



DREAM II Version 2.1
Software Release Information
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WELCOME.....	3
DETAILS.....	4
DREAM II Improvements	4
File Management.....	4
Displayed Clip Information.....	4
ADR Improvements	5
Graphics Improvement	5
Clip EQ	5
Marks	6
Popping Takes	6
Editing.....	6
9pin improvements.....	7
Pan Theatre.....	7
RF64	8
32 bit Recording.....	9
Meta-Data Pane	9
Set Audio Count	9
Xynergi Improvements.....	9
VCA Group Display	9
Reverse Patching.....	9
Fast Range Mode	10
Video Track Selection	10
Video Scroller Toggle.....	10
Swap Mute, Solo and Selection.....	10
REW and FF Jumps	10
New Track Arming.....	10
New GoTo options.....	11
Timecode Capture	11
Jump to Range Ends.....	11
Fade Menu.....	11
Trim Menu	11
Clip Level Menu Improvement.....	12
All Tracks Improvement.....	12
Soft Pot to Aux 1 send.....	12

Welcome

Version 2.1 software is primarily a maintenance release. At the same time a number of great new features have been added, mostly in direct response to users' requests.

Read on for details.

Details

This section will itemize the improvements in Version 2.1 software, and give brief instructions for using them.

DREAM II Improvements

File Management

Reveal Project File. This will open Windows Explorer, containing the current project file. Available under the **File → Reveal Project File**.

Now when deleting a project in 'Media and Project Management' it gives you the option if you would like to delete the project's media also. This will only remove the project's media that is in this project's media directory and which is native media i.e. it will only delete media that has been localised or created within this project.

In Setup surface menu, the Range softkey toggles between AUTO and MANUAL. When AUTO is selected, the Range and All Layers are automatically cleared whenever a base-priority menu key is pressed. This was the behaviour of the original MFX console. When MANUAL is selected, the Range is not automatically cleared. This was the behaviour of all earlier Dream II and Xynergi systems.

It is now possible to create projects with 144 tracks in the new project dialog.

Dream II now remembers the directory you created your last new project and displays this directory when you next go to create a new project. The software also remembers the track count last chosen in new project between startups of Dream II.

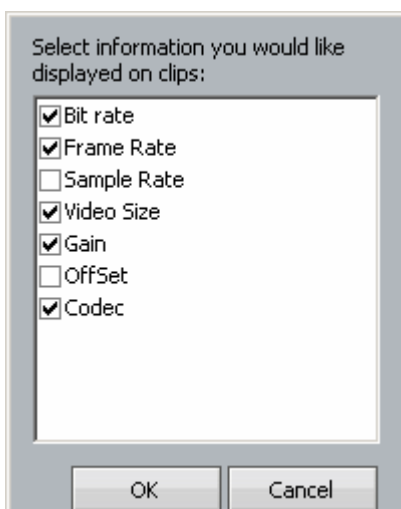
The full path is now stored and displayed for all media files. Previously only foreign (not fairlight native) media files were stored. This makes it easier to identify and find missing offline media files.

AAC file import. Dream II can now import AAC files. [Optional AAC license required]

Displayed Clip Information

It is now possible to choose what extra information is displayed within a clip. To do this there is a new menu option **View → Displayed Clip Information**.

This also contains some new options one of which is 'Offset'. This displays the clip's offset from its original record timecode, where it first appeared on the timeline.



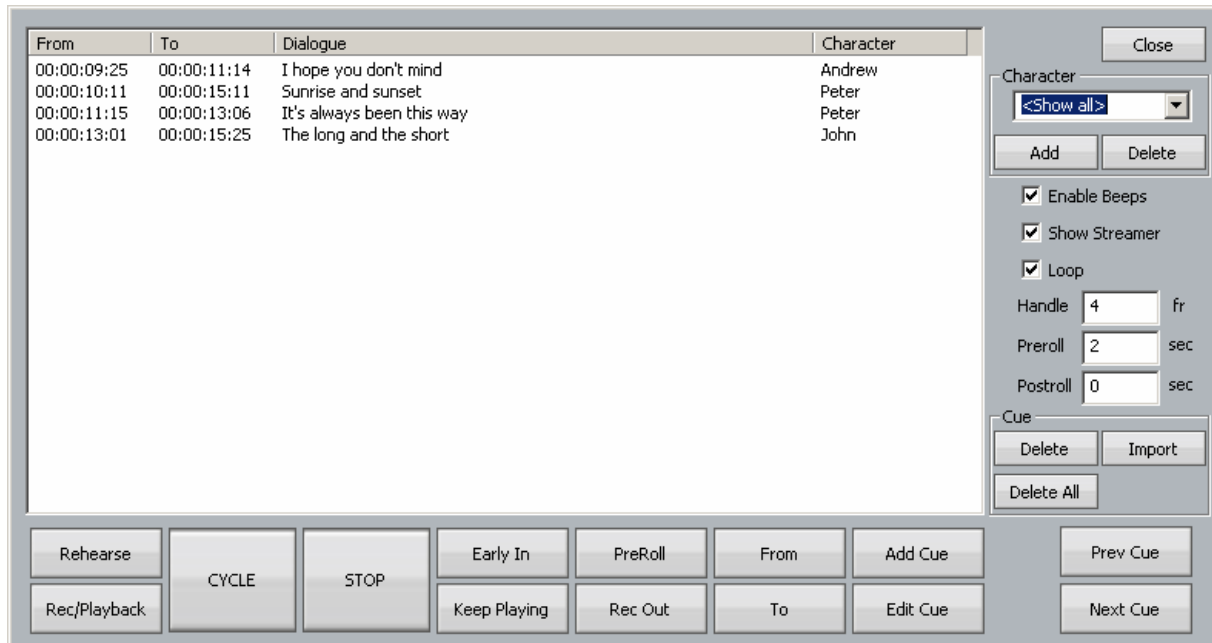
ADR Improvements

The ADR list now supports a new column. You can define the "Character" for each ADR cue event. You can filter and sort by character.

To define a new character, click in the Character text box (currently <Show all>) and type your new character name. Then click the Add button.

To filter by character i.e. only show the cues from one character, select that Character's name in the drop down menu at the right of the dialog.

To sort the list by character, click the Character tab at the top of the ADR List.



Word wrap (ADR preferences) now works.

ADR output on the Decklink output improved – you can now choose the font.

You can now choose the height of the ADR screen on the Decklink output, and the video streamer is drawn on top of the ADR text, not underneath.

ADR Video Text can now be optionally switched on and off. See ADR Preferences.

Graphics Improvement

In non-layered track view mode, clips with fades no longer have vertical lines where the fades begin/start. They now look the same as in layered track view mode.

In non-layered track view mode, and clips have fades the clips name now starts at the beginning of the clip instead of after the fade in drawing.

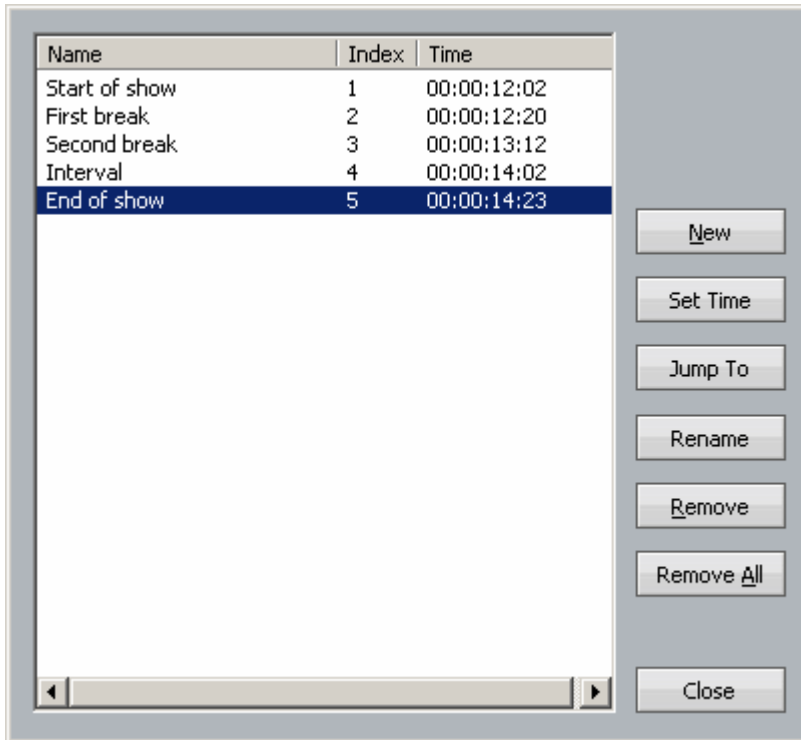
Clip EQ

Much improved control of Clip EQ Frequency. This now has a correct log scale, with fine control available via the SHIFT key modifier.

In this context the jog wheel is also geared according to angular velocity – turning it slowly reduces the gearing and enables finer adjustment of frequency.

Marks

Added an Index Column to the Locators.



The index can be used after the GoTo Marks command, as in **GoTo Mark 4 ENTER**. The most recently used mark is always selected when you open the Marks dialog. Used means, created, located to, jumped to, renamed or otherwise edited. This makes it easier to name a mark you've just created.

In the 'View → Marks' window, if you play over a Mark it now becomes highlighted in the list.

Popping Takes

Added Clip Takes smart-pane when the Takes menu is selected. This displays the clips in all layers on the current track only, and allows fast selection (Pop) of previous takes.

Double-clicking Stop key locates to last Play start time.

Playback IMX MPEG quicktime files (.mov).

Editing

Added the Track menu which is accessed via the Tactile User Interface. This is via the buttons Blue+Nudge, and gives you the following options: Swap, Numbers, Move, Copy. This is not yet directly available in Xynergi, but can be accessed using **BLUE +Nudge**

Paste Special allows you to copy a clip, then paste its EQ, level, colour, referenced media, name or fades into any number of other clips. It is a mouse-based command found in **Edit → Paste Special**

Added 'Reverse Rotate Layers' to the edit menu, previously could only be done via the TUI.

The menu item 'Remove Hidden Clips' has been moved under the Process menu.

Activating Fast forward or Rewind, in conjunction with a VTR, will now step the speed up or down in steps (similar to controlling without a VTR). The behaviour must be switched on in the vtr configure menu: "Fast forward/rewind steps".

New option when deleting items out of Audiobase. You can now choose to remove all items or just the selected item in the list from your Audiobase library. Previously the only option was to delete all items in the list.

There is a new option in Setup → General Preferences on the 'Options' tab called: 'Show Actual Crossfades (Layer Display Off)'. When layered display mode is turned off and this option is enabled, Dream II draws the fades like they used to in previous versions of Dream II before version v2.1.0b4. When drawn in this mode it is possible for the fades to draw their profile as a result of the dissolve allowing a visual representation of the dissolve.

Now when you nudge a clip and there is another clip at the same layer the nudged clip will go on top of the other clip instead of going under it. Now nudge is the same other editing operations i.e. trim, were clips go on top instead of sliding underneath after an editing operation.

Delete fade and fade clip now both work for video clips.

Now when the 'View → Marks' window is displayed, if a Mark is exactly under the playhead, it is selected in the list.

9pin improvements

Machine presets are now stored for each specific machine in a preset file (identified by the machine id).

When a new machine is attached to the system, the machine is identified and the appropriate preset file is loaded.

Machines can now be named.

New User configurable parameters:

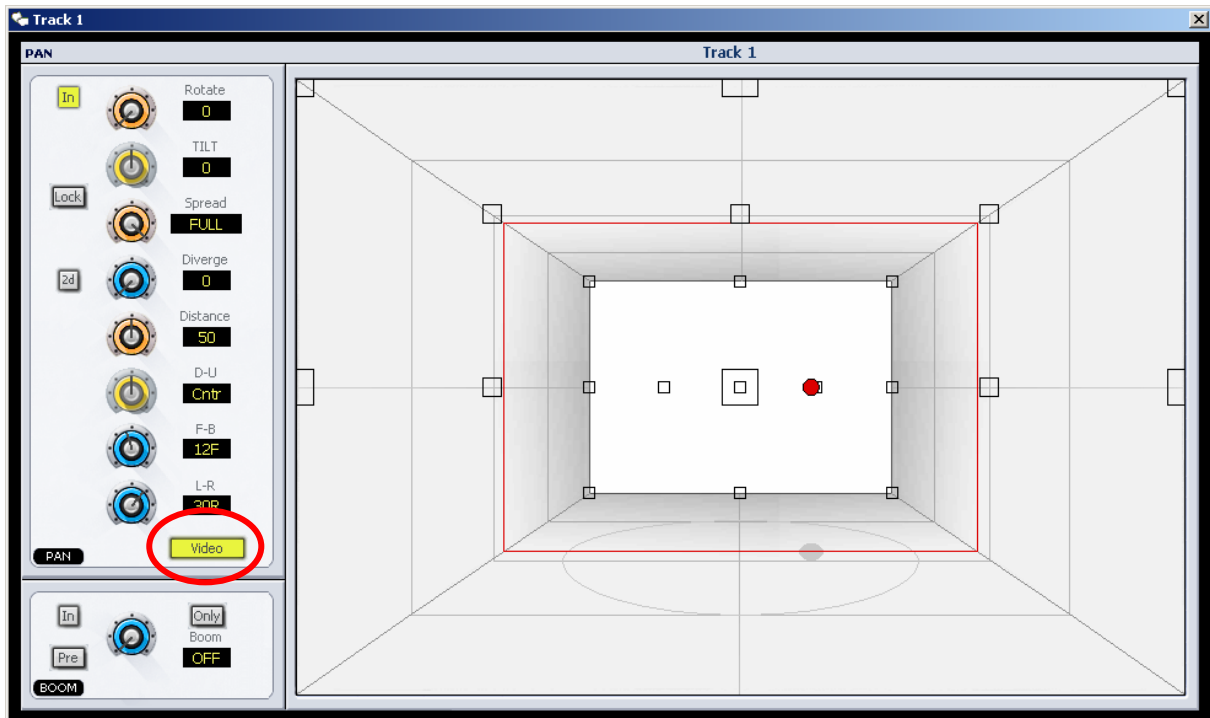
- * Device name.
- * Maximum Velocity - specify the optimal maximum velocity of the device to allow Dream to maintain closer synchronisation. Most VTRs will have a maximum velocity of about 50x.
- * Confidence head. - optionally turn on the VTR confidence head when the vtr is armed or recording.
- * "Stop" command. - optionally keep the VTR tape on the heads when entering the Dream II "stop" mode. This will allow the vtr to start more quickly when you play or jog Dream II. Please note that keeping the VTR tape on the heads could increase head wear and tear, and if you do so, it is essential that you specify head protection timeout.
- * Head protect (timeout). Specifies the maximum time that the VTR tape be allowed to remain on the heads without moving.

When a vtr is put into record, the status bar indicator light now goes bright red (not dull red). Also the machine control indicator lights will now indicate if any track is armed on the VTR, and if and when the vtr achieves servo lock.

Now shows the label for the first selected machine port above the M1-M2-M3 buttons on the status bar.

Pan Theatre

It is now possible to display a view of the 3D Panner in the video window. This allows you to easily place channels in respect to the video. To enable this there is a new **video** button in the 3D panner window. (To display the 3D panner, use the System Variables window – type ctrl+Shift+U to display it. Now choose Show 3D Panner at the lower left of the dialog.)



RF64

RF64 wav file record and playback is now enabled. RF64 files can be greater than 4 GB.

Note that an RF64 file of size less than 4GB is a standard WAV file.

This feature must be turned on in Setup→General Preferences→Project→Audio Record format and set the format to RF64/WAV.

Files larger than 4GB cannot be pasted into a MT project. Consequently this feature is not applicable to MT projects.

32 bit Recording

32 bit (floating point) wave file record/playback/bounce/export is now available, but only in DR2 format projects.

Turn it on by setting the record bit depth to 32 bits.

Recording in 32 bits will consume more disk space and bandwidth than 16 or 24 bits.

Dream II now reads both 32 bit integer and 32 bit floating point wave files.

Meta-Data Pane

There is a new smart pane called Meta-Data. This new smart pane shows you the BEXT data that is stored in a BWF file if the first selected clip on the timeline references a BWF file.

Set Audio Count

There is a new option in the Tracks menu called **Set Audio Track Count** which allows you to change the audio track count of your current project. This option is only available with DR2 projects.

With this new option you can increase or decrease the track count by selecting one of the default sizes or by typing in a new arbitrary size.

Xynergi Improvements

VCA Group Display

Xynergi now displays VCA Group Masters, and allows them to be called, named muted and soloed. To access, use SEL, select Buses, then use Bank Up or Down to display VCA groups. The same applies in the Name Path display and the Mute menu. In the Solo menu, VCAs are automatically displayed when buses are selected, because the other bus types cannot be soloed. Note that the Solo and Mute On/Off toggles do not affect VCA groups (the Mute toggle doesn't affect the other bus types either).

Reverse Patching

Xynergi now allows "reverse patching" for Tracks and Lives, similar to Constellation's Path Configurator. To use it, press and release SEL. Select one or more Tracks/Lives. Now hold down the "set source" button to display Main, Subs, Auxes and SX-20 physical inputs. Press one of these to patch it to the current Track or Live Feed.

- The Set Source button is not displayed if the current channel is of a different type to the SEL display e.g. if the current channel is a Track, but Lives or Buses are displayed on SEL.
- If a multi-element bus is selected, the Left element is patched to the first selected Track/Live, and the other elements are patched to the next Tracks/Lives in numerical order e.g. Left to Tk 5, Right to Tk 6.
- Tallying works as follows: if any bus element is patched to one of the selected Tracks/Lives, the bus is illuminated.
- Note: this feature targets all selected Tracks or Lives, depending which is displayed on the SEL layout.
- Buses are not shown if their format is zero.
- There is no plan to implement MT buses.

Fast Range Mode

Those who like to hold down the Range button and use the From and To buttons above it will enjoy Fast Range mode. When it is on, the From and To buttons appear immediately, instead of being delayed.

To turn on Fast Range mode, hold down the Blue key and press Range. This is not remembered between sessions.

To force it on at the beginning of all sessions, do the following...

Video Track Selection

Xynergi now allows Video Track selection. It uses a "Video Track" button in the SEL display, situated where ctrl normally is (key 601).

- There is no tally.
- It can't be used for arming, muting or soloing, only selection and deselection.

Video Scroller Toggle

Xynergi now lets you toggle the Video Scroller on and off. To do this, hold down Shift while pressing Zoom (track keys now select audio scrollers). Key 601 (normally ctrl) now shows "Video Scroll" and toggles this scroller on and off. There is no tally.

Swap Mute, Solo and Selection

Xynergi now allows Mute and Solo selections to be swapped.

- Enter the Mute Menu (via SEL or by holding down the Mute button).
- Mute some tracks
- Hold down Mute Menu button - Solo Menu button label changes to "swap solo"
- Press swap solo - mutes change to solos, and the solo menu is displayed
- The same thing works in reverse

Similarly the soloed or muted tracks can be transferred to the selection mask.

- While in the Mute menu, hold down the Mute button - SEL button changes to "to SEL"
- Press to SEL - all the muted tracks are selected (and unmuted are deselected)
- Same applies in the Solo Menu

What's it for? While listening to a complex project the user searches for something that doesn't sound right. This is done by soloing tracks until the offending material is heard. To check that it's all there, we swap solo for mute. If we have the right tracks, we no longer hear the offending sound. We can easily swap backwards and forwards to check this. Now we want to edit the bad tracks, so we copy the solo or mute mask to the selection mask.

REW and FF Jumps

While Rewind or FF are held down, pressing a Numpad button jumps the transport backwards or forwards by that number of seconds.

New Track Arming

In Xynergi, the track keys can be used to arm/disarm tracks while the Record menu is active. To use this, hold down the Record button. The picture keys now display 48 tracks, which can be used for arming and disarming. Red/green tallying of arm/thru tracks is present, but only the "ready" action

can be used. Tracks already in Thru mode cannot be affected. To do this, go to the Arm menu in the Record Megamode.

New GoTo options

Pressing the GoTo button now causes the following options to be displayed at the left of the Jog Wheel:

Last Mark – goes to the last mark that was created, edited or GoneTo

Last Stop – goes to the timecode where you last pressed the Stop or Jog button

Last Play – goes to the last timecode where you pressed the Play button

Frame Edge – moves back to the previous frame edge

Timecode Capture

Xynergi now displays a Timecode Capture button after GoTo is pressed. This is the same as the "down arrow" button in the Binnacle and MFK surfaces. Note that Blue+GoTo also executes GoTo + Capture as previously.

Jump to Range Ends

In Xynergi it's now possible to change the behaviour of shift+ctrl+jump so it accesses range in/out points instead of project start/end. To do this, the user must place a file called setupscript.txt in the folder:

C:\Program Files\Fairlight\FMC\Data\User\username (username is the user's login name)

The setupscript file must contain the line: `PARAMETER,MT_EXT,8,GP_FRE_SYS_NV_VAR1,1,1`

Note: many other variables can be preset in this setupscript file.

This is in addition to the following methods which were already in the system:

- Blue+Jump
- Range+Jump

Fade Menu

When the Fade Menu is active without a range, the From and To buttons change into **head +curve** and **tail +curve**. These buttons allow you to apply a fade-in or fade-out and set the shape of the fade curve in one move.

To use **head +curve**, do the following:

1. Locate to the position for the fade-in
2. Hold down the **head +curve** button
3. Turn the Jog Wheel to adjust the shape of the fade-in curve
4. Release the **head +curve** button to apply the fade

Tail +curve works exactly the same way. To access the **From** and **To** buttons in the Fade Menu, turn on Range first, and then those buttons will appear again.

Trim Menu

When the Trim Menu is active, the From and To buttons change into Trim Head and Trim Tail. This was suggested by one of our users, who pointed out that holding down these buttons and turning the Jog Wheel is easier if **Trim Head** and **Trim Tail** are on the left hand. Besides, **From** and **To** are irrelevant in the Trim Menu, since it can't use a range.

Clip Level Menu Improvement

Pressing the **Clip Level** button a second time brings up a row of direct level adjustments to the current clip(s). This has been in the software for several versions, but is now improved, in that the system remembers your choice of this sub-menu, and restores it each time you enter the Clip Level menu.

To get rid of it, press the **Clip Level** button again.

All Tracks Improvement

Pressing All Tracks now has improved behaviour:

Pressing it once selects all the tracks (and lights up the All Tracks button)

Pressing it when already lit goes back to the previous track selection.

In Record modes (Arm, ADR and while holding down the Record button) All Tracks will attempt to arm all the tracks, but only those with patched inputs will actually be armed.

Soft Pot to Aux 1 send

For those using Fader Sidecars or Constellation with a Xynergi Center Section, the pan knob can be changed to control Aux 1 send (as well as LR Pan, FB Pan, Channel Trim, Record Level and others).

To set this, go to the Mixer Megamode and hold down the Pot button – normally the label includes LR-Pan to show its current use. While it is held down, choose from the available options.