



Release 19.2.11, July 22nd 2006

Changes Since 19.2.10

13 July 2006 - **SRC mode in setup file**

AES2 cards now default to SRC off. SRC is not required for plug-ins and for AES2 cards which are used instead of AES1 cards. If you need to use Sample Rate Conversion with AES2 cards you will have to enable SRC. Edit /nvr/setup and add "SRC = YES" to the the [Options] section like this:

[Options]

SRC = YES

When the system boots you will see the following lines printed
I/O Resources:

...

2 AES2 cards (SRC is enabled)

Bugs Fixed Since 19.2.10

None

Release 19.2.10, June 30th 2006

Changes Since 19.2.09a

None

Bugs Fixed Since 19.2.09a

30 June 2006 - **mdrplay bus trap in Overwrite/Tape modes**

After reducing the number of tracks (by opening or importing from a project with less tracks than the current project), a bus trap could occur if the Record Mode was Overwrite or Tape.

30 June 2006 - **MediaLink drive capacity**

A 32-bit overflow bug caused MediaLink server to incorrectly report the drive capacity for volumes with 4294967296 or more sectors (2TB with 512-byte sectors). A more fundamental limit of 4TB still applies. Volumes larger than that may still work correctly but the displayed capacity will not be right.

26 June 2006 - **license file not found**

A fresh install of 19.2 software will print the following error: "license file NOT Found - MFX will not operate" This is because it was looking for the file /dd/license.191 instead of /dd/license.192, to work around this problem in 19.2.09a or earlier, create a dummy file named /dd/license.191

Release 19.2.09a, June 13th 2006

Changes Since 19.2.08a

8 May 2006 - **60Hz video refresh rate**

The video output refresh rate is normally 75Hz which is incompatible with some LCD monitors. The refresh rate can be changed to 60Hz by setting PXY DIP Switch #B8 on. This switch is located at the back of the PXY and is at the bottom of the 16 switches behind a small panel. The 60Hz refresh rate can be temporarily tested by using the command "cg5refresh". The command "cg5refresh -r" reverts back to 75Hz.

16 Apr 2006 - **more info in free space debug**

The debug messages printed when drive free space is obtained now include the file system, total capacity, sector and cluster sizes. This makes it easy to check the cluster size of FLFS drives.

Bugs Fixed Since 19.2.08a

20 Apr 2006 - **MDR record metering**

The disk recorder meters on armed inputs were only detecting negative peaks, positive peaks were being ignored. This can cause the meters to read low with unsymmetrical waveforms. MDR playback meters and all FMC meters were OK.

19 Apr 2006 - **netman read skip overflow**

A bug in netman code to recover from lost FLFS_READ packets could corrupt memory, with potentially fatal results. The bug occurred whenever netman printed tvt message "WARNING: read skip overflow". Now the message says ERROR not WARNING and corruption does not occur. This fault only manifested with a severely malfunctioning network.

16 Apr 2006 - **cluster size units**

The cluster size of a drive as returned from FSLIB and dfnserver was in bytes for some file systems and in sectors for others. Now it is always in bytes. This caused backup/restore/copy to sometimes overestimate destination disk space consumption.

Release 19.2.08a, April 11th 2006

Changes Since 19.2.07a

None

Bugs Fixed Since 19.2.07a

11 Apr 2006 - **Distortion in 96/48/48/48**

Two of the 48 busses in 96/48/48/48 were distorting, fixed by redistributing the meter resources.

11 Apr 2006 - **EQ resource loss**

Fixed a bug created in 18.2.22a, sometimes the EQ/DYN resource could be lost on some tracks or lives causing a break in the signal path. This happened after creating link groups in a certain order.

6 Apr 2006 - **Satellite 96-tk input patching**

When there are no more than 64 inputs of any one type installed, the Bank A/B selector no longer applies to inputs for the Arm/inputs 'patch' and 'group' operations. This fixes a problem suffered by users with 48 or less inputs when trying to patch tracks 49-96. The behaviour when there are more than 64 inputs is unchanged.

Release 19.2.07a, April 4th 2006

Changes Since 19.2.06a

None

Bugs Fixed Since 19.2.06a

31 Mar 2006 - **serial driver**

Fixed anthem console-type support. Only one level-6 interrupt per mouse event. Increased 422 receiver efficiency.

19 Mar 2006 - **PY/TCS interrupt mask mgt**

Fixed bugs in mgt of CPU interrupt mask by PY/TCS software. One of these caused the obscure "add/subDMfrac failed" tvf messages which indicated a malfunction in setting up the quarter-frame interrupt. Another caused an extremely rare bus trap in TBASE.

Release 19.2.06a, March 16th 2006

Changes Since 19.2.05a

4 Mar 2006 - **Anthem**

The Anthem product and console types are now distinguished by the QDC. The "anthem" startup script should be used to launch the QDC software. ATOW it has only two configs: 48/48/48/48 and 96/48/48/48. The console ID should/must be 4 for EMU 68K.

3 Mar 2006 - **SCSI timeout error msgs**

SCSI Driver Timeout error messages now include the port address, from which the offending bus & drive can be determined. Network DMA Acquisition timeouts are no longer reported as SCSI timeouts.

Bugs Fixed Since 19.2.05a

16 Mar 2006 - **TSB DMA resync**

Added TSB DMA resync code to large mixer configs only (6 and 8 QDCs) to work around the problem of the TSB DMA getting out of sync after a locate. The TSB phase is read from the TSB CPLD and used to force the DMA to the correct phase at every sample interrupt.

3 Mar 2006 - **Direct Out for Return feeds**

Enabled Direct Out patching for Return Feeds

3 Mar 2006 - **faulty FATAL cmd**

In Dream consoles, the 68K was not sending the correct command code to FMC to signal a fatal error.

Release 19.2.05a, March 1st 2006

Changes Since 19.2.04a

None

Bugs Fixed Since 19.2.04a

17:30:00 Feb 29 2006 - allocate fxgroups

Reversed the order of processing feeds when allocate_fxgroup is retrying. This means Tracks will be done first and high numbered Lives last. If there is a shortage of EQ resources a high numbered Live will miss out.

Feb 28 2006 - 96/48/48/48 resource shortage

There was a shortage of EQ resources in 96/48/48/48 causing some low numbered tracks to be disabled until a BLUE-STOP was done. After BLUE-STOP the upper lives would be disabled instead.

Feb 28 2006 - Blue M1/M2 under super or hyper mode

When Blue M1 or M2 menu is "covered" by a super or hyper mode, changes to machine status caused loss of control in editor console. When the covering mode was a mixer mode this was always fatal. All consoles were affected.

Release 19.2.04a, February 14th 2006

Changes Since 19.2.03a

13 Feb 2006 - WAV export for VSR

The XPC WAV export function will now generate filenames derived from the clip name(s) if the seed name is NULL or blank, and will only export top-layer clips (used to be all layers).

Bugs Fixed Since 19.2.03a

11 Feb 2006 - timecode editing in 29.97, 23.98

The fix in 19.1.11a was incorrect, there were still residual inaccuracies. Now add and subtract are done in the normal, non-rundown rate and the result is converted back to the actual rate.

11 Feb 2006 - WAV export filenames too long

WAV export could generate filenames that were too long (more than 28 chars) causing Error 215 Bad Pathlist.

11 Feb 2006 - Entering filenames with dots

A bug was introduced in 19.1.40 that caused filenames containing dots to be sometimes mishandled, characters following the last dot were discarded.

8 Feb 2006 - Console over TCP

Fixed bug when "External PC" and "Console over TCP" both enabled in setup. Conclt logs "Trying to connect to " message only once. Improved message from mfxload if sat or dream/stn console has wrong version.

Release 19.2.03a, January 19th 2006

Changes Since 19.2.02a

17 Jan 2006 - **sony_id HDCAM additions**

Several HDCAM and HDCAM SR machines have been defined in the sony_id file:

set da=4

0x20 0xE0 "Sony" "HDCAM" "HDW-F500 1080i 29.97"

0x21 0xE0 "Sony" "HDCAM" "HDW-F500 1080i 25"

0x22 0xE0 "Sony" "HDCAM" "HDW-F500 1080PsF 24/23.98"

set da=12

0x20 0xA0 "Sony" "HDCAM SR" "SRW-5000 1080i 29.97 & 720p 59.94"

0x21 0xA0 "Sony" "HDCAM SR" "SRW-5000 1080i 25"

0x22 0xA0 "Sony" "HDCAM SR" "SRW-5000 1080PsF 24/23.98"

0x20 0xA1 "Sony" "HDCAM SR" "SRW-5500 1080i 29.97 & 720p 59.94"

0x21 0xA1 "Sony" "HDCAM SR" "SRW-5500 1080i 25"

0x22 0xA1 "Sony" "HDCAM SR" "SRW-5500 1080PsF 24/23.98"

12 Jan 2006 - **REC LED**

REC transport key LED is completely dark when off, not dim.

16 Jan 2006 - **FLFS open by MFT**

FLFS file mgr can now open a file by MFT number by using a pathlist of the form

"/sdXX/.\$MFT:nnnn", where nnnn is the decimal MFT no. This can be used to copy whatever

remains of a deleted file to another drive. For example: copy /sd10/.\$MFT:123

/sd20/mydeletedfile.MT The flfscheck -c option is not supported on drives with clusters larger

than 4KB, so this is the only way to copy deleted files from such drives.

Bugs Fixed Since 19.2.02a

18 Jan 2006 - **Commit hang**

Commit could sometimes fatally hang the system, requiring reboot. The project file was not damaged by the bug. The fault was introduced in 19.1.13a.

18 Jan 2006 - **Super Trim coverage bug**

Trim menu operations with Super Trim enabled sometimes incorrectly left

the selected clips with the artificially high "popped" coverage layer. Trim and Slip operations

are supposed to always leave clip layers unchanged. The "pop" when Super Trim is enabled is only temporary.

17 Jan 2006 - **ML import bug**

Importing from ML file with more than N tracks yielded no clips at all if there were no clips on tracks greater than N (where N is current Tracks setting: - 24, 48 or 96).

16 Jan 2006 - **mkdir stack overflow**

The "mkdir" command sometimes crashed with stack overflow on FLFS drives.

The FLFS file mgr was to blame, did not return E_CEF as expected for device root.

Release 19.2.02a, December 22 2005

Changes Since 19.2.01a

2 Nov 2005 - **Cleave stereo and mute clip for MFX/MFK**

On MFX/MFK consoles, Blue EQ selects a new menu containing the cleave stereo and mute clip softkeys, migrated from Dream-family. When there is a From/To range, top-layer clips that are entirely included within the range are selected (red). Double-clicking mute clip toggles the muting of the selected clips.

Bugs Fixed Since 19.2.01a

21 Dec 2005 - **Boot ROM stack overflow**

The PX dynamic boot ROM did not have a large enough stack to reliably boot from FLFS drives. This was addressed in the kernel in 19.1.43/19.2.01, but the ROM also needed more stack. The symptom of the fault was that a previously well behaved system would suddenly fail to boot. The boot sequence is now a little more verbose and reports errors better.

14 Dec 2005 - **DSP restart problems**

Fixed bugs in the DSP restart procedure when QDC h/w faults are present: Audioman sometimes crashed after QDC sections failed to start correctly. Auto-restart following a DSP error could cause the console to malfunction. In some cases the DSP restarting would automatically repeat forever. A small memory leak occurred on every restart, 1-8K depending on configuration. This was worst in editor-only systems. Since the DSP restart occurs after every ODIF operation the leak could accumulate to become serious.

14 Dec 2005 - **two second delay after Wave menu op**

An unnecessary two-second delay after most Wave menu operations has been fixed.

6 Dec 2005 - **console restart problems**

Restarting the editor console while engine is sending serial data to it (eg while transport in motion) could provoke a stream of 422 protocol errors that took a long time to clear. This was particularly bad in Dream family consoles. Now all consoles drain the 422 input port until first packet-start code is received, and Dream family consoles use a two-stage handshake. These changes increase the chance that editor console will reboot correctly if you are forced to restart it.

Dream family editor indicates startup progress with some messages in the LCD.

If it starts normally then most of these will happen too quickly to observe.
But if fails to start then the message displayed can help diagnose the problem.

Starting... - means program is alive and the LCD works
Connecting... - establishing 422 link to engine
Name & s/w version - 422 rx purged and ready
stage 1 - waiting for 422 handshake
stage 2 - handshake received, waiting for init data and ack
stage 3 - ack received, initialising menus
stage 4 - starting MDR, selecting Project menu

2 Dec 2005 - **ML import problems**

- 1) In mixer systems, FMC was being notified as soon as ML import began rather than at the end of the import process. This created a deadlock situation that could timeout if the import took too long, with unpredictable results.
- 2) When importing ML files containing marks, a bizarre bug could crash Satellite.

25 Nov 2005 - **MIDI TC out bug**

With the latest batch of SIO2 cards the MIDI timecode generator was failing causing TCS TIMEOUT after pressing GEN.

11 Nov 2005 - **AB2 search for apostrophe**

Putting an apostrophe (single-quote) into AudioBase2 search form could cause the QDC to fatally hang, requiring reboot. This has been fixed. However you still cannot search for a single apostrophe in AB2, you will always get No Match Found. A work-around for AB2/SQL is to use two apostrophes. For example, to search for "joe's" type "joe''s". Alternatively, upgrade to AB3 server which has no problem with apostrophes.

9 Nov 2005 - **restore from tape, no files**

A bug was introduced in 19.1.18a that caused restore from tape to fail as if there were no files on the tape. Pressing restore again usually revealed the files.

8 Nov 2005 - **ML import converting more than 4GB**

ML import did not correctly detect in advance the case where more than 4GB of audio must be converted and copied. It displayed the wrong total in the popup dialog, and proceeded to copy until it ran out of project space after 4GB and then failed. If ML import reports "Too Much Audio to Convert" it means the ML file references too much audio to convert and copy into the 4GB project. If ML import reports "Not Enough Disk Space" it means exactly that, delete some files and try again.

22 Sept 2005 - **ftp server fixed**

Changes to the startup file in 19.1.43 caused the ftp server to not work. If you are running 19.1.43 or 19.2.01a then a temporary work around is to run the OS9 command 'load shell' before attempting to ftp to the QDC.

FairlightAU / 9 August 2006