



DREAM II Version 1.50
Software Release Information
1 May 2008

Welcome

DREAM II Version 1.50 Software

Fairlight's major V1.50 release unlocks the full processing power of its Crystal Core hardware. At the same time it completes the transition from its predecessor, the SHARC-based QDC system, filling in many detailed operational features that were highly prized by users of the earlier products.

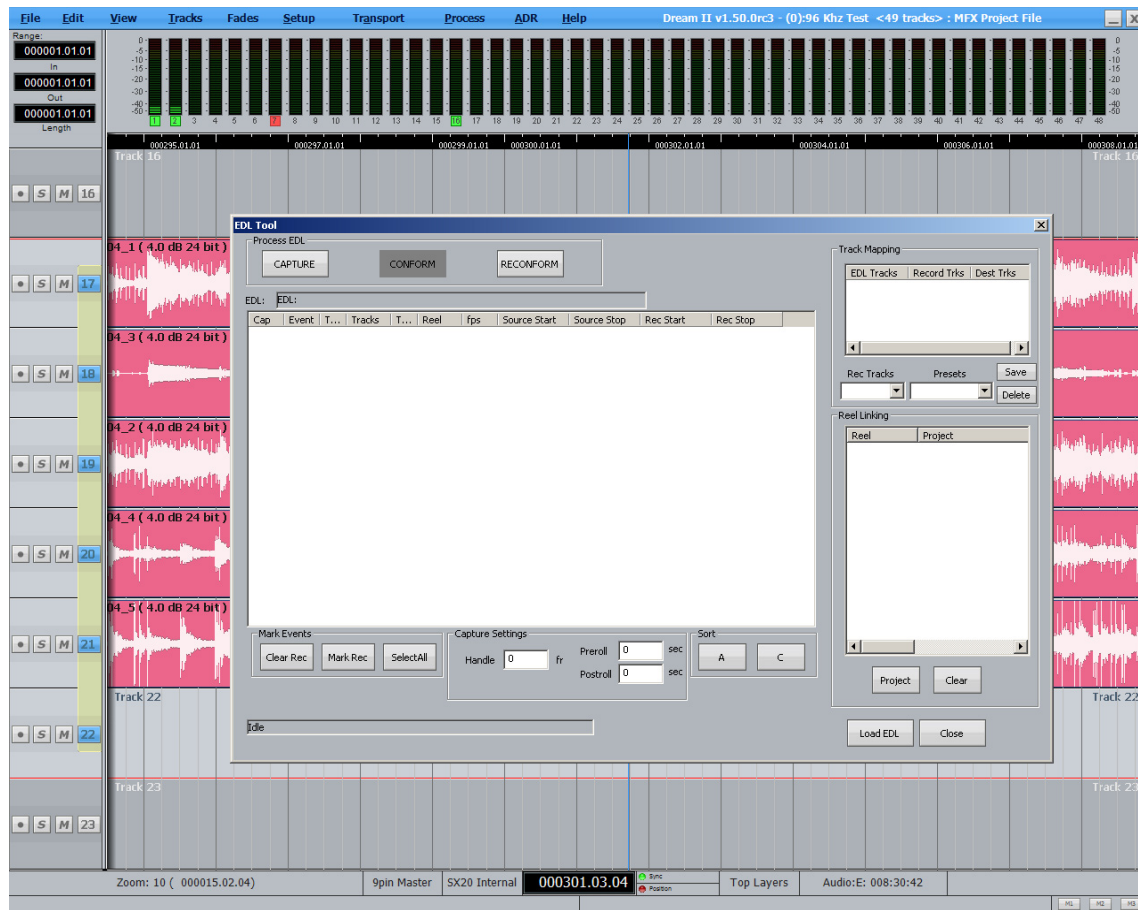
It can now be truly said that DREAM II has everything from DREAM I, plus mountains more.

The Xynergi product, first released on Version 1.2 software, inherits the new functionality of Version 1.50, and also adds a number of nice tweaks in its own user interface, which is approaching maturity.

DREAM II Version 1.50 uniquely delivers a fully converged audio and video post production environment by integrating an HD non linear video solution with an audio recording, editing and mixing system in the same platform. No other competitive system can provide this seamless functionality.

Key New Features

- 212 audio channels
- 64 simultaneous record Tracks
- 76 mix bus Elements
- 96 kHz sample rate
- MXF File Import
- Bar/Beat display
- HD resolution for Pyxis Track
- Plugin Delay Compensation
- Gain control on inputs and Direct outputs
- Changeable processing order in mix channels
- Enhanced dynamics
- Auto Conform software



Details

This section will itemize the enhancements offered in Version 1.50 software, and give brief instructions for using them.

DREAM II V1.50 New Features

DREAM II V1.50 licences are available in the following resource configurations:

1. 212 Channels/76 bus elements/192 tracks
2. 144 channels/56 bus elements/96 tracks
3. 96 channels/32 bus elements/64 tracks

Channels and busses

Each and every channel provides a full complement of processing, including 6 bands of parametric EQ including high and low filters, and 3-stage dynamics, with access to VST plugins and ReWire slave devices for up to 64 channels.

All licences allow up to 64 tracks to be armed and dropped in of record at any time.

How to Display and Access the Extra Channels

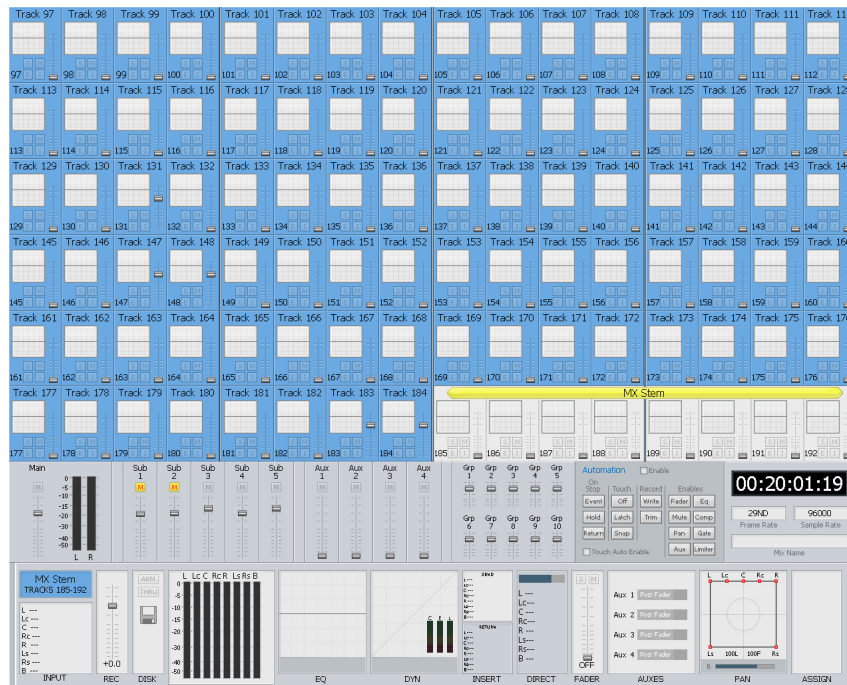
In the Editing Screen, up to 48 tracks can be displayed by holding the Blue key and pressing a Numeric Pad key. To display more than this number of tracks, use the Edit Screen menus, and click on View → Tracks then choose a number to display.

To select high numbered tracks, use one of the following:

- The Track Bank button in Constellation, Station and Satellite can be used to extend the range of the Track Keys
- You can click on a blue Track number in the Edit Screen
- Holding down Track Sel and turning the Jogger Wheel scrolls the track selection up and down

In the Mixer Screen, the display of tracks can be changed using ctrl+Shift+W. This cycles between three displays of Tracks and Live Feeds. Clicking on any channel in the Mixer Screen calls it to the mixing controls (Central Assign Panel, In-Line Panel, Station Parameter Pad, Fat Channel, Virtual Channel and Xynergi Pad).

In addition, selecting any track for editing calls it to the mixing controls.



Bus Capacity

Systems can now be licenced with either 32, 56 or 76 Bus Elements These can be allocated amongst Main Bus, 8 Sub-Buses and 12 Aux Buses, each with format from mono up to 5.1. Another 24 mono Multi-Track (MT) buses are also available if spare elements remain.

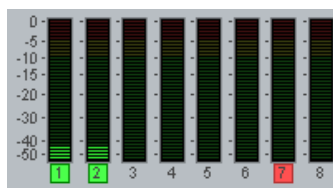
96 kHz sample rate

Sample rate is selected when creating a new project. If you choose 96 kHz at that time, the number of tracks and buses available is halved.

Track/Input selection mode

Up to 192 channels can be user defined to deliver track feeds or live feeds into the mix. A live feed can be any external source (not originating from the internal disk recorder) i.e. mic inputs, line inputs, ReWire channels, aux returns etc. Depending on the session requirements, unused track feeds can be set to Input mode (previously known as Thru mode) to be used as live feeds during Mixdown. Input mode can be selected in the Arm Menu (select Input on the Input/Ready toggle, then select the tracks to be in Input mode. Tracks that are Armed must be disarmed before being set to Input mode and vice versa).

Tracks in Input mode show green on the meters and track indicators on the Edit Screen. These tracks do not consume record tracks, meaning you can have up to 64 tracks armed plus up to 128 tracks in Input mode.



V1.50 File Interchange formats

V1.50 delivers an unprecedented diversity of file formats, EDLs and codecs enabling the convergence of audio and video and supercharging workflow.

File formats include AVID (QT Ref), MXF OPAtom, MXF OP1A, AAF, OMF, OMF2, D10, Thomson/Grass Valley XML, AES-31, BWAV, Aif, MOV, AVI, BMP, Mpeg2, VMU (native Pyxis), MT, DR2, ML

EDLs include AAF, OMF, OMF2, Thomson/Grass Valley XML, AES-31, MT, DR2, ML, Sony 9100

Codecs include Avid DnXHD, QuickTime H.264, DVCPRO HD, IMX 30, IMX50, Mpeg2, DV100

MXF File Import

This feature requires a license. Please contact your Fairlight distributor for access.

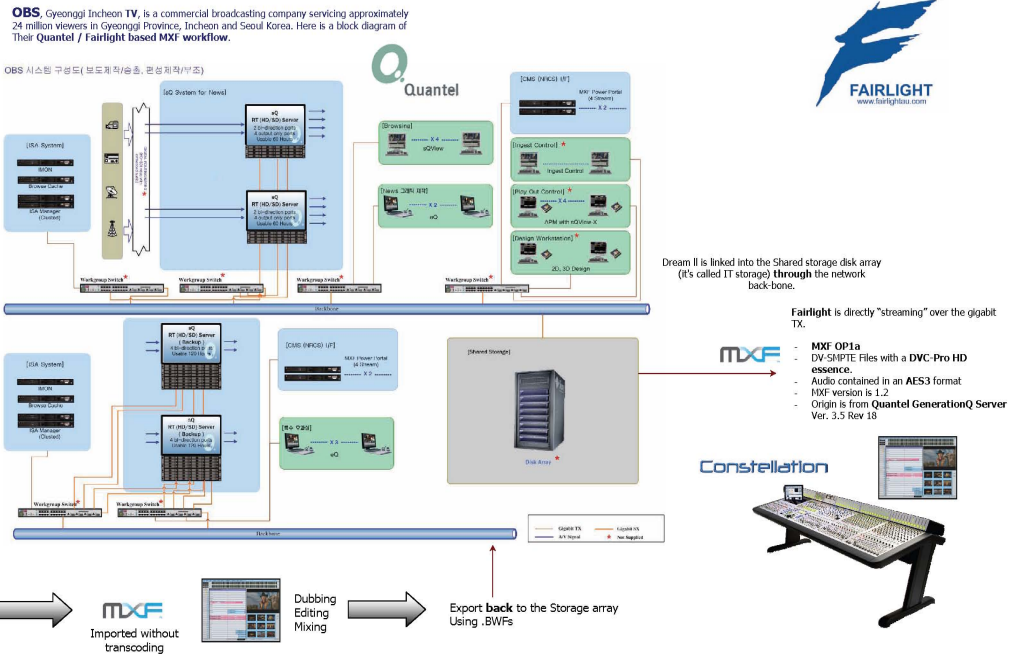
Importing MFX files can be done in the following ways:

- Use the Edit Screen menus, and click File → Import. This will cause a dialog box to be displayed.
- Drag an MXF file from any Windows dialog to the timeline on the Edit Screen. You can set up the software to place the file at its embedded timecode position. To do this, use the Edit Screen menus, and click Setup → General Preferences → Options.

To export files, use the Edit Screen menus, and click File → Export → Video file. You may now choose MPEG (only if the video clip on the timeline contains an MPEG file) or D10 (this will also export the first 8 tracks of audio).

Pyxis Track now plays the following formats (contained within an mxf file):

- DV25
- DV50
- DVCPRO HD (DV100) (requires HD mode)
- IMX Mpeg (@30 Mb/sec and 50 Mb/sec)
- D-10 (IMX Mpeg video with 8 tracks of AES encoded audio)

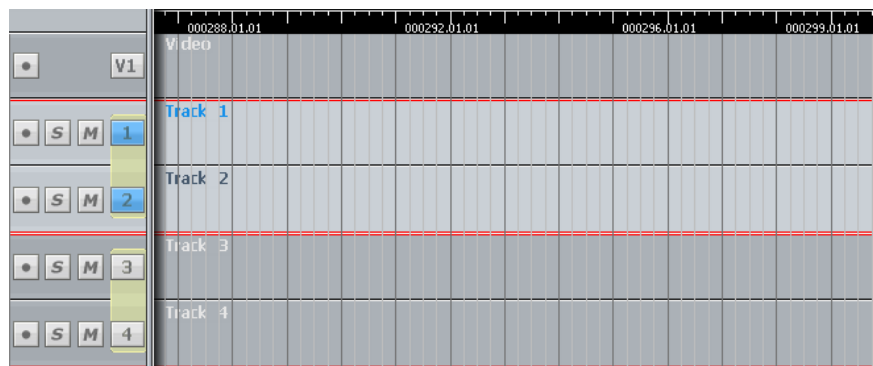


AAF File Handling

- A new AAF import plug-in is available from DarkMatterDigital.
To purchase a licence, please contact ultan@darkmatterdigital.com
- AAF Export - requires AAF Plugin v1.0.6.3

Bar/Beat display

Positions can be displayed in bars and beats. To enable this, use the Edit Screen menus, and click View → Timescale → Bars and Beats. The Edit Screen shows dark bar lines and light beat lines.



To set up parameters, go to Setup → Bars and Beats Setup. This displays a dialog with the following parameters:

Tempo

Expressed as beats per minute. The box on the right allows you to choose the beat value used in specifying the tempo. In some cases you may wish to specify beats differently from the time signature.

Time

This is the time signature, expressed in the usual way.

Origin Time

This is the timecode where the first bar starts. To set it, locate to the timecode of the first bar, and click the button labelled "Set 1.1.1".

You may move the transport earlier than the first bar, which is negative bar territory. Note: there is no zero bar – the number goes from -1 straight to 1.

Snap

Snap editing is used when dragging clips with the mouse. You may set the snap points to any musical interval in the bar. To switch snapping on, click Edit → Snap Editing. Note that several types of snap may operate at the same time e.g. clip and beat. This can lead to conflicts if two snap points are in close proximity.

BPM from Range

The system will calculate accurate tempos based on fitting to a range. To do this, mark the In and Out points of the range using the From and To keys. Now enter the number of bars that should fit in the range, and click the button labelled "BPM from Range".

Pyxis Track Enhancements

Pyxis Track has been improved in a number of ways:

- HD files can now be played (this requires a license). These files can be played on Windows native (512 MB NVidia required) and Decklink HD graphics hardware.
- Pyxis can be linked to the M1 or M2 button. This allows you to take it "offline" and "online". See details below.
- System restores the Pyxis side pane on opening, if it was present at the end of the last session
- You can change the import video format (uncompressed, dv25, mjpeg, lossless) in the Import Video dialog
- New Feature - Decklink output flip field order. Similar to the feature on Pyxis with the same name.
 - This feature changes the ordering of the video fields. You would use this option to compensate for video that had been captured or encoded with the wrong field order.
 - You can switch the output for a specific clip (use menu: Edit → Flip Fields (Pyxis Pro) or flip the entire Decklink output for everything (use menu: Setup → Decklink output flip field order)

Using Pyxis as M1

To set up, access the Machine Control Smart Panel (by clicking on View → Smart Panel → Machine Control, or by pressing Blue+M1/M2). Now choose the type of machine for M1 or M2, and set it to Pyxis.

Example of use:

- Locate to a position where a sound effect is required.
- Take Pyxis offline by toggling M1 off
- Find a sound effect at some other position in the project, and copy the clip.
- Put M1 back online. The transport snaps to M1's position, and you can paste the audio in the right position.

Note: if you are displaying Pyxis Track in the Edit Screen, it will move even when "offline". If you make edits to the Pyxis Track at this time, they will occur at the timecode where the transport is located. It is only the picture that is frozen when Pyxis is offline.

Plugin Delay Compensation

Track playback is advanced by the amount of the plugin latency. This can be seen in Setup → General Preferences → Plugins when you change the block size.



Gain control on inputs and Direct outputs

The following new gain controls are available in each channel. They can be seen and controlled in the Virtual Channel display, which is accessed by right-clicking any channel tile in the Mixer Screen.

- Record Level – applied (for tracks only) before the signal goes to disk. Does not apply to playback.
- Trim – applied at the input to the mixer channel. For armed tracks this does not affect the level being written to disk.
- Phase – applied at the input to the mixer channel. For armed tracks this does not affect the phase of audio being written to disk.

- Direct Output – level is applied at the exit point, i.e. at the output of the mixer channel after EQ, filters, dynamics, and insert.



Changeable processing order in mix channels

The order of the EQ, Dynamics and Insert point in each channel can be changed. To do this, go to the revised Path menu. This is located as follows:

- In Constellation – it is the Path key in the Path Configuration row at the top of the CAP.
- In Station – it is a blue key in the top right, Path/Meters
- In Xynergi – it is called Path Menu, and can be found in the Mixer Megamode
- In Satellite – press shift-control-I.

Choose one of the six options for ordering the three processing blocks.



Enhanced dynamics

The following enhancements have been made to the dynamics:

- Every bus (regardless of bus format which can be mono to 7.1) now has a compressor and a limiter.

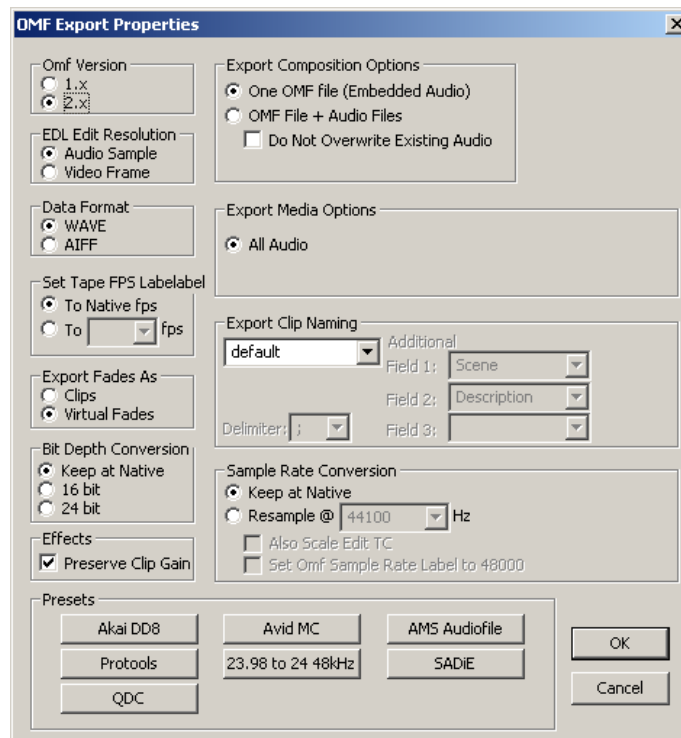
MIDI Timecode

MTC Chase can be enabled by choosing it as one of the machines M1 or M2, and putting it online.

MTC can be generated by clicking the MTC Generator Enabled button in the Machine Control Smart Pane.

OMF Export

Complete projects can now be exported in the popular OMF file interchange format.



Quicktime H.264 Support

Support for the popular Quicktime H.264 CoDec has been added for both Import and Export.

Transport Enhancements

- Loop Jog

Jogging becomes a playspeed loop, which is moved backwards and forwards. It's great for detecting pitch changes in music, sibilance in speech, or other changes in tone.

To toggle this on and off, hold down the Jog key and use the LCD menu. Other options:

Loop Width – sets the size of the loop in frames. One frame seems best for most things, but occasionally very long loops are good for setting clip EQ or fade values.

Align – sets the position of the loop in relation to the cursor. The most common setting is pre, where the loop comes up to the cursor from before it, but the other values can also be useful.

Gear – this is an old setting which affects how fast the Jog Wheel needs to be turned to achieve a particular transport speed.

Dim – Loop Jogging is very useful, but it sounds quite harsh. Turning on Dim can prevent unpleasant auditory experiences. Recommended.

See the Xynergi section below for special Jog features applying only to that product.

- Jump overrides. Jumps can be given temporary targets by holding down modifier keys. This is true whether jumps use the dedicated Jump keys on the surface, or the left and right arrow keys on the QWERTY keyboard.

Ctrl + Jump – jumps to marks only

Shift + Jump – jumps to points only (heads, tails and fades)

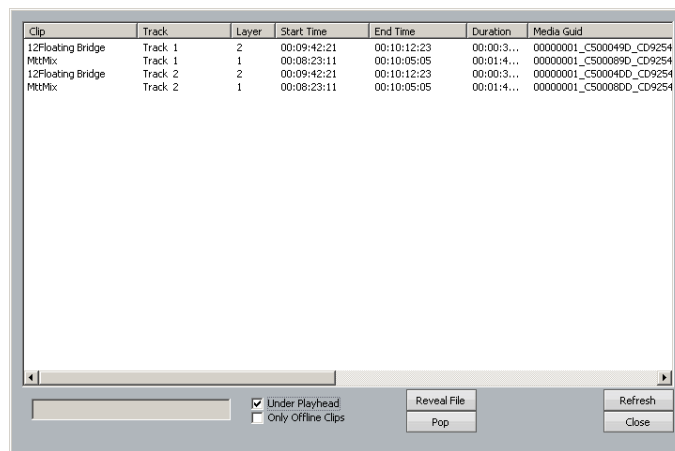
Ctrl + Shift + Jump – jumps to the Project start or end (not for arrow keys)

Blue + Jump – jumps to the range start or end (for Xynergi also Range + Jump)

- Jogger wheel control of transport Shuttle speed uses a power law like QDC. The transport key LEDs reflect the current speed and direction. For example, if shuttling reaches play speed, the play light comes on.

Clip Search

- Clip Search now presents the clips in correct layer order.
- A "pop clip" command can be used to bring any clip to the top layer on its track.
- If clips are offline, the previously known path/filename is shown in the clip search window



Machine Control

- 9pin control is now 720p/50, 720p/59.94 compatible. When controlling a 720p/50 VTR, you can choose to reference Dream II to either a 576i (PAL) reference or 720p/50 reference (as long as the 576i reference is locked to the 720p/50 reference). The same is true for 720p/59.94 <-> NTSC reference.
- Modification to 9-pin "chase" behaviour. It will detect "stuck" VTRs which won't synchronize (typically they will continue to play at Shuttle +1.0), and nudge them a bit.
- 720p 9pin control works correctly as does LTC read.
- Machine Offset Capture. This allows you to take a machine that is currently offline and capture its position as an offset. Steps to use this new feature:
 - Put a machine (Vtr) online and move it to the video sync frame.
 - Take the machine offline
 - Move the Dream timeline to the audio sync frame
 - Either
 - Press "capt" in the machine control smart pane or
 - Press Blue M1 or Blue M2, and then press "Capture Offset" or
 - Press Ctrl M1 or Ctrl M2.
 - The offset is calculated and the machine is put online.

- Bi-directional 9-pin control

System Performance

DREAM II V1.50 optimises the system for handling large projects. For example, even a substantial project containing over 8000 individual audio files can be loaded quickly in under 10 seconds allowing the session to be immediately active

Editing Enhancements

- Nudge Sync is a new soft key option in the Nudge Menu. When toggled on, the media is nudged within the clip, but the clip does not move. There must be sufficient media available to perform the Nudge for all selected clips. If there is not, the warning "Cannot Nudge Sync beyond start/end of media" will be seen.
- The Sync Point line on clips is now black instead of yellow, making it easier to see.
- DR2 projects can now be imported via the File → Import menu. This makes it easier to do.
- Files with BWF extension can now be opened.
- 2 New Menu Items
 - Process->Change Media of Selected Clips
 - Process->Change Media of All Clips with Matching Media.

The first option changes the underlying media of the selected clips to a new media file.

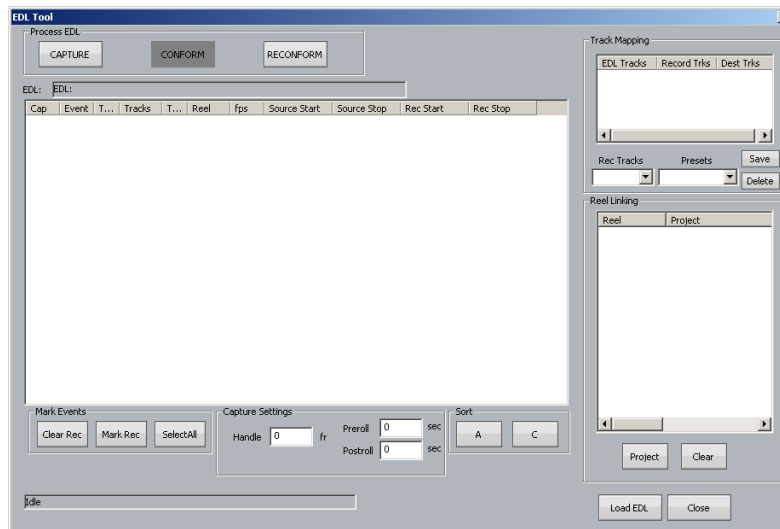
The second option also does this, but changes the media of all clips in the project with matching media (identified by media guid).

Both options change the project, and thus you must save the project afterwards. Keep a backup if you are unsure. Both operations can be undone.

- High quality live sample rate conversion is now an option. Choose either Fast or High quality Live sample rate conversion in Setup → General Preferences → Options

Auto Conform

A new EDL tool provides ingest and conform of audio from edit lists. This tool is available from File Import → EDL.



Display Updates

- Timecode shown on the Edit Screen ruler.

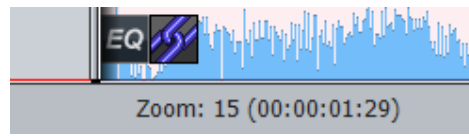


When zoomed right in, the timecode position is frozen at play speed to avoid eyestrain.

- Vertical Zoom – hold down the ctrl key and the Zoom key while Jogging to change the number of tracks on the Edit Screen.

Let go the ctrl key, and you go back to Horizontal Zoom (time on the screen).

- Zoom Numbers – now shown at bottom left of the Edit Screen, along with the width of the screen in time. You can select a specific zoom range by holding down the Zoom key and pressing a number.



- Record seed starts with 1 instead of zero.
- Unicode names can now be used for Projects and comments.
- If you have your taskbar set as 'Keep the taskbar on top of other windows' in the windows taskbar settings, Dream II will no longer cover it. This is useful for people needing to use the language bar with Dream II.
- There is a new option in 'General Preferences' under 'General Options' called 'Display zero waveform in profiles'. When enabled waveforms that are zero will display as a line on clips.
- To aid in writing macros, some toggles can now be forced to a particular value by holding down ctrl (forces off) or shift (forces on) when pressing the toggle. These include Range, All Layers and Razor. Macros can now be named in the Edit Macro menu. The names can be seen when selecting macros in the Macro Pad in Station, or when running them from the Edit Macro menu.

Xynergi Enhancements

In addition to all the above enhancements, Xynergi has the following:

Numpad

The Numeric Keypad is now used for many operations.

- Jump by Seconds – hold down a Jump key and press a keypad number to jump by that number of seconds. Keep holding and jumping as long as you like.
 - 0 means jump 10 seconds.
 - 00 means jump one frame
 - Subf – Clear means jump back to the previous frame edgeJump by Seconds also works by holding down the REW or FF buttons. This is useful for macros especially, because it is simpler (no jog menu or Numpad layout), slightly faster, and works no matter which layout is on the Numpad.
- Review time – hold down the Review key and press a keypad number to set the Review time in seconds, and execute the review (jump back and play).
- Go To – press the Go To button, type a timecode and press Enter or Go To. Press Escape to leave without locating anywhere
- Set – hold down the Set key and press 1, 2 or 3 to put the current timecode into that Location. The Set key can also be latched – press and release it without touching a number. Once latched the Numpad keys can be used repeatedly without leaving that mode. To leave the Set Mode, press and release the key.
- Loc – hold down the Loc key and press 1, 2 or 3 to locate to the stored timecode Location. The Loc key can also be latched – press and release it without touching a number. Once latched the Numpad keys can be used repeatedly without leaving that mode. To leave the Loc Mode, press and release the key.
- Fader Sets – hold down the Fader Sets key and press 1 to 9 to load a fader set. The Fader Set key can also be latched – press and release it without touching a number. Once latched the Numpad keys can be used repeatedly without leaving that mode. To leave the Fader Set Mode, press and release the key.
- Jog – hold down the Jog key and use the numbers to control Loop Jog.
 - Press 0 to toggle between linear jog and loop jog (at the last-used width).
 - Press 1 to 9 to engage loop jog and set its width in frames.
 - Press 00 to engage loop jog and set its width to half a frame (the minimum).
 - Press + to increase width by one frame.
 - Press – to decrease width by one frame.
- Macros – Numpad keys can be used to trigger macros. See the section on Macros below.
- Blue – Hold down the Blue key and press a Numpad key to control the number of tracks displayed on the Edit Screen. The options are shown on the Numpad keys, below the main number. Holding down Blue and the U1, U2 or U3 key allows you to choose specific tracks to display on the screen.

SEL

- The SEL layout is now connected with the Solo and Mute layouts. You can easily move from one to the other with a single button.
- While the PadLock menu is active, going to the SEL layout displays the Pad selectors (Path, EQ, Dyn, Aux and Plugins) at the right. This gives you quick access to all the mixing parameters.

To take best advantage of this, select the Mixer Megamode, then press and release SEL. Now you have a complete mixing environment with all channels, all parameters, plus Mute and Solo layouts, very accessible in a small area.

Macros

- There is now a second Macro key.

It is next to the Xplain key in the top row. Pressing it will cause display of the macro keys, in your preferred location. Holding down Blue while pressing it will open the Edit Macro layout and menu, which is used to "learn" new macros.

Now, when starting to learn a macro, you can already be in the correct megamode.

To stop learning, you must press the flashing Macro key in the top row. This means you can now include QWERTY keys in macros (you couldn't before because the STOP REC button is covered by QWERTY keys).

- There are now 30 macros. They can be displayed in two different places a) on the picture keys b) on the Numpad

To select your favourite location, press Blue+Macro (or just Macro in the Setup Megamode), and choose one of these options:

"1 row" shows 10 macro keys with 3 bank switches;

"3 rows" shows all 30 macro keys;

"use keypad" puts 9 macros on the Numeric Keypad, on numbers 1 to 9. The 0, 00 and Clear keys switch to other banks of 9. Note that the Numeric Keypad cannot access macros 10, 20 and 30 because there is no "10" key on the numpad.

- There is now a momentary Macro layout. To use this, hold down the Macro button on key 503 (next to Track up/down). While you hold it, all 30 macro keys are displayed. Release to go back to the previous layout.
- Macros no longer disappear from the surface when you press them. This means they can be used repeatedly to speed up your work.
- Macros can be recorded into other macros. To do this, press either of the Macro keys while a macro is learning, then press a Mac
- Macros can be named in the Edit Macro layout. Press the Name soft key, type a new name (shown in the Pad text area) and press ENTER. Or press Exit to escape without changing the name.

Macro names are displayed on the picture keys. It's best to use no more than about 10 characters over two words, to make them fit easily on the keys.

- There are now 10 macro background colours, which can be used to distinguish groups of macros. The first three are used by default to distinguish the rows.

You can change the colour of any macro by selecting it in the Edit Macro display and pressing the Group soft key to cycle through the list of colours.

Monitoring

- The Mon Megamode now includes buttons to switch monitor sources immediately to any bus. Hold down the Studio Source button to select from the same sources, but for the studio monitors. You can also choose from the External Sources that appear in the Pad. Note: the External sources are the same for Control Room and Studio Monitors. Press the studio spkr button to configure your studio monitor sets.
- When an alternative monitor condition is selected (ALT Spkr, ALT Source or ALT Format) a red flashing light appears in the green Mon Megamode button. The Dim and Mute buttons no longer flash when ALT Spkr is selected (too alarming).

Play and Jog

Some users prefer to have separate Play and Jog buttons, instead of a combined Play/Jog. To achieve this, visit the Setup Megamode and toggle the Play Jog button.

When it's Off, Play and Jog are on one key. Review is available to its right.

When it's On, the Play key is to the left of REW, and the Jog key is to the right of FF. (The Review key is sacrificed for this option.) Both buttons are illuminated in violet when this option is active.

Path Selection

The most-recently selected path (known as the "current" path) is now shown with a white highlight. This makes it easier to see which one it is. The same path is shown on the Mixer Screen with a white background, and on the Edit Screen (if it's a track) with a blue track name.

Whenever the current path is changed by any method, the 12-channel display changes to include it.

When you select a path by any means, including clicking a tile on the FMC screen, clicking a track button on the Edit Screen, pressing the CALL button on a fader, or pressing a Path button on the Xynergi controller, the path is both called to the mixer, and selected for editing and automation commands.

Some menus can only work on a single path at a time e.g. Name Path and Insert Config. When these layouts are selected, they deselect all paths except the current one. This makes it easier to see what's going on.

Pyxis Full

If you are running Pyxis track, it can be switched to completely cover the Edit screen. To do this, press the Pyxis full button in the Setup Megamode.

Persistent Variables

Several variables are now remembered across sessions, with more coming in the future. For now they include:

Play – Jog

This variable controls the behaviour of the Play-Jog and Review keys. It is controlled by a Play Jog toggle in the Setup Megamode.

When switched off, the Play-Jog and Review keys have their normal behaviour. When switched on, the Play-Jog key is always a Play key, and the Review key is a Jog/Stop key.

The system will switch on with the same setting it had when shut down last time.

Macro Layout

The system will remember which of the macro layouts was current when last shut down (see above for info about macro layouts).

Extra Record Button

In the Record Megamode, the Play Menu key can become a record key when the Play-Jog button is held down. This allows your hand to stay around the Jog Wheel while operating a recording session. To switch this option on, press BLUE + Play Menu.

This is remembered by the system next time you start up.

192 Track Support

Xynergi can show all 192 tracks.

All track (and live) layouts are clamped to display only the number of tracks (or lives) in the project. This means that, for example, a 48 track project will not allow more than one SEL layout, so pressing the up/down buttons will have no effect.

One exception is that a 24 track project will display 48 tracks in SEL layouts, but tracks 25 to 48 cannot be selected.

Clip Level Menu Additions

While the Clip Level menu is operating, three new commands are shown at the left of the Jog Wheel. Two of them are instant + or – 2 dB offsets for the current red clips. The third instantly sets the level to 0 dB for the red clips.

If the Clip Level button is held down or pressed a second time, some more of these commands are shown in the picture keys. These provide quick ways to change clip level.

Nudge Menu Additions

While the Nudge menu is operating, two of its most-used commands are duplicated at the left of the Jog Wheel. They are + 1 frame and – 1 frame, placed conveniently to the Jog Wheel.

Auto Zoom

In the Setup Megamode, the Auto Zoom button toggles a new feature which sets the Jog Gear Ratio to match the current Zoom setting. This can already be done manually by Zoom + Play-Jog, but this new feature, when enabled, does it automatically each time Jog mode is entered.

Mix Tracks Button

In the Setup Megamode, the Mix Tracks button allows you to change the signal paths shown on the Mixer Screen. Pressing this button cycles through the options.

The default layout shows the Live Feeds and as many track as can fit. Pressing this button moves to showing Tracks 1 to 96, then Tracks 97 to 192, if the system license allows.

Bug fixes since V1.20.20

Transport-related Fixes:

352649	No Loop Jog feature
383233	Jog loop function
408942	CTRL JUMP
430110	rec jump head
437526	transport freeze
444093	Missing the ability to turn 'Beeps' off in the ADR menu
463971	Default Input Switching should be AUTO
468225	Changing from Loop to Linear Jog with Loop Dim On, monitor o/p stays dimmed.
471877	Blue loop
474746	Ability to jump to a zoom level with the TUI
476763	Rapid use of Ctrl+Zoom in and out of tracks causes the system to hang
480705	Play/Jog + FFwd or Rwd does not = "Jump Fwds/Bwds"
480754	Pressing Play/jog + REW/FF keys can put the Xynergi into a strange state
482097	Loop jog not working properly in 1.50.0b33
485765	Jog Menu while in the Record MegaMode
491440	can't get back to "jog mode" from 'shuttle mode"

Mixer-related Fixes

328443	Direct outputs have no control
342017	Control Room volume save on Satellite AV
352669	Faders To 'Record Input' not working
359015	No means of reversing phase from tracks
367424	Station Track Keys do not tally outputs in the Patch I/O menu.
373936	Hardware peak indicators not working
374658	Record Level Fader Non-Functional
381947	Track direct on/off switch not working on SAT AV
381948	Track direct outputs not affected by track mutes on SAT AV
381949	Track direct pre/post select is not functioning
388481	Fader level not being initialized
391126	Meter ballistics appear too slow
395604	No mechanism to reorder processing blocks "on the fly".
395654	Define Externals not working from LCD/Panel
398290	DEFAULT Title in Data/Users/MyUserName causes FMC to hang on startup
399203	Path mode on CAP panel to move insert point / post or Pre processing is not working.
405816	phase reverse doesn't work
405818	Record level doesn't work
405820	Input level doesn't work
406867	"Master" fader value not set on Project Open
408547	Limiter Initialisation Bug
408951	PAN LINK
409025	AUX COLOR
409665	Unable to read Track names on Mackie Control Extender (MCE)

409667	Corruption on top line of MCE
409669	MCE not displaying pan for channels 3 & 6 first boot
409916	Bad aux panning when sending a mono centre source on a 5.1 Aux
410197	DIRECT OUT LIVE INPUT
410364	MCE does not update names when mapping faders
410814	Channel meters with Link groups or busses not updating
411002	Pad details need completion - Q-factor label and pre-post switch
411011	Sub buses pass audio when closed
411013	Changing monitor format from 5.1 to stereo, monitor config is incorrect
411433	Buss Limiter Attack via ILP
413747	No Automation In/Out Keys
414809	Please check Automation touch on Link Group L/R, F/B Pan
415007	Bus Format pop-up screen on Station is not working correctly
417460	On Station - Setup External sources pop-up window is not working correctly.
418046	New graphical link buttons are not displayed in Patch IO until refresh.
419498	Path Copy message box not word wrapping correctly.
419542	Dynamics In/Out switch not tallying status
422607	Anthem pop-ups missing.
423224	Filter In/Out switches & shape need to swap sides.
423293	Plugin Inserted across Main Buss Is/Is not there
424776	STUDIO MONITORING config and STEREO
424923	Main O/P Insert anomalies
427298	LIB CONSOLE
430111	view 96 tr on FMC
430146	Cannot switch Auxes post Pan
432416	"Enable : All" complains it's not Really ALL RE Comp/Limiter
435743	Link group tallies disappearing on Tracks 85-90 when Un-Linking
438158	Cannot save Console in Library.
438161	FAT Channel text is corrupted in Insert Sends and Direct outs
438175	Controls in the Aux popup do not match the label graphics
440755	Peak hold on meters doesn't go to zero after stop
441552	Fat channel output panel doesn't show track or live as a destination (bounce)
442056	Cannot call back and remove a plugin when it's inserted on the Main
444113	Insert doesn't pass audio until toggled
444998	Graphics corruption in FMC, can freeze computer
445508	Studio Monitor Muting
445745	Solo stops talkback
445806	Studio Monitor Level Knob
447324	FMC Tiles do not support 3 digit tracks.
447965	Pan on Wide Aux Busses
448514	Preampgain in linked channels affects both on CAP, not in ILP
449077	Channel hardware meters on Constellation get stuck with low level displayed
450341	EQ Filters '5' & '6' In/Out switches reversed on Pad.
450747	Phase Reverse On/Off not labeled
453759	No digital VU meter feed
453765	add Input mode key to the ILP
456224	Patch Window: Info function and patching ability should both work simultaneously
456742	EQ Shape uses two mixer model values for each shape
457648	Insert Send display in FAT channel not showing all patched Sends
460938	Control room direct outputs do not function
467653	Main Meters with CR/ST Monitors
469092	insert is after direct out when using "Track Mute Enable" dword
472148	No Subs to Main
473173	Setup for External Sources and Speaker Sets - interface between LCD menu and FMC

	pop-up screens are "out of sync".
474257	Monitoring setup not recalled correctly
474749	Direct Out Level needs to be moved to "wake up"
475456	Patch Window doesnt show Tracknumbers when Track Name doesnt contain the Track #
475459	No Phase Reversal possible on the Tracks/Lives in 1.20.8
476160	Busses not displayed in Monitor layout
476168	Track 1 Auto Arms toggling between Record and Monitor Megamode
476171	Only Llive Inputs 1 to 5 are passing audio
476176	No signal from Busses when patched to Tracks
476177	AUX Level do not respond to Blue Touch for Unity level
476200	FMC Crash while in Patch Menu
476238	Only 32 Live Inputs function with a 48 Live license.
476251	Dynamics on busses not working in 1.50b29
476778	Patch I/O - Aux Busb to Live patching gets stuck when changing formats
477250	In FMC menus, paths cannot be selected immediately after startup
478887	Opening a new or other project does not "load" studio monitoring properly.
478900	Movable path control not fully working
480749	Track playback fails intermittently in core 235
481350	Error in Stem Assign layout
482035	Limiter not working correctly on Busses
482049	Patching scrambled in 1.50.0b33
484123	Oscillator frequency values are incorrect at 96 Khz
488246	FAT Channel Bus Mutes do not tally correctly on project reload.
488255	Gain trim is not working on all channels, eg Track 10 at 96 Khz
488413	No "Mono" Monitor Matrix
488797	Blue+EQ In does not reset EQ to defaults
488799	Error message appears when Increasing monitor format
489449	Switching off a Sub kills Sub to Main mixing
490330	BUS FORMATTING
493460	No metering displayed in Meters Smart Pane for tracks in Input mode
493461	Missing Lives and Auxes
493470	Nudge Range makes range pegged.
498753	Switching displays crashes FMC on 192 track projects
499273	Too many pan options for Aux channel position
500538	Incorrect Bus count in 1.50.0b56/core 265

Video-related Fixes

338667	dragged quicktime file which is sample rate converted- project does not save and re-open correctly
379510	Resizing of Pyxis
381070	No OMF video clip(s) saving on a project (MT or DR2) when closing Dream II
393063	Dream II crash when trying to import a NTSC mov file
396549	DreamII and Decklink HD
404131	Pyxis track loses path to networked video after closing and reopening a Project
417992	PyxisTrack BM output problem with library files
440938	Going into menu / Setup / General Preferences ... stops the Decklink card video output.
444460	Lockup Problems whhen running HD and DeckLink
447042	Video Import Problems (Green stuff!) at TreeFall/Jason
457452	Import Video Compression
467429	We cannot export a video-file with H.264-codec. DreamII says: error....aborted.
469822	Can not select video clip in non-layered mode with the mouse selection box

473177	Pyxis view appears on creation oof a new project even if no Pyxis track has been added or created.
473207	Quicktime export always resizes after a new size has been entered.
475169	Mpeg 2 files not the correct length
475194	Creating a new project with video track old video could be seen in new project
484009	System hangs when attempting to export Mpeg video file

Editing-related Fixes

338670	RAZOR: enabling razor mode whilst in a selected clip no longer uses the clips start and end points.
372065	Clip EQ – Changes type of eq back to notch when you jump to other band
372068	Option to Display Zero Waveform With a Line in The Clip
372081	Zoom Width Display Missing/Absent
380786	Naming Linked Tracks
384766	No Record Mode in Dream II Arm menu (Ready/Input)
385694	Layer Mode display corruption
388309	fade behaviour when trimming stereo clips
388330	fade parameters
403936	'C' in Call by Solo too close to edge of box
406837	Track banks must access the right number of tracks in the project.
407746	Suggestion for Gate menu
408686	Display of Fades on DRII Screen when Trimming/Slipping
408934	MUTED FADES
408950	VIEW + EDIT window
410923	TRIM TAIL FADED CLIPS
412140	Clip display does not update after locate in Time code chase.
412196	If clips are selected on non displayed tracks, then they can never be unselected
413638	AudioBase screen refresh
414076	Editing a reversed clip
416481	Loading a project with lots of media takes a very long time
418192	AudioBase audition
418194	UNDO stereo clip
418999	New Drylce software peak hold meters exhibit strange behavior.
419816	AudioBase audition list loses focus after audition in 1.50.0b1
419817	Plus and Minus keys cannot be used to navigate AudioBase results list in 1.50.0.b1.
423899	Multitrim channel select broken in 1.50.0b2
424091	slow editing
424095	system crash upon pushing UNDO ?
425410	record seed name length
426328	Edit Safe is not recognizing Link Groups
426593	disappearing fades
430109	rec undo
430113	sync point
430120	record double click
431258	Link group indicator obscures safe track indicator.
431323	Remove start and end time from the status bar when times in timeline ruler
433528	Clip Level/Display Level on Linked tracks
433535	Track selection problems in 1.20.3
433541	Clip EQ should affect all selected clips on the active Track.
433546	Splat at the end of a SR clip when Localised
433601	Drylce times out when searching large AudioBase databases in 1.20.3.
433831	Graphics display when muted clips have fades

434042	Speckled clipboard ghost line with Razor On
436776	Set Duration always sets head, even if Tail or Clip is selected.
437530	loosing right track of a stereo imported clip
439070	Serato "Fit Range" feature broken
439150	Show Track name in left track panel when 16 tracks or less are displayed.
442427	RENDER pitch n time
442473	REVERSE + EDIT
443935	Drylce could crash if you had auto-fades greater than the length of a clip
447982	Edit Safe and Linked Tracks
448003	Graphics Bug – Range
448507	Odd Layers behavior in ALL LAYERS
449682	Pasting on Wrong Track(s) when Tracks are "Linked"
449795	AudioBase hangs if Esc is pressed during a long search.
453760	Rec input monitor mode not being saved
454035	Safe Tracks are now impossible to see
454132	Wave Menu/ Plugin Preview
455995	Audiobase crashing the system when previewing.
460417	Track view drawing could get messed up when zoomed in a lot and switching between non-scroll mode and scrolling mode
461010	In Meters, track numbers of armed tracks should turn Red
461951	Once the first layer in a range has been erased, the second layer isn't selected
467022	wrong clip selection in range editing with multiple layers
468216	Zoom should be expressed in time, not percentage.
468219	AudioBase Audition does not audition on selected tracks if track selection changes.
468234	No user warning if attempting to Name a clip on a Safe track.
469087	"native" bit depth on export audio always produces 16bit
469113	"reverse clip" doesn't swap head and tail pointers
469847	Can crash Drylce by dragging a clip in non-layered mode to an empty track
471584	range level
472019	trim vs slip
472598	Using Gate menu crashes system.
473638	Need INPUT indication on Drylce meters
475185	Clip selection gets stuck after a Trim command.
475203	Eroor when Erasing with Range
475451	Fades: All Layers Mode should be disabled
475751	48 meters showing in 24 track project
476764	Placing a fade on a clip on the Video track tries to draw waveforms.
477341	Trim Clip extends the Soft Edit
478891	Editing while in range pegged mode broken
478893	Performing a delete over a fade should no longer delete the fade but the whole clip
478991	1.50.0b31 Crash while reversing clip
479910	Left clicking another track while a clipboard was displayed made the clipboard start moving by iteslf
481356	Smart Pane Meters display 24 Tracks in a 48 Track project if a 24 Track library project is opened.
481378	If project frame rate changes from NTSC to PAL the In-Out-Range boxes still display as NTSC timecode.
481380	User-defineable Fade startup parameters
481435	Armed Tracks 49 to 96 not being tallied in 96 Track project
484011	Reverse Clip anomaly
484747	Clip EQ broken
486975	All Layer On Feature
489787	All layers (Again)
491177	Range editing – only displayed tracks are included in a range for editing.
491181	Trimming the Head of a clip with both Head and Tail fades removes the Tail fade.

491659	Laer ording wrong – Erase with all layers on
492121	Anthem edit bug
492298	A silent clip should be deleted when gating, but it is not.
494138	Playlist Error Editing with Fades.
498192	Link groups above track 96 do not display as being linked.
500291	CLIP LEVEL CHANGES

Automation-related Fixes

352642	Using Prime mode with Record is not working correctly.
375072	ILP switches must be dropped into automation manually.
379995	Plug-in automation ... operation could be considered a bit confusing.
387135	Prime Automation bug
400841	No automation on the limiter (Dream II 1.11.1.36)
409379	Dream II hangs when loading mix
475753	Re lable Mix Edit
476172	Track 1 Auto Arms toggling between Record and Monitor Megamode
476743	Fatal Crash when loading mixes !
484602	Mix Parameter Enable Pan only enables Left/Right & Front/Back

Plugin-related Fixes

354744	No Plugin delay compensation.
356884	Bad plugins/file names
384538	latency problems in conjunction with plugins
384540	latency problems in conjunction with plugins
408931	Plugin Delay Compensation
442082	Distortion and audio clicks using PowerCore PCI Plug-In and Waves
444929	"hole" of sound when using a rewire application
451255	Render small clips from the wave menu yields a new clip with a chunk of audio missing
474744	It is currently possible to 'Insert' a plug-in to a Group. This is an obvious error
475680	Pitch and Time Installer
476752	Default project loads but does not include plug-ins
477323	Audio Dropouts using Reason.
481446	Audio bleed – stereo plug-in on mono buss
482073	ADC not working.
491145	Delay Compensation is not removed when a Blank console preset is loaded.
493411	ADC not working in RECORD mode
501211	Preview mode does not loop

Machine-related Fixes

360121	System does not tally that a machine has been switched offline
454125	Display #1 - 16 bit Depth
466180	"seed numbering" should start counting from 1 instead of from 0
468205	Loop jog should default to a sensible value - eg 45 ms
468222	Video track button is unlabeled after first starting up software.
471578	Capture offset feature
472881	Audio/Video Record and disk managment
474211	During AudioBase Audition, video picture should be frozen

475245	Press Play+Rec, then Play, then another transport command puts vtr out of sync with Dream
475474	Ctrl Jump, Shift Jump missing , V 1.20.8
477275	Lost loop jog parameter control
479930	Arming of tracks on QDC TC Master by 9pin is faulty
482019	Resync to record time behaving oddly.
483467	Option to turn off Streamer in ADR Preferences
484636	Loop jog width consistently reverting to 0
485653	VTR behaviour

Import/Export-related Fixes

364560	Nuendo omf files with stereo tracks dont come through as stereo
374076	LinkId parameter may get confused when copying from 1 project to another
380084	Converting Dream 2 to MT can loose data
386173	Pyxis1.2/Dream incompatibility: Folderinfo.dsm versus folderinfo128.dsm
388609	Needed to be able to load automation from another project via Blue Import
392909	Projects that are read only have the name LIB in the caption when they should not
408134	AAF import error
416708	IMPORT ISSUES + DEBUG FILES
440944	Files with BWF extension will not open in Dream II.
442421	Pyxis projects imported into CC1, not referencing local media
442478	IMPORT FROM OTHER PROJECT
443147	Dream II deosn't relink to omf and xml video media
444463	Export Video Crashes system
447292	Audio coming directly out of an MT file (as opposed to fuf files) "forgets" the MT file
454043	Export OMF Dialog Window
456230	Project backup files in a separate BACKUP folder within project folder
456231	File name structure
460444	OMF Export allows the creation of embedded files greater than 2Gb.
464716	.DR2 being saved as .MT files are not appending .FUFs correctly / Disturbing pop-up message.
468201	Quicktime Audio Import broken in 1.50b25
468215	After MXF import ... 29.97 frame rate dropped into a 25frame project ... when framerate is changed to "match" file !!!
468226	Pressing 'Publish' crashes Dream II
468859	OMF fails to load in Dream, Avt, nore omfdump
469819	After first AAF Import, same AAF is imported each time until a restart.
470407	Dis-allow saving of ML4-imports until Localize has been done
471514	Dream II_v1.50.0b27.160 – Stereo bounce not working ... thought this was.
471881	open pyxis project
473090	Proplem rendering when source files are stereo but you are operating only on one side
473175	When importing an AAF file the Windows browser shows 'all files' not just .aaf extensions.
473762	OMF import bug
474669	OMF Import/Export
475188	It's possible to close a project and not be asked to Save, if changes have been, made when using a Library.
475190	Cannot import a .dif file via File>Import>Import Video
475469	OMF Import confuses layers
475473	Mix Carry Over – faulty
476784	FMC does not import automation from aaf files
481382	Importing an OMF with a different frame rate from the currently opened project causes corrupt clips

481401	Localise audio following OMF import says project will be saved...Ohh no it's not!
484622	EDL Group Events feature
485215	OMF from CD or DVD do not reference audio
485218	QT export with resize – not working ??
489425	File>Open browser window should display only <input type="checkbox"/> ocalizi with compatible file extensions.
490331	OMF import in DREAM II
491190	Localise Audio is greyed out after <input type="checkbox"/> ocalizing selected clips.
493471	Localise Audio is staying greyed out even when new audio is added.
498435	Exported video in Quick Time with Dream II have a visible exposure/brightness/contrast problem comparing to the original file
499710	Some patching not recalled with Mix or Project in 1.50
499712	Undo clears mix name box

System-level Fixes

374661	Macro Execution Speed
378050	Macros not working on Station
378418	No 230 channel support in core
383356	FMC takes extremely long to launch on cold boot
385224	Track name display problem
386151	Midi interface
386180	Some Menus should be disabled until a project is open.
389109	Errors are indicated when trying to scan "find subfolders"
393220	Documentation on the macros functions
393341	System Font does not permit to display Asian characters.
395610	Specify folders to scan.
397841	SX20 LTC Chase of 29.97DF Inconsistant when sync source is word clock
399294	Video rate detect
402388	SX-20 Flash Programe
408083	Graphics BMP for Editor LCD Missing?
409027	PYXIS REMOTE
409416	Reclocking when changing from DF to NDF
409541	GENERATOR OFFSET
410198	AUDIO DIGITAL CLICKS
417486	Blue Help to be replaced by Help (press and release)
425986	Dream II crash every time when trying to import or drag and drop an H264 qt video in 960x540
426297	Splats on SX20 analogue outputs when starting Dream in 44.1
426417	Feature Improvement: possibility to name macros
426981	lost sync
427291	rotary encoders
429739	The DR2 project name and comment are not stored as Unicode in project file
431851	Unable to Zoom out timeline if Zoomed into folded tracks
434579	Can we add NAME MACRO feature to be shown on SLICKS?
435742	Jog wheel adjusts CR Mon when in Mon Mega mode
436206	Problem with the Xynergi numeric pad on macro
437307	SX20 - losing video sync after a "certain" period of time.
437524	Starts up without the SX20 remembering 'video ref'
438129	Timecode display above timeline is unreadable when in Play.
443487	Macros that use custom keys are causing double functions
444497	User macro recordings omit the last key-up event
444930	Feature resquest: direct acces to macros on the numeric pad for example
447054	Macros labeling

449124	Kana Japanese characters do not display on the track view
452550	In cal program, trim pots for eq2 Frequency are called out as 423 and 422. It should be 481 and 422
453762	Waveforms and audio out of sync
454046	Greying out of options that cant be used
455130	One sample delay on MADI 1
456239	Naming of Macros?
456325	Character wrapping problem with Bounce command
460523	Remove the macro Stop Rec slick key so that macros maybe stacked.
461476	Corrupted LCD display on first boot / Sat AV
463158	No default names for I-O Config.txt
466317	Add SX-48 option to FMC.ini - "do not change sync source"
468206	Macros in macros
468220	track selection in user defined view doesn't follow track selection
469120	"sample rate convert now" in general pref.
469295	LTC output is 1 frame advanced
472114	Load Last project on Startup option Oooops !!!!!
473156	Status bar middle line
474791	Tab order in New Project dialog is illogical.
475107	Delay On Startup - Splash Screen Required
475211	Track View Stop EDL Conform Recording
475242	Detect duplicat folders routine can crash dryice with an exception
476644	SHIFT-CONTROL-W crashes FMC
476729	Crash in call C/R
477279	detected sample rate seems to jump around
478888	Saving a new Console Lib ... does not update the Lib pop-up screen.
478915	ChSelMap.txt is being ignored.
478921	Ctrl+Shift+W causes FMC to crash in 96 Track project.
480677	No space 0 hours 0 minutes 0 seconds left on drive - Red message !
480704	Holding down "Play" button in Rec MegaMode does not always trigger "Rec" button appearance
481361	SX-48 resetting everytime I do an Undo/Redo
483470	Option to Disable Beeps in ADR Preferences
484055	No Main meters Connie
484059	Studio Monitor bleeds Input on Dream II launch and 96k project load
484143	SX20 fault at 24:25 pull down
484146	Many SX20 pull ratios do not lock to video Sync
484152	SX20 does not lock to video sync correctly
484170	Loading Blank project in library does not change all Bus Mutes to default. (off)
485658	naming macro's
488377	CC-1 DMA Stall
488409	Long Delay at startup
491711	sx20 LTC cannot be used as sync source by QDC
492852	Allow users to set background colours for Xynergi macros
495847	Record channels limited to 24 in 1.50.0b49 with 230 channel license
495848	AudioBridge channels limited to 24 in 1.50.0b49 with 230 channel license
496405	Cant arm above track 72
496410	Cannot arm Tracks above 30 at 96 Khz in 1.50.0b50
498831	SX-20 LTC Out fails after extended use