



Dream II
Software Release Version 2.5
27 October 2009

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Acknowledgement

Software release 2.5 for Dream II includes a large number of suggestions from our users. Fairlight would like to thank all our users for their feedback and we sincerely hope it continues.

The following pages give some details of the new features and improvements in V2.5 software, aimed at the level of an experienced user of the system. For all operational details, please consult the latest version of your user manual, which is shipped and installed with the new software.

All Systems

The following changes apply to all Dream II systems, regardless of controller type. This includes Satellite, Station, Constellation XT, Anthem, Constellation XCS and Xynergi systems.

File and Media Handling

- Final Cut Pro, XML project import. Use menu: File->Import->FCP XML Project. These items are imported from a FCP XML file
 - video clips – multiple video clips will be imported and layered, allowing easy versioning
 - audio clips
 - speed changes – these allow FCP image speedups to be played in real time on the Dream system, using sample rate convert
 - fades, crossfades.
 - clip level (static level only)
 - clip eq - if the clip had the "3 Band Equalizer" effect applied in FCP (static eq parameters only)
- FCP XML files can be dragged onto the timeline. Note: nested sequences are not currently supported.
- There are now two methods to dispose of unused media. The first is via the Media and Project Management dialog (from the Setup Menu). This allows you to select projects and remove orphaned media to a recycle bin. This can in turn be emptied when required.
- The second method works on the currently open project, and is available under the Process menu. It is particularly useful during recording sessions for throwing away bad takes. After using this command the UNDO stack is emptied, so UNDO cannot be used on any previous edits.
- When importing a group of audio files by drag and drop, hold down the ctrl key to arrange the files down successive tracks (the default is head-to-tail along a single track).
- Media devices can now be set to read-only status in the Media and Project Management dialog, after clicking the Set Device Info button.
- Unicode is now used to store the names of source folders for files, allowing non-English (ASCII) named directories to be used.
- It is now possible to export a Quicktime reference file. It is only possible to create one of these if the video clip on the timeline is a Quicktime file. The export creates a new Quicktime file that references the video in the existing Quicktime file and the new audio that is made during the export process. This makes the export very quick as it does not need to export any video, only audio.
- It is now possible to drag and drop **jpeg** (still image) files on to the timeline.
- The Decklink card is switched off during Export Video, to increase available memory.
- The Decklink card now runs at the effective (true) rate e.g. if your project rate is 30fps, 1000:1001 pull ratio, the decklink card will run at 29.97.
- Render video to "x" previously put the new video into the video drives FairlightAU\Media directory. Now it goes into the relative media folder (in the correct project folder) on the video drive when it is rendered, rather than the video drive's FairlightAU\media directory.

- Added a new <clipname> option into the Export Audio Tracks/Clips dialog, which takes the name only, without any Prefix. This option is only available when "Selected Clips" is used.
- A Relink Media tool is now available in Setup → General Preferences → Projects. This works with another new option to turn off background media scanning. This will reduce project opening time.
- The system can now record video direct to quicktime files. Currently "Motion Jpeg A" codec inside a quicktime file is supported, for SD & HD. Other codecs written direct to quicktime files will be supported in the future.
- Now when you place on the timeline a Quicktime file containing audio, Dream II can now play the audio natively out of the Quicktime file. This is limited to Quicktime files containing up to two channels of audio. If the Quicktime file contains more than two channels of audio than the audio will need to be imported as previously. Audio files that are being played directly out of a Quicktime file display a Quicktime icon. Note: this applies to Quicktime files on the local disk or over a network.

Link Group Changes

- For Fader and Aux send levels, holding down the Blue key and touching a control will set the master and all slaves to 0 dB.
- For toggle switches, all members adopt the master setting whenever it is changed.
- When Link Groups are rolled up on the Edit Screen, the first track name is now shown, making the group's identity clearer.

Editing Improvements

- Remove Click - brief audio spikes can be removed as follows:

On the Waves menu, select the track(s) with a click, position the playhead on the peak of the spike and press the Remove Click soft key. Set the width of the spike, and press Enter to remove it. A short clip is created that uses a new copy of the media with the spike removed.

There are some limitations:

 - Linear interpolation algorithm is always used.
 - The original clip must be same sample rate as the project.
 - The original clip must not be a linked stereo pair.
 - The region of the new clip must not intersect with fade in or fade out or ends of original clip.
- Much improved Jogging of Clip EQ Frequency. This now has a correct log scale, with fine control available via the SHIFT key modifier.
- Join Split now works on a range of clips.
- With **AudioBase 3.5.2** and higher, Dream II now supports searching for MP3 and AIFF files, which can be dragged on to the timeline. Foreign language Windows versions are now supported, including double byte languages like Chinese, Japanese and Korean. Please refer to new Audiobase manuals for setup.

- Audiobase has an improved sorting algorithm, so number columns are sorted correctly.
- It uses UNC paths to files, so the "Find Subfolders" command is no longer required for new AudioBase folders on the network.
- It is now possible to cancel an Audiobase search by clicking the Search Soft Key again. Previously the only way was via the Search button on the screen.
- Insert Space is now available in Anthem Edit menu.
- Phase inversion of selected clips is now available.
- The Zoom+Jog key combination to re-scale the jog gear is now activated by the release of the Jog key instead of the depression. This is to make it more difficult to accidentally invoke this feature. Now you must press and release Jog while holding down Zoom to re-scale the jog gear.
- Now in non-layered display mode, if you left click on a clip and release it the clip is no longer placed on the top layer but stays on the same layer. This makes it easier for people who accidentally picked up a clip to leave it where it was. If you wish to move the clip to the top layer with the mouse you need to move the clip away and then back again.
- If a clip on the timeline is longer than the source media that it references, it now displays a red line on the clip for the section of the clip that has no media and is just returning silence.
- EDL Tool Improvements – Conforming from BWFS is now performed in one simple step. Also the EDL tool no longer stops when it encounters errors, but instead flags problematic events for later handling.
- The new Restore Multi-Channels command restores hidden channels of a multi channel clip that has previously been cleaved.
- In the Add Clip command, there is a new button allowing audition of the clip before placement.

Automation Follows Edit

- Now also follows Undo/Redo of edits.
- In addition, edits using ranges can now copy and paste automation data in the gaps between clips, where formerly only data corresponding with the existence of clips was affected. This means the normal editing moves can be directly applied to automation data.

Marks

A mark Index can now be set when creating a mark in the dialog box, or changed for any existing mark.

Miscellaneous

Meter Sets are now saved into Console presets, using the Lib menu and display page.

Xynergi-based Systems

The following changes depend on the Xynergi or XCS controller, so they only apply to Constellation XCS and Xynergi systems.

Link Group Display

Xynergi buttons now show Link Groups as thin coloured lines joining the buttons. The colours alternate to distinguish adjacent groups. These markings are shown in normal selection modes, plus arming modes, mute and solo.

Link Group Suspension

Existing Link Groups can be temporarily suspending by holding down the Blue key and pressing any Link Group member. This allows individual selection and editing of audio clips and mix parameters on group members. The Link Group can be recreated the same way i.e. holding down Blue and pressing any former member.

The system retains knowledge of link group membership until you either reuse one of the members in a different Link Group, or restart the system.

Soft Button

The Soft button, in the Mixer megamode, sets the parameter controlled by panpots on your faders. In the "standard" setting, the panpot controls Left-Right pan, but it has many other possibilities.

Simply pressing and releasing the Soft button toggles the panpot between the standard setting (LR Pan) and the last-used non-standard setting – by default this is Front-Back Pan. To change the non-standard setting, hold down the Soft button and choose from the options that are displayed. These now include all 12 aux sends, Channel Trim, Record level and more.

Mixer Set

Mixer Set automatically places the selected channels on faders.

To turn Mixer Set on, press the Fader Sets button at the right of the Numpad, and press 0.

By default, the first 12 faders are used for Mixer Set, so up to 12 of the currently selected channels will appear, in numerical order on those faders, and will be updated in real time as you change selection.

To change the number of faders allocated to Mixer Set, hold down the 0 button in the Fader Sets layout and choose a number from 1 to 24 on the Track keys. The remaining faders that are not allocated to Mixer Set will behave normally, displaying the current Fader Set.

Layouts

- The Pad controls are now removed from the Editor Megamode. This is to make room for more Edit commands, including the Quick Edit Layout mentioned below. All mixing choices are now made in the Mixer Megamode.
- A new Quick Edit Layout has been created. To access this, hold down SHIFT while pressing the Editor Megamode button. This layout contains a group of essential commands that reduce the need to change modes while performing groups of edits. (Send in your suggestions for new inclusions in the Quick Edit layout!) Several of these edits are two-handed, incorporating the Jog Wheel:

- Fade Head/Tail – hold down button, jog to adjust curve, release to apply
- Trim Head/Tail – hold down button, jog to trim position, release to trim (or simply press and release to trim to the current position)
- Nudge + and - – works normally, but no need to access Nudge menu
- Clip Level – hold down button, jog to adjust level trim, release to apply
- The Xynergi enhanced Clip Level layout is now "remembered" when returning to Clip Level. This layout is accessed by pressing the Clip Level button a second time, which displays a row of instant level changes for the currently selected clips.
- In addition, Clip Level now displays Jog Display and Jog Level next to the Jog Wheel, instead of -2 dB and + 2dB. The new commands are more flexible and more reliable.

All Tracks

Xynergi All Tracks now tallies correctly, and toggles between last selection and select all. This is also true in arming menus, but of course All Tracks cannot arm anything without a patched input.