

Informations

Release note sur les différentes version firmware de la HD96 depuis v1.10

Release 2.2.5

NOTE: On first boot after this update fader surface boards may take longer to update than usual.

Fixed:

- Fixed issue preventing some HD96-24 fader bays from booting correctly

Release 2.2.4

Fixed:

- Fixed potential DSP noise with specific configurations of EQ on matrices
- Fixed first LCD in surface banks appearing brighter
- Fixed potential for lag on HD96-AIR headphone pot
- HD96-AIR surface Talk button now controls Internal Talk
- Fixed possibility of faders becoming unresponsive after blocking/redirection

Release 2.2.3

New:

- Added HD-AIR view in Surface Updater page

Release 2.2.2

Fixed:

- Fixed first fader on HD-AIR being slower than the others
- Fixed potential surface freeze on HD-AIR
- Fixed inconsistency in Sends Overview side bar

Release 2.2.1

New:

- Added HD96-24/HD-AIR selection in Offline Editor
- Metering now shown on patching page for built in analog outputs

Fixed:

- Fader level read out on scribble strip fixed for HD-AIR
- Fixed lamp brightness control on HD-AIR
- Multiple UI fixes for HD-AIR

Release 2.2.0

New:

- HD-AIR surface and IO support
- Support for FB16 fader bays
- Added more options to the list of assignable controls

Fixed:

- Brainwave Distance parameter changed to Level
- Fixes and improvements to MD4 effect
- Fixed issue where mouse clicks weren't detected in offline editor on larger screens
- Performance and stability improvements

Release 2.1.1

Fixed:

- Fixed issue where some models of Stream Deck XL are not detected

Release 2.1.0

New:

- Added 32 Stereo Multiband Compressors to the Dynamics Pool
- Add native support for Stream Deck Mk2 and Stream Deck XL
- HD now supports Midas Hub4Pro connected to Local AES50 and DN9680 ports
- Midas DL8 is supported when connected to Hub4Pro
- Added TC Clarity Meter to FX options

Improvements:

- Multiple fixes for MD4 finaliser
- Improved organisation of assignable key options
- Improved value displays on MTEC and 1176 effects
- Added "live" presets for MD4 with low latency settings

- Reskinned XL4 effect
- Multiband Compressor and M6 default release time changed to 200ms
- Improved loading and unloading of Ocean EQ
- Phantom power lock now works on Source 2

Fixed:

- Improved fader drive algorithm
- Fixed potential paramater change when rebooting surface
- Fixed intermitent issue with AES3 outputs muting
- Corrected rotary colours within DN780
- Fixed issue with contributions display when using flip target
- Fixed potential audio issue with PIE effect
- Fixed issue with the OSX App not stopping the cloud proxy service
- Improved application of settings with DN9680
- Fixed display issue with External IO when loading new show
- Multiple GUI fixes

Release 2.0.1

Fixed:

- Improved detection of IO on startup

Release 2.0.0

New

- Added simple button triggered macros, users can record channel parameters, basic navigation and FX on/off states and trigger replay on the UI or a surface button
- Reverse flip, allowing selection of input channel to flip output faders
- Sennheiser EM6000 RF Microphone integration
- External inserts can now be added/patched in the channel widget
- Update scenes, allows updating send on/off and level through multiple scenes, with absolute or relative changes
- Transient Gate effect
- TC MD4 effect
- Brainwave binaural IEM effect

Improvements

- GUI now shows VCA mute status as well as surface

Fixed

- Fixed inconsistent values in Midas Delay effect
- Correct units for DN780 are now shown on One Shot Pot rotaries
- Fixes for One Shot Pot gain controls when using second source
- Shout mixer GUI fix for channels with tags
- Fixed inconsistent contributors ordering
- Flatten EQ now works as expected in Manchino page
- DN670, 1176KT and Smart Dynamics effects now default to unity gain
- Reduce GUI jitter when making HPF changes below 20Hz
- DL155 AES settings are now saved at show level

Release 1.25.2

Fixed:

- Fixed memory issue that could result in UI instability

Release 1.25.1

Fixed:

- Audio should no longer mute when changing DEQ parameters
- Improved stability of control communications when using external sync

Release 1.25.0

New:

- Added Second Input source to input channels
- Added ability to set solo bus in Manchino page
- Added individual on/off for channel EQ bands
- Added ability to reorder inserts in the channel widget by dragging/dropping
- Added ability to update scenes with a relative change of some parameters (send level, send on/off, pre fade, tap off, pan)
- Added ability to store and access excel channel lists via the cloud

Improvements:

- Added a warning message when showfile is missing a global assignable preset
- Added channel name and colour to channel presets
- POPS/VCA's now always open on first layer
- VCA meters are now post fade/mute

Fixed:

- Fixed issue when copying pan between stereo channels
- Fixed multiple issues when adjusting All Pass filter in XL4 EQ
- Fixed issue where Ocean EQ band may not be active until a parameter change is made
- Fixed potential for audio artifacts when changing ocean EQ parameters
- Fixed issue when setting parameters for subslots 3/4 of the PIE effect
- Fixed issue channel preset issue when storing only selected areas
- Fixed arrows for cycling through CM-1 patching on modules with over 32 channels
- Fixed phase alignment of M350 effect

Release 1.24.3

New:

- Provide support for KT-Dante64 cards with Brooklyn 3 modules

1.24.2

Release 1.24.2

Fixed:

- Fixed potential incorrect fader level when exiting flip mode

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Release 1.24.1

Fixed:

- Fixed potential gain jump issue when using DL231
- Improved system stability
- Fixed issue where Home button target is not remembered after update
- Add a warning when hot-plugging HDMI
- Improved handling of external network IP address conflicts with internal network

Release 1.24.0

IMPORTANT: Please ensure that you update your DN9680 after installing this release. Updating can be done via the IO Updater page. This release contains DN9680 v0.0.9.

New:

- DN9680 AES50 ports can now be used as redundant pairs
- Added ability to copy master mix onto an aux or matrix
- Flipped channels can now be assigned to control groups
- Patching presets have been implemented, allowing device configuration and patching to be saved as a preset
- Added ability to flatten single EQ bands on channel EQ and XL4 EQ
- New B1L Compressor effect, with auto gain and auto attack/release functionality
- Navigation and Assignable presets can now be loaded with showfile

Improved:

- Flip and Virtual Sound Check can now be removed from menu bar
- Added graph for M6 Compressor effect
- Improved responsiveness of Ocean EQ when changing parameters

Fixed:

- Selecting processing in the GUI fader tray now selects the correct section in the channel widget
- EQ Audition changes now apply correctly if no show is open
- Fixed potential time alignment issue in Pitch Shifter effect
- Fixed potential for audio artefacts when changing input gain of some effects

- Fixed issue where fader level could be reported incorrectly
- Fixed potential noise when turning Ultima DEQ on/off
- Fixed audio issue with Ultima DEQ on scene recall
- Fixed manichino adding L/R to channel names during linking, when Append L/R hasn't been selected
- Fixed slow recall of POP groups containing VCAs
- Fixed issue where adding MIDI event to an assignable would cause issues on other assignable pages
- Fixed issue with direct in on the mono bus
- Fixed issue where Offline Editor may only work in Safe Mode

Release 1.23.2

Fixed:

- Fixed issue where fader level may be incorrectly saved when using overwrite function
- Fixed potential GUI restart caused by patching loop
- Fixed issue where user settings from future versions may cause increased memory usage
- Multiple stability fixes

Release 1.23.1

Improved:

- Shutdown speed

Fixed:

- Fix issues with effects parameters recall in automation
- Fix issue with send pre/post setting not being recalled correctly
- Fix potential UI crash when using bus setup tab for the first time
- Fix issue with Ocean EQ preset not recalling correctly first time
- Fix issue where fx presets can end up in the wrong slot
- Fix issue with disappearing control nodes on the EQ graph (inc XL4)
- Fix issue where One shot pot does not display parameters in auto mode after closing an effect

Release 1.23.0

New:

- Add Channel Preset functionality

Improved:

- Add new tuning mode to Pitch Voice Control with keys and scales.

Fixed:

- Fixed issue where noise appears on DEQ on linked channels
- Fix issue where system tags did not unfold channels
- Fix issue with feedback parameter on TC2290
- Duplicate scene now copies events rather than cloning and linking them
- Graphical fixes for FX Presets Menu

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Release 1.22.1

Improved:

- Improvements to comms with CM1 expansion carrier card

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Release 1.22.0

Warning: Due to Show file memory optimisations once a show file is loaded into 1.22.0 it is no longer compatible with older releases. We recommend duplicating and backing up a version of your show file either on external storage or in mCloud (must not be loaded in 1.22.0) if you potentially need to use it on an older version.

New:

- Channels can now be soloed to monitor A and B at the same time
- FX Presets can now be stored and recalled
- Copy and paste channels can now be selected using surface buttons
- Added Lost In Echo effect
- Added navigation button to allow jump to assignable page for better organisation

Improved:

- Added system tag for channels with SAFES active
- Speaker and Monitor source switcher are now saved at show level
- Ocean EQ Asymmetric filter can now be moved without changing width
- Speaker and Source buttons can now be put on assignable buttons

- PIE metering has been improved
- Presets can now be exported to/imported from USB sticks
- Patch point now displays tape return patch point when in VSC
- Massive optimization of show file sizes
- Reset All Pins button added to clean pins
- M-Harmonics metering and parameter smoothing

Fixed:

- Potential UI crash when cycling through showfiles for long periods of time
- Mac OE no longer hangs on exit
- Fixed pan indicator for matrices in Channel View page
- Relative/Absolute/Pass-thru mode now changes in all widgets no matter where you change it
- Removed non active pan for master channels in multiple places
- Fixed issue where recalling master scene did not recall effects correctly under some circumstances
- Fixed issue with PVC effect that could occur with clipped input signals
- Multiple GUI fixes
- Multiple fader level fixes
- Multiple memory fixes

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Release 1.21.0

New

- * Added Pitch Correction effect
- * Added virtual three way speaker selector to monitor section
- * Added virtual 4 way source selector to monitor section
- * Added reset to defaults button to naming sheet
- * Added ability to control individual shout mixer ON buttons with assignable buttons

Improved

- * Ocean EQ flatten now only flattens gain
- * Ocean EQ info boxes now select the band
- * Ocean EQ is now automatically set to mono/stereo depending on channel status
- * Ocean EQ bell shape now goes to the center frequency when being changed from

Asymmetric

- * Added Fader Level to configuration section in channel widget
- * User can now stop a channel switching to tape return in VSC by disabling the tape return on the channel
- * Manchino now displays values in place of value bar
- * User can now hide channel images to make text larger on screen and surface
- * Improved memory usage when using large show files

Fixed

- * Fixed issue that can cause HD272 processor to reboot when switching WiFi channels
- * Fixed issue that can cause tone on outputs when HD272 processor restarts
- * Fixed potential UI reboot when changing user
- * Fixed issue with bank 4 not responding to fader flip
- * Fixed crash with very large showfile
- * Fixed display issues in Manchino with linking indicators
- * Fixed issue with channels selection discrepancy on surface and screen
- * Fixed issue causing Direct In and Out controls to be missing from Manchino
- * Fixed issue where faders did not limit to +6dB in fader flip mode
- * Fixed issue where Flexi Aux metering may not work with delay compensation enabled
- * Multiple GUI and operational fixes

Release 1.20.0

New

- Added Automixer Effect
- Added ability to store to another scene
- Added preference to hide images and increase text size on surface LCD
- Channel widget header now displays the patch point
- Made it more obvious when safes are active on channels
- Talk groups on assignables now have non-latching functionality
- Added a preference to force showfile save on shutdown
- Added ability to create a button to open a specific effect in assignable area
- Added linking and linking options to manchino editor

Improved

- Ocean EQ bands are now bell by default
- Tape saturation Gain and Overbias now default to 0
- Dynamic EQ in new dynamics pool is now fully time aligned
- Improved feedback when saving automation files fails or is not allowed
- Improved visibility of name on channel LCD when dB value is displayed
- Naming sheet now has the pre-defined names list
- Added a clear all tags button to remove until they become automatable
- Added a confirmation to recall of master scene to avoid accidentally clearing settings

Fixed

- Fixed issue causing VCA and POP to page unnecessarily with stereo channels
- Fixed crash in group configuration when altering channel order
- Fixed issue where FX mode does not work in certain views
- Fixed GEQ issue with 20Hz filter
- Fixed issue where show could save without user trigger when auto save was off
- TC2290 no longer mutes output when using global tap tempo button

- Fixed issue where one shot pot displayed the wrong effects controls in FX mode
- Fixed issue where Ocean EQ values may not recall correctly
- Fixed issue where changing scene with effect open could stop access to effect UI
- Fixed brightness recall buttons
- Fixed issue where audio could be lost on monitor bus
- Fixed issue with notifications getting stuck on toolbar
- Fixed potential false MGT error
- Fixed effects issue where first subslot was reset when assigning second subslot
- Fixed multiple issues in Bus Setup tab with display and control
- Fixed issue where Ocean EQ displayed as OFF incorrectly
- Fixed issue with DEQ not recalling settings on first recall
- Fixed issue with Ocean EQ parameter information display boxes not displaying correct values
- Other minor GUI fixes and improvements

Release 1.19.1

Fixed:

- Fixed issue where Midas logo light could flicker on some brightness settings
- Improved stability of Spectrum Analyser
- Fixed some inconsistencies when patching/assigning effects
- Corrected delay compensation for Ocean EQ effect in mono mode

Release 1.19.0

New:

- Pool of 128 Stereo Dynamic EQs with mid/side processing
- Added new Ocean EQ effect
- GoTo Scene option
- Range selection option in show editor allowing user to select a range of scenes and channels via dialog
- Channel naming now has preset name list

Improved:

- Snake and IO Status now visualised at the top of the screen
- Show recallable preferences are now available in the Editor App
- Keyboard shift key now capitalises one letter on tap. Press and hold for caps lock
- Improved readability of scene and show names on second screen
- CM-1 configuration is now part of the showfile to support offline setup
- Home button now dismisses effects selection pop up
- Various GUI improvements

Fixed:

- Fixed potential processor crash related to badly formed WiFi packets

- Fixed issue where storing to new did not bring up the naming option in certain circumstances
- Fixed issue that could lead to some FX patching being left when FX were removed from slot
- Detail area no longer incorrectly controls XL4 band selection
- Improved notification text visibility
- Fixed issue where safes prevent copy and paste on channels
- Correct send levels are now highlighted in side bar
- Fixed issue where manichino sidebar rotaries stopped controlling parameters
- Fixed issue causing manually added DL251 to show as disconnected in patching page
- Improved initial response times of RTA on channel selection
- Fixed issue stopping access to inspect sends in Show Editor
- Fixed link type display in Bus Setup tab
- Fixed several issues with copy and paste of FX
- Fixed several issues where effects may not open when FX mode is active
- Fixed incorrect message on showfile import
- Fixed issue where dB values were sometimes not shown on fader touch

Release 1.18.1

Fixed:

- Fixed metering issues/slowdown when DSP is under high load
- Correct icon is now shown for contributors when using copy/paste
- Fixed potential gain jump when moving between scenes with patching changes
- Input channel select buttons now light up correctly in flip mode
- Fixed intermittent issue where Master sends to stereo Matrices would sum to mono
- Fixed issue where it was possible to have two select buttons lit when using flip mode
- Side bar and One Shot Pot colours now match for compressor modes

Release 1.18.0

New:

- It is now possible to stop a fader bank going into flip mode as part of navigation layout
- You can now lock scene numbers by turning on Fixed Scene Numbering in preferences
- Storing to new scene will now ask for a scene name
- AES50 CM-1 module now supports communications to DP48 via HUB 4
- DN9620 can be attached directly to the HD Snake ports (DN9620 mode in preferences)
- Copy and paste in Effect Rack and Effects Sub Slot Browser
- General, DSP, Solo System and Monitor preferences can now be recalled with showfile

Improved:

- Output channels TALK will now activate when a shout mixer output is assigned
- Channel TALK no longer disables when INTERNAL TALK/EXTERNAL TALK are turned on
- TALK INTERNAL/TALK EXTERNAL now has momentary functionality when pressed and held
- Shout Mixer now has Patching SAFE to protect from automation
- Channel Safes now have a discrete SENDS and INFO safe
- Manchino can now be used to inspect where safes are on/off
- Master Left/Right are now linked by default
- DL251 auto detection

Fixed:

- HD can now co-exist on networks with the IP range 192.168.20.x
- Fixed issue when connecting WiFi and Ethernet to the same network/subnet
- Fixed potential issue where GEQ could cause audio artefacts on scene recall
- DL231 gain delay when attached to Pro X
- Fixed user authentication error if console was left on for long periods of time
- Multiple stability improvements including potential UI crash when using flip mode.
- Fixed issue where Manchino page could cause level jumps

Release 1.17.1

This is a maintenance release to support production. Bug fixes and features will be arriving soon in the next release.

Release 1.17.0

New:

- Scene Crossfade event allows crossfade of Faders, Mutes, Pans and Sends
- Show Editor centres on current channel and scene (turn off in preferences)
- Channel mutes blink to indicate when a channel is muted by a VCA
- Page navigation is now available on Assignable buttons to allow for direct and fast access
- Sidechain/Key Filter source is now shown in channel compressor and gate
- Pan and Fader now have individual safes
- Pan and Fader are now separated in Show Editor
- Groups layout configuration is now easier to use
- Brightness Presets can now be created and recalled from Assignables
- Duplicate Scene button has been added to Automation widgets
- Channel names/colours are now propagated to DP48 when connected via an AES50 CM1 card

Improved:

- Added a help box in the DSP Preferences page
- Channel names are now shown in show editor when zoomed in

- Bus mode is now displayed on channel LCD
- GEQ Flat button now requires a long press to prevent accidents

Fixed:

- Improved stability when clearing notifications
- GUI fader tray is now available in Channel View, Manchino and Console View
- Improved stability when storing scenes and loading show files
- Improved Stability of VSS4 and M6 effects
- Fixed issue where Sends may not update in the Channel View and Side Bar
- Fixed potential jump in Send levels when using Manchino page

Offline Editor Only:

- Files can now be opened from/saved to the users home folder
- Expansion Card settings can now be configured

Release 1.16.0

Improvements:

- Flexi and Group modes now require a long press to activate
- Scene and show renaming functions added to Show Manager page
- Scene deletion added to Show Manager page
- Confirmation is now given when storing changes through EQ preview
- Current flip target is now shown under the Flip button
- Help box has been added to IO Updater page
- Added 48V lock in preferences

Fixed:

- Toolbar configuration is now reset for new users
- Manchino Auto Number function now handles collapsed channels correctly
- Fixed potential issue where on screen keyboard could close unexpectedly
- Multiple fixes for Channel and XL4 EQ
- Fixed potential issues when saving larger show files
- Contribution metering for masters now works as expected

Release 1.15.0

New:

- New PIE effect
- 'Add All' scenes to playlist button added to Show Manager page
- New option in Preferences to have Tap button flash continuously

Improvements:

- Storing scenes from a surface assignable now gives feedback that store was completed
- Multiple GUI improvements for effects
- 'Remove' button no longer present for default playlist

Fixed:

- Fixed potential issue when saving large show files
- Improved speed of patching changes on scene recall
- Revised M-Harmonics effect parameter ranges
- Fixed potential instability when activating FX Mode
- Patching conflict dialog is now more reliable
- Fixed potential issue with pinned channels changing when moving rotaries
- Rack Amp EQ improvements
- Enlightenment Bass now behaves properly in mono
- Show loading behaviour after unexpected loss of power is now more reliable
- Fixed potential issue where effect settings were not loaded on scene change
- C/O now reflects masters properly onto surface
- Fixed potential audio issue when changing reverb type on DN780 effect

Release 1.14.0

New:

- Scope and Copy/Paste for individual sends

Improvements:

- Pot value is given precedence over fader value on surface displays
- Reduced default brightness

Fixed:

- Skip to scene event now functions as expected
- Fixed potential metering issue in flip target
- Behaviour of effect patching from the Effects Rack is now more consistent
- Multiple fixes for Manchino page
- Fixed potential stability issue related to effects and scene changes
- Channel name is now shown on GEQ when opening from Effects Rack
- Multiple fixes to Midas Delay, Chamber Reverb and Vintage Reverb effects
- Multiple GUI fixes
- Fixed potential issue with CM1 module auto detection

Release 1.13.0

New:

- AES50 CM1 modules can now be updated in the IO Updater
- Copy and paste for contributions

Improvements:

- New design for Plate reverb
- New design for Ambient reverb

Fixed:

- Improved stability when using MIDI events
- Fixed issue when reassigning effects from linked inputs to a mono matrix
- Multiple fixes GUI fixes for effects
- Moving to next channel on naming tab of manchino page now saves changes

Release 1.12.1

New:

- New M-Harmonics effect

Improvements:

- Home configuration is now part of the users settings
- When in Channel View, the contributors are now shown in the side bar
- Effects sub-slot pop-up now closes after assigning to a channel
- Improvements to consistency of effect rotary parameters
- DN780 redesign

Fixed:

- Fixed potential crash on scene recall
- Fix potential issue when patching FX slot to Aux Insert
- Fixed framerate drop when changing the screen brightness
- Multiple memory and CPU performance fixes
- Group numbers are now imported correctly when importing excel spreadsheets
- Fixed potential noise during automation effect changes
- Surface layout now changes when using Automation as Home
- Certain external keyboard commands now don't produce unexpected results
- Multiple improvements to AI system
- Safes no longer incorrectly affect Mute Groups
- Surface fixes and stability improvements
- Fixed potential for Input names to be incorrectly changed to Output names when patching
- Multiple GUI fixes/improvements

Release 1.11.0

New:

- New Meterbridge display on second screen output

- Redesign of the Hall Reverb GUI
- Home button can now be set to target different pages

Improvements:

- Performance improvements

Fixed:

- Fix potential for channels to be muted when adding to Mute Groups
- Fixed setting safes in Manchino page
- Copy and paste now behaves as expected on linked/stereo channels
- Multiple surface fixes
- Fixed potential for noise when navigating between scenes
- Multiple effects and patching fixes
- Multiple GUI fixes

Release 1.10.0

Internal release

Feature:

- Add Direct Out controls to Manchino Page

Improvements:

- Pressing Home or tapping outside of widget now dismisses open effects
- AS80 redundant improvements
- Reverb effect redesigns

Fixed:

- Fixed potential stability issue when entering Preview
- Improved Manual Save button indication when saving
- Fixed potential save error
- Send On/Off assignables now work for matrices
- Fixed potential show corruption
- Attempting to sync a new account to mCloud no longer returns an error

Known Issues:

- Login UI goes black if HDMI screen is connected or disconnected while console is powered on - Connect HDMI Screen prior to boot and leave connected until console is powered down