node safe**...



2. ...then pressing the Aux send/node
rotaries to be safed

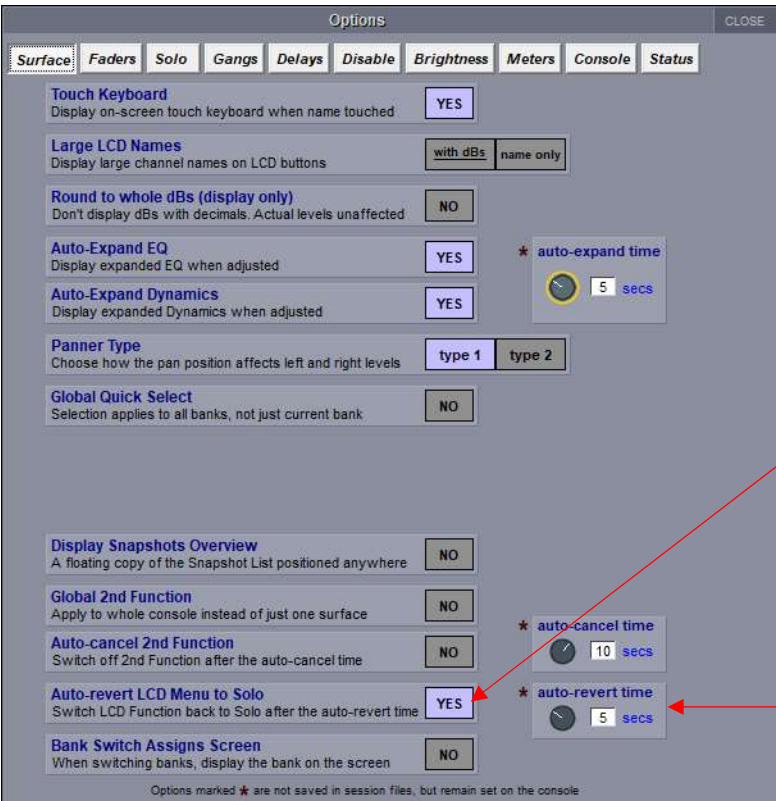
1.7 Up & Down buttons on Setup and Output panels in Channel List

When editing channels in the **Channel List**, the selection can now be scrolled up and down using arrows in the Setup and Output Panels.



Scroll to next
and previous
channels

1.8 Auto-Revert LCD Menu to Solo

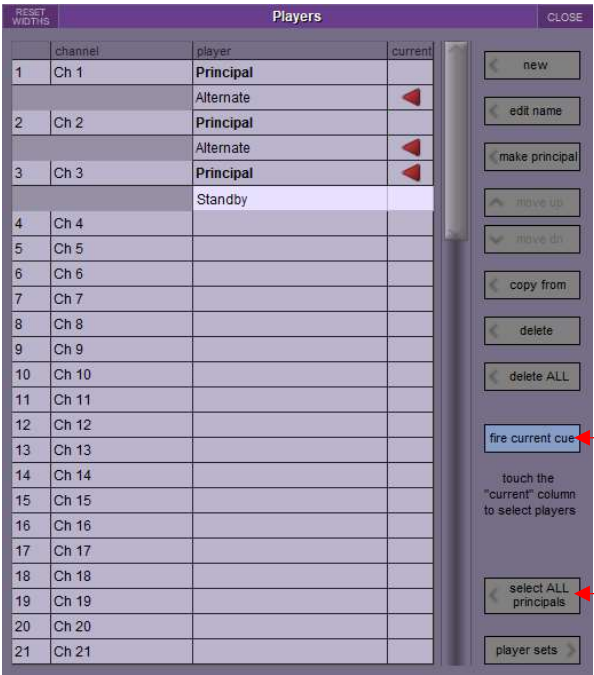


When this option is turned on, after the set amount of time, the LCD function menu will be cancelled, and the LCDs will revert to Solo function.

Set the number of seconds for the LCD function menu to display

1.9 Select All Principal Players and Fire Current Cue (Theatre)

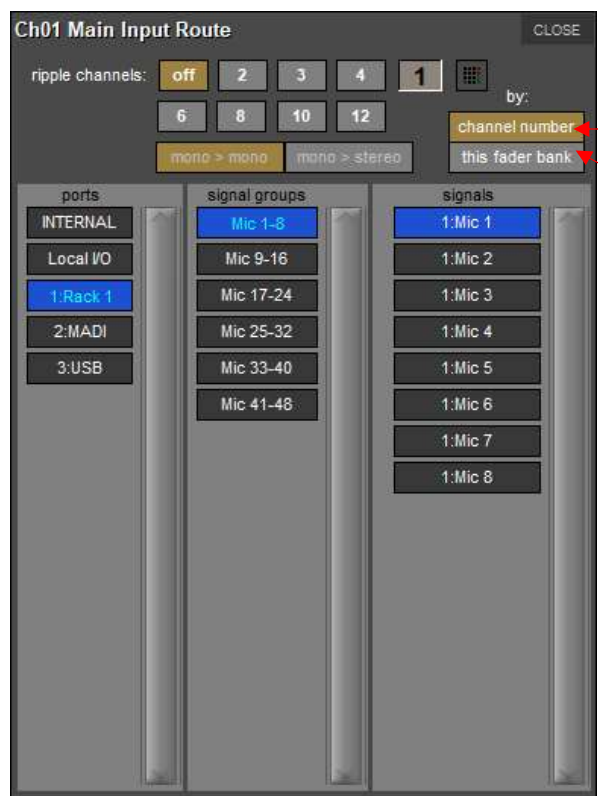
Enhancements to the **Players** panel in Theatre software, including quick ways of selecting the principal player on all channels and re-firing the current cue.



Fire current cue directly from this panel. If player selection has been changed, this will recall the channel parameters for the currently selected players in the current cue.

The principal player will be selected on every channel

1.10 Ripple routing follows channel order on the current fader bank

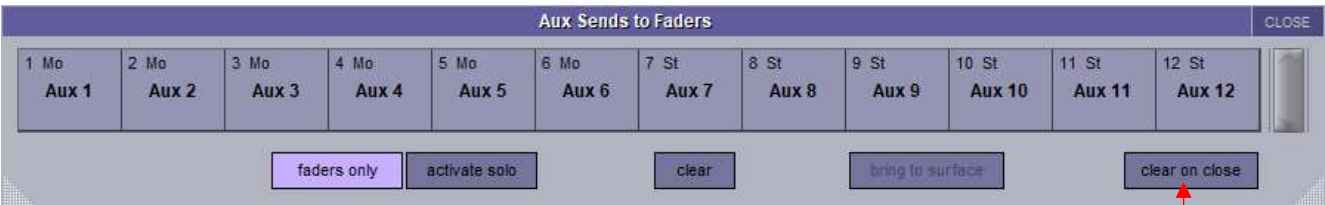


Default: routing will follow channel number

New option: routing will follow the order of the channels on the bank, ignoring channel number. Note that this option only routes channels on the current bank – not across multiple banks.

1.11 Join Groups & Aux to Faders panels

Now have the option to cancel the selected Aux or Group channels when closing the panels.

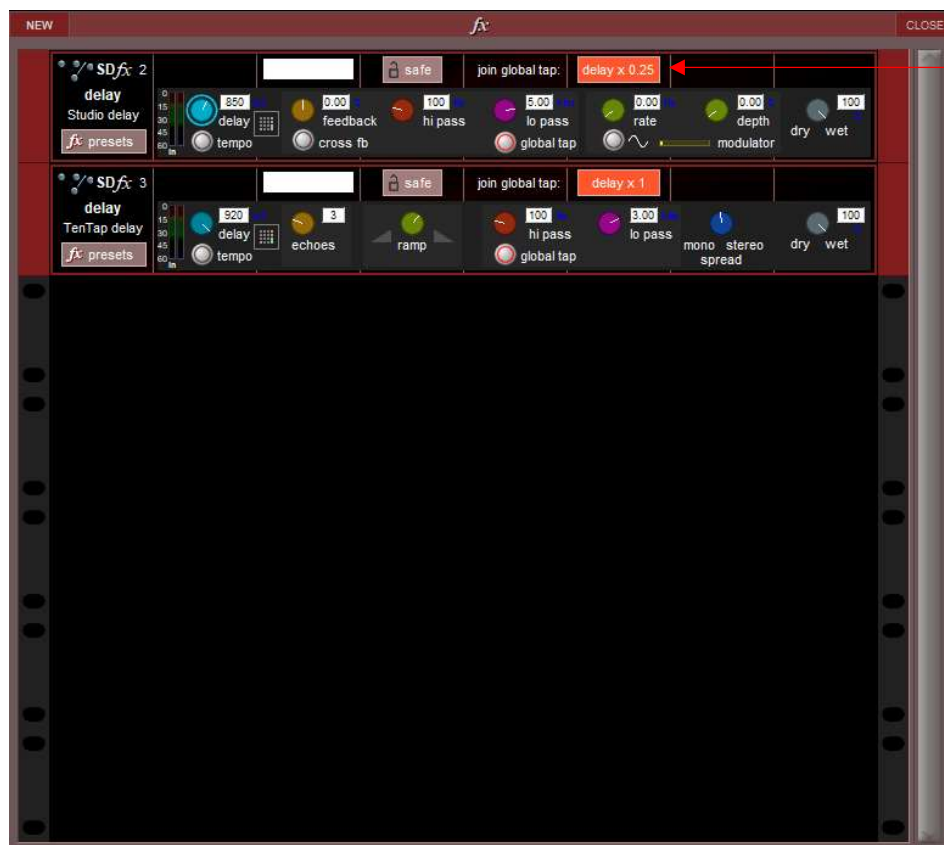


When the panel is closed, sends to faders is canceled reverting the faders to channel level.

1.12 Global Tap Tempo for delay effects

Delay affects can now join a global tap tempo so that a single controller can change the delay amount on all delays in the group. Delays can be set to different scalers. For example, if a delay unit was set to 'delay x 2', the delay amount would be set to double the current global tap amount. The options are: off (default, not part of the global tap), x 0.25, x 0.5, x 1, x 2, x 3, x 4.

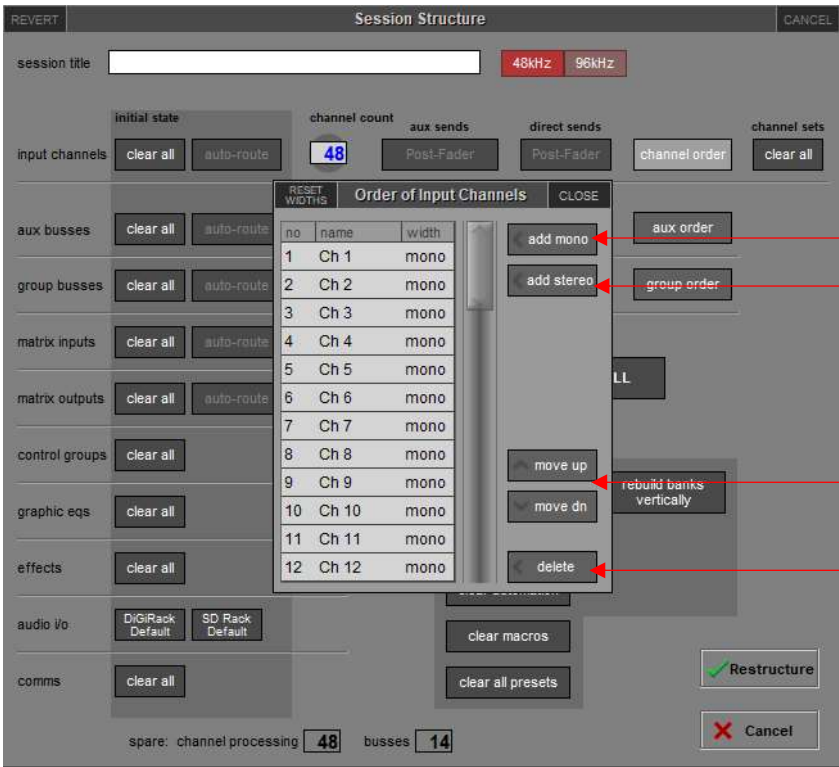
The global tap can be set using the new macro command type 'Global Tap Tempo'.



Press to cycle through the options for global tap at various scalers.

1.13 Channel Order button in Session Structure

In **Session Structure**, as with aux and group order, channels can now be reordered in the session structure panel where mono or stereo channels can be quickly added, deleted or moved.



Add a mono channel after the selected channel

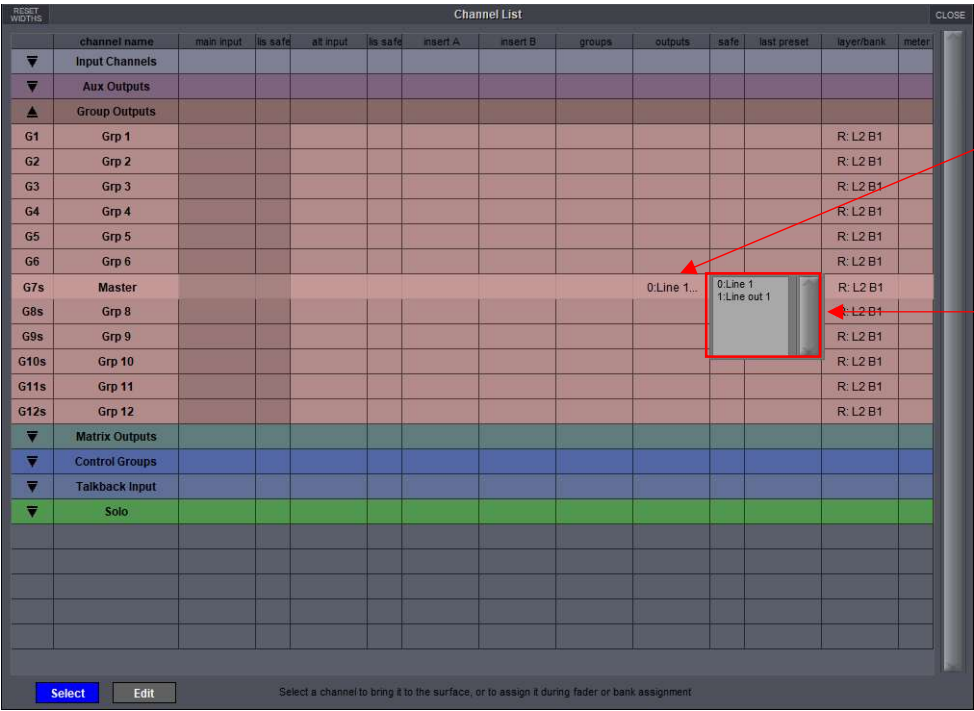
Add a stereo channel after the selected channel

Move the selected channel up/down

Remove the selected channel

1.14 Outputs column on the Channel List panel

Touching the Outputs column on the **Channel List** panel displays a list of outputs if there are more than one.



Press on the output column of a channel

If there are more than one outputs routed, then a list of the outputs will be displayed.

1.15 Rack PSU voltages on the Audio I/O tab.

In **System>Diagnostics>AudioIO**, Rack PSU voltages are now reported for IO Racks connected via MADI or Optocore.

1.16 Disable Master Mute

Under **Options -> Disable**: disables the physical mute button on all instances of the master buss.

1.17 SD Convert

When converting sessions between consoles, it is now possible to remove additional channels and busses below the maximum number for the destination console.

1.18 Other New Features

- Full Support for Quantum3 and Quantum5 consoles.
- When duplicating Macros, the name is now duplicated too.
- On Buss outputs, Pink noise has been added to the Bus Ident Section.
- USB audio and Waves ports, where fitted have been added to the **Copy Audio to** menu in Audio IO.
- “Hide Control Group Join/Leave Buttons” option now removes on-screen **join / leave** buttons (Theatre)
- The DMI DANTE 64@96 SRC is now automatic. The manual setting has been removed from the **Audio IO** panel.