



DREAM II Version 3.0
Software Release Information
29 October 2010

Welcome

DREAM Version 3.0 Software

Version 3.0 software is new release intended for EVO users. It will only be distributed to those users, and those performing EVO demos.

Apart from EVO support, this version contains a number of improvements and bug fixes, as detailed below.

Details

This section will itemize the improvements in Version 3.0 software, and give brief instructions for using them.

New Mixer Screen

A new mixer screen, working title FMC2, is now available. It shows a row of mixer strips with mouse-active faders and status displays including plugins, aux sends, dynamics, EQ, panning, input, plus active mute, solo, arm and bus assignment buttons. Every channel includes metering, with Link Groups showing multi-channel meters.

Operation is fairly intuitive, so I won't give a detailed description here (though one will develop for the User Manual). Note that this screen is not complete, particularly regarding automation indication, and mouse access to displays and dialogues, but this work proceeds rapidly.

The system allows a choice of FMC (old mixer screen) or FMC2. To choose FMC2, you need to edit the registry, like this:

- Step 1 Click **Start**
- Step 2 Click **Run**
- Step 3 Type **Regedit** and click **OK**
- Step 4 Select **HKEY_CURRENT_USER** → **Software** → **FairlightAU** → **Dream II** → **Mixer**
If Mixer doesn't exist, create it by right-clicking **Dream II**, selecting **New** → **Key**, typing **Mixer** and clicking **OK**.
- Step 5 Right-click **Mixer**, select **New** → **DWORD**
- Step 6 Type **MixerTestMonitor** and click **OK**
- Step 7 Double click the resulting item and enter the number of a monitor where the mixer is to be displayed. Monitor numbers can be seen from the Display Properties → Settings tab
The monitor can be the same as your Editing Screen, but this can be inconvenient.
It **cannot** be the same monitor as your ILP2 display (if you have one).
If you set this monitor value to zero, FMC2 will not display, but the old FMC will.

Now you may restart Dream II. The FMC2 screen will appear on the nominated monitor. FMC2 was originally designed to work on a 1600 x 900 monitor, displaying 40 faders. If your monitor is taller than 900 pixels, the faders will be taller, but everything else will look fine. If it is narrower or wider than 1600 pixels, it will display fewer or more faders.

The bus meters in the upper right of the screen are sized to fit. Only active buses – ones with non-zero format, are shown. The fewer buses you have displayed, or the more pixels across your monitor, the more details you will see.

The operation of FMC2 is mostly straightforward, but here is a brief list of things you can do.

- Use the scroll bar at the bottom to display a different set of channels.
- Click on any channel's name to make it the current channel.
- Double click on the channel name to display the Virtual Channel.
- Drag faders up and down with the mouse.
- Double click on a fader for 0 dB.

- Single click Arm, Mute, Solo and Insert to toggle them.
- Single click on the Pan graph to toggle Pan on or off.
- Double click on the EQ / Dynamics / Pan / Aux graph to display the corresponding zoom page (to close it, right click anywhere on it, or left click on the close box in the upper right corner).
- Double click the input slot to display the Patch I/O page.
- Double click any occupied plug-in slot to display its GUI page.
- Single click the Bus Assign numbers, or "Main" to toggle them on or off.

Automation Update

Jog Mix. Until now, automation could only be read and written in Play Mode. Now it can be read and written in any forwards transport mode. To do this, toggle the **Jog Mix** button ON in the Mix Menu (Mixer Megamode). Any forwards movement can be used, including Jog, Shuttle, Play, FF, Jump, GoTo, Locate or right-button-drag with the mouse. Any speed is OK, though of course the data resolution will be very low if you go fast. Even if you press Stop, the system stays in write – this allows you to adjust control values before moving forward again.

As soon as you move more than one frame backwards, the system will switch to Read.

Copy Mix. Allows any range of automation to be copied between paths, with an offset.

To use: select source paths (tracks, lives, buses, groups) and enable the parameters you want to copy. Make a range, and position the cursor at a suitable sync point. Press the **Copy Mix** soft key.

Now select the destination paths. There can be any number of these, and they need not be of the same module type e.g. you can copy from a bus to a track and so on. Move the cursor to a suitable sync point for the paste, and press the **Paste Mix** soft key. If the number of destination paths exceeds the source paths, the pastes cycle through the source paths in numerical order (a bit like patching multiple paths on the Patch I/O page).

Preview Menu. Opens a new sub-menu of the Mix Menu, where some useful Preview commands have been collected.

Glide range. This is a new command, available only when Preview is on. It takes the data at the beginning of the range and glides smoothly to the current control value (fader or pot) by the end of the range. This action will affect all signal paths in Preview status, on all enabled parameters.

Fill range. Same as before. When Preview is on you fill the range with the current control value of the enabled parameters.

Flood range. This command copies parameters from one path, and flood fills them into the automation on another path. It is available in the **Path Copy** menu (Mixer Megamode), and works only when Preview is on. To use, make a range and select the source path. Copy the mix parameters from the selected path by pressing the **COPY** soft key. Now select the destination path, and press the **flood range** soft key. All the enabled parameters will be pasted to fill the range with automation values from the source to the destination.

Live Preview. This is a quick way of getting signal paths in and out of Preview status. When Preview is toggled ON, selecting any signal path puts it into Preview (normally this would require selection and pressing the AUTO button on Xynergi, or pressing the AUTO button on a fader).

Read to Preview. Pressing this soft key while signal paths are in Preview status will load the current Read value of enabled parameters into the control (fader or pot). It can then be used to fill range, glide range, or as the basis for starting an automation pass.

Clipboard to Preview. This is a way of copying automation data from any point to any other. The clipboard is loaded in the Path Copy menu by pressing the COPY soft key. Then, in the Preview menu, pressing the Clipboard to Preview softkey loads the copied value of enabled parameters into their

controls (fader, pot or switch) for all signal paths in Preview status. From there it can be used to fill range, glide range, or as the basis for starting an automation pass.

Automation UNDO is now multi-step and is chronologically interleaved with audio edits in the UNDO list. This means automation steps can be undone and redone with the regular **Undo** and **Redo** buttons. Undo steps now include all write/trim passes, fill and glide range, mix copy operations, and graphical edits made to the automation curves. Where automation changes were caused by following audio edits, both data types are included in a single undo / redo step. Note that Automation Undo points are removed from the Undo History when a new mix is created, or a mix is loaded.

Added Curves menu. The **Auto Curves** softkey in the Mix Menu (in the Mixer Megamode for Xynergi users) accesses another menu level where Curves functions are available on tactile buttons. The Curves Smart Pane is also associated with this sub-menu. You can also **hold down Auto Curves** and **touch any control** in the Xynergi Pad to put its curve on all tracks selected for mixing.

Curve Target in the Mix Edit menu, Curve sub-menu: Selects the Display button on the Curves Smart Pane, allowing you to select the parameter for curves displayed on all tracks selected on the Edit Screen.

Safety Zone in the **Auto Safe** menu. Use this to protect your automation data, except for one zone where you want to work.

Create a range using the **IN** and **OUT** soft keys in the **Auto Safe** menu. (Note: this is NOT the same range used in any other commands – the Pad shows the timecode values of the safety zone while this menu is selected). Now enable by toggling the **Safety Zone** button ON. While the safety zone is on, the mixing software does not see any timecode outside the zone. So all Mix data outside the zone is protected from change. You can observe this by watching the timecode outside the safety zone – it will update on the Edit screen but not on the Mixer screen or in the Xynergi. This also means you cannot set ranges in Mix menus, nor use the Locators, except within the zone.

There is also now an automatic update of the Insert state within the active mix when a plug-in is added i.e. if Insert is off in the Automation, the insertion of a plug-in will override this. This prevents the situation where you insert a plug-in after starting to automate your mix, and find that it doesn't seem to work.

Compound Stereo Metering

The system offers a new compound stereo meter including PPM and Loudness metering, as well as Phase indication.

To enable it, click **Setup** \Rightarrow **Meters** \Rightarrow **View Compound Stereo Meter**

Now you will see the new meters if you are using the new FMC2 Mixer Screen (see above), and on the ILP2 screen (if you have one).

The Loudness metering has stereo LEQ meters and a mono LU meter.

The blue numbers give running reports on level according to ITU R BS 1770 standard, known as LKFS. They represent the subjective loudness of the audio program. The left number gives a rolling average over 10 seconds, and the right number gives an average over the entire length of program i.e. since you started playing.

The long-term average level ignores anything below -18 dB, so it won't go down when the system is in Stop. You can reset the long-term average by clicking the number.

Undo List

The Undo list is now a menu which opens and closes using **ctrl+Undo**, **BLUE+Undo** or by holding down **Undo**. Undo steps now include all write/trim passes, fill and glide range, mix copy operations, and graphical edits made to the automation curves, interleaved in chronological order with the clip edits. Where automation changes were caused by following audio edits, both data types are included in a single undo / redo step.

When the list is open, the **Jog Wheel** and **+ / -** buttons can be used to move up and down, before pressing ENTER to execute up to the selected point.

Any point can also be executed by double-clicking with the mouse. Single step changes can be made with the **Undo** and **Redo** buttons, both on the Xynergi / Constellation surface and the screen.

The list can be left open all the time, but the **Jog Wheel** and **+ / -** buttons will only work when the list has focus e.g. just after being opened, or when clicked with the mouse.

Note that Automation Undo points are removed from the Undo History when a new mix is created, or a mix is loaded.

Plug-ins

Added new **Plug-in Delay Compensation** on busses. This compensates for latency caused by inserting plug-ins on the bus itself, by advancing the playback of tracks assigned to the bus.

Since a track could be assigned to multiple busses with different plug-in configurations, there is a strict priority for determining the delay compensation on a particular track. The priority goes Main, Sub 1, Sub 2 etc Aux1, Aux 2 etc. This should compensate for the majority of stem mixing projects, where each track is feeding a unique stem, and these stem sub-mixes are mixed to the main bus.

Note: there cannot be compensation for Live Feeds, or for tracks assigned to multiple busses (unless all the busses have the same plug-ins inserted).

New Plugins **Config** menu. Press the Plug-in button in the Mixer Megamode once or twice to display the menu. It allows you to load Plug-ins, delete them, re-order them and so on.

Added the ability to re-order plug-ins within a specific channel. This is accessed via an insert button on the title bar of each plug-in window (next to the bypass). This insert window also allows an overview of the plug-ins on that specific channel.

Changed the "Remove plug-in" logic to work on the currently active plug-in within a path, rather than the last.

Themes

Graphical themes now available for Dream II

A new darker theme has been added for Dream II and FMC called the EVO1 theme. To change between themes there is a new tab called Themes in "Setup -> General Preferences". FMC will not respond to a change of theme until the application is restarted.

The colours for the track view are now defined in a new file called 'Track View Colours.xml', located in the Dream II theme folder.

Mix and Edit Selection

Prior to the appearance of Xynergi, track selection for Mixing and for Editing were separate. In Xynergi they were joined, to make editing and mixing on a small surface easier.

For Constellation XT users, however, the two remained separate. Then we introduced Constellation XCS, and this inherited the Xynergi behaviour.

More Explanation

There are really four kinds of selection in the Dream system:

Edit Selection – may be multiple tracks, or Lives and buses

Mix Selection – may be multiple tracks, or Lives and Buses

Current Track – one track only, the last one that was selected for Editing.

Current Mix Module – one "path" i.e. Track, Live, Bus, Group, or Monitors. This is the "called" channel.

When a track is selected for editing, it will be affected by commands like cut clip and fade head. Pressing a track button when an edit menu is selected will toggle that track in or out of the edit selection.

The last track you selected for editing is the Current Track. That one is affected by Clip EQ, it used for display of tracks on screen, and other things.

When a track is selected for mixing, it will be affected by commands like IN and OUT, it will be available for Touch Latch or Snap, and so on. Pressing a track button when a mix menu is selected will toggle that track in or out of the mix selection.

When a path is the Current Mix Module, it appears in the Xynergi Pad, the EVO Channel layout, the old FMC Fat Channel, and so on. To call a path, you can press the Call button on its fader, or use the Call Menu (in the Setup Megamode), or use several other menus like Insert Config, Direct Config, Path Copy and so on.

What to Do

Now we have created a choice. To detach Mix selection from Edit selection, edit the SystemVariables file using **Shift+ctrl+U**, and look for Mix Follows Edit in the Desk Functions group. Press OK to save your choice. If Mix Follows Edit is ON, pressing a track button in either edit or mix menus will select it for both. If Mix Follows Edit is OFF, pressing a track button only selects it for the current menu type.

Another option connected to this is **Call Follows Edit/Mix/ALL/None**. This is available in the **Call Menu**, found in the Setup Megamode. This option controls what happens when you select a channel for mixing or editing. For example, if it is set to ALL, selecting a channel for mixing or editing also makes it the current module, or Called Channel, so it appears in the Xynergi Pad, the Fat Channel, and other places.

How should you use this. If you are running a standalone Xynergi systems, it is easier to have Mix Follows Edit and Call Follows ALL. This is the default setup, and you are already used to using it!

If you are running an EVO system you might consider setting Call Follows NONE. This will allow you to call channels from your faders, without exposing them to edit commands or touch write. It's a "safe" option. But if you use touch write all the time, you might want to set Call Follows Mix. That way, calling a fader makes it ready for your current touch mode.

By default, Call is set to follows ALL if Mix Follows Edit, and NONE otherwise.

Track Display

When choosing a number of tracks to display the system no longer includes the video track in the calculation. Previously you would get one less audio track if the video track was displayed. Now the video track (if one is loaded and displayed) appears automatically when audio Track 1 is displayed.

New option in **Setup ⌘ General Preferences** called 'Display centers on current track'. This changes the track display selection Blue 1T, 2T, 4T etc. so that it does not work in banks, but instead centers the current track in the middle of the display. This also affects the track selection buttons. This option is disabled by default.

More work on the track display views: the starting track in the track bank views is the same with or without a video track.

Improvement to the drawing of linked tracks. Linked tracks no longer have the red line around the first and last tracks in the link, as this got confusing with a lot of linked tracks. Instead the track borders within the linked tracks are now a lighter colour. There is also a new option in Setup ⌘ General Preferences called "Linked Clips drawn as single clip". When this is on linked clips are drawn slightly thinner to make them stand out more clearly.

File Handling

(Preliminary) Video tape mode. Switched on using debug switch "Tape Mode", "for video". Currently works with uncompressed video only.

I-frame Mpeg2 files and MVF files can now use the video pipeline feature (by turning on video pipeline in Help → Debug → Video Pipeline). Formats supporting pipelining include quicktime MPJPEG-A (.mov), quicktime DV50 (.mov), quicktime DV100 (.mov), mjpeg (.vmj), prunus mpeg2 (.mvf), I-frame mpeg2 MXF files (.mxf). If you turn video pipeline on, these file formats will play more reliably on a network (including HD files).

Orphaned media dialog – restores clips from media which no longer have references. This is found under the View menu above the Edit Screen. Select the menu command to display a list of the media which have been orphaned during the current session. Double-click any piece of media to bring it back into the project.

Playback of Avid MJpeg/MXF files

Dream II now reads Xdcam HD (long gop mpeg2) opataom files, generated on Avid M.C.

Long gop Mpeg 2 MXF files exported by Dream are now compatible with Sony XDCAM viewer, and consequently they are now a lot quicker to drag and drop onto the timeline.

PRO2 decklink video output option tweaked and improved. Requires Decklink V7.4 drivers, which are now enforced. -PRO2 decklink video output option further tweaked to work with 2 x Decklink Cards.

Sometimes the decklink video output was 1 frame out of sync when enabled with -PRO2 option.

PRO2 decklink video option detects whether a genlock video reference is connected to the decklink card and warns if not so. other -PRO2 tweaks.

Reduced the timeout waiting for an AVI/mpg frame to render. Fixed an issue where AVI files could "stick" when trying to playback the last frame of some .mpg files. previously using 9pin control to control a Pyxis from a Dream with "bi-directional control" switched on, could intermittently jump out of jog to stop, when jogging at slow speeds.

Import

When importing a project file containing more tracks than the current project, the number of tracks will be automatically increased. This applies only when importing into DR2 files, and when importing Pyxis, OMF, AAF, AES31 or Final Cut XML.

Load Speed

Very large projects are loaded faster than previously.

Audio Scrollers

Now display changed waveform when Clip EQ is applied.

Jump to Bar

There is now a Bar selection in the Jump Menu. This will cause the transport to jump to the next or previous bar line.

Tempos and bar lines are defined in the dialog [Setup → Bars and Beats Setup](#).

This jump command works whether or not bars and beats are displayed in the timeline.

Localise

After localizing media, all clips that used that media are updated to access the new (localized) media straight away. Previously it was necessary to close then reopen the project see the clips access the new localized media.

Clip Level and EQ

When editing clip EQ or Level whilst playing, the playback responds much more quickly to the changes.

MIDI Machine Control

Dream II can now interpret the MMC protocol (as a receiver). To achieve this, a new type of Machine is available under machine control, called "MMCSlave". Select and enable this machine. You may also need to enable MTC generator, for true MIDI bi-directional control. Can also interpret MMC Loop instructions.

Second Edit Menu

As the edit menu was getting very long, some of the menu items under it have been moved to a new menu called 'Edit Settings'. Anything that was not an actual edit operation but instead affected edit operations has been moved under this new menu.

Numeric Jumps

Added new Jump control using the numeric keys. These jump by the number pressed (n) and align themselves to the edge of the currently displayed timescale (e.g. with H:M:S:F timescale, the jumps are aligned to the nearest Frame and move by n seconds). The 00 key aligns to the frame (forwards or backwards depending upon the Jump key pressed). The - and + aligns to the frame regardless of the Jump key pressed. For Bars/Beats, the units above are substituted with beats and notes (defined by snap-to). Bars/Beats also utilise the Subf/Clear key to align to the nearest beat.

Also added jump to next or previous bar, available as a "target" in the Jump Menu (hold down **Jump** button to select target).

Improvements



Dream now always chases stationary LTC, if "Chase stationary LTC" parameter is on. Previously Dream would only chase stationary LTC if it was in a particular transport mode. SX20 MADI sync is not on the menu unless it is supported by SX20 firmware.

if RelinkMediaTool fails to find any new media, then the project is not re-scanned and re-opened.

Improvements to the H:M:S:F timeline ruler. When it cannot draw every mark type at a certain zoom level, causing it to skip marks, the divisions it chooses are no longer arbitrary: For minutes it draws a mark for every minute or if not enough room every 2nd or 5th minute. For seconds it draws a mark for every second or if not enough room every 2nd, 5th or 10th second. For frames it draws a mark for every frame or chooses divisions that are divisible by the current frame rate.

Now shows the 'Background tasks' window automatically if audio had to be FUF stuffed for a MT format save.

Some track names are now not imported from omf and aaf files because they dont make sense, and are distracting (e.g.: a track named 'Track 3' will not rename the existing track).

The 'description' field inside a BWF is preserved when a clip is exported as BWF. The default value for the BWF 'originator' field can now be specified. See Setup  General Preferences  Options

When using 'Backup Project To Folder' audio clips which are inefficient to backup are flagged, and you are given the option to consolidate these clips (fuf stuff or localize) to make backup more efficient.

When using 'Backup Project To Folder', if video media which is transcoded to a specific video format, then all other versions of the video media is deleted, to prevent multiple copies of the same video media.

Decklink video output jog performance improved when using -PRO2 option.

While scrolling through the Audiobase list results with the jogger wheel, you can now hold down the **shift** key to scroll through the results quicker

Now it only takes one undo to put clips back where they previously were after being moved by the mouse.

An improvement has been made when creating a new project with a video track. The system will now automatically create the same path structure on the video device, instead of creating it later when some video has been recorded/imported into the project. This is useful so you can drag existing video files dealing with the project into this new folder when you have just created the new project.

In Loop menu, the Pre/Post Roll switch controls whether or not the system pre-roll and post-roll times are used by the Loop commands. The switch is ON by default. This gives the same behaviour as previous releases.

AES31 and AAF project exports now export the name of the tracks. DMD AAF plugin 2.0.1.12 or later is recommended.

When importing a project containing audio, if there are insufficient tracks, then tracks are added as required. This applies only if the current project is DR2 format. Implemented when importing ... Pyxis/DR2 project, OMF, AAF, AES31, FCP XML.

Dream II can now interpret MMC loop instructions.

After localizing media, all clips that used that media are updated to access the new (localized) media straight away. Previously it was necessary to close then reopen the project see the clips access the new localized media.

As the edit menu was getting very long, some of the menu items under it have been moved to a new menu called 'Edit Settings'. Anything that was not an actual edit operation but instead affected edit operations has been moved under this new menu.

Audio scollers now display the changes in waveform when clip EQ is changed if it is displaying the waveform for that clip.

Auto update of the Insert state within the active mix when a plug-in is added. i.e. if it's written off, the insertion of a plug-in will override this.

Auto-call of the Studio Monitor when selecting studio sources and speakers.

Dream II can now record MIDI events using the MIDI in port on the SX-20 Requires new device driver (enclosed). Please NOTE: Midi record/playback is a new feature on Dream software in BETA test.

Improved handling of newly re-separated mix and edit masks.

Improved the load speed of some very large projects (greater than 10,000 clips and files).

Previously, if a DR2 project contained temporary audio media, it was necessary to localize that media before the project could be saved. Now, if a DR2 project contains temporary audio media (located on a temporary device), it is suggested that you localize the media, but the user may choose not to, and the project will be saved as is. As NOTEd, this applies only to DR2 projects.

When editing clip EQ or Level whilst playing, the playback responds more quickly to the changes.

Xynergi Improvements

Fader Sets

Link Group markings are now shown when mapping Fader sets.

Fader sets can be changed safely at any point during mapping. This allows mapping of multiple fader sets without leaving that layout.

Purple tally now shows fader being mapped i.e. path that will disappear if a different one is chosen.

Fast Mapping. Holding **ctrl** and pressing a **path button** (Track, Live or Bus) will fill up the rest of the fader set in channel order. Link Groups are mapped as one item. This is a very quick way of mapping your fader sets after setting up Link Groups.

Individual Param Enables

Parameters can now be enabled individually. This is done in the **Param Enable** layout, accessed from Mixer Megamode when Mix ON is active.

Several of the buttons now contain red triangles, indicating that they control more than one parameter. Pressing the button toggles all the parameters. Holding down the button causes display of the individual parameters in the top row of keys. They can be toggled separately there. The group button shows a half shading if only some of its parameters are enabled.

Zoom Screens

In the Mixer Megamode, double pressing **Pad Mode buttons** (Path, EQ, Dyn, Aux) toggle Zoom screens on and off. This holds the Zoom Screen on indefinitely, regardless of settings in the Utils menu. The Zoom screen changes to follow the current Pad Mode.

Soft Pot Layout

The Soft pot layout is delayed for a second to prevent it flashing when a toggle is intended.

Quick press and release toggles between Pan LR and the last other setting you used

Pot button shows all options (now includes all auxes) and illuminates when switched away from Pan LR.

Clip Level Layout

This is accessed by pressing **Clip Level** a second time. This layout is now recalled when returning to the Clip Level menu.

The +2db and -2db buttons were creating problems with fast operation, so have been replaced with jog level and jog display. To use either one, hold down the button and jog the selected clip levels (or displays) up and down. You can also use Numpad button e.g. hold down the button, press **<Numpad>3** and release for a 3 dB boost, hold down the button press **<Numpad>minus <Numpad>3** and release for a 3 dB cut.

Quick Edit menu

The Quick Edit menu (**Shift+Editor**) is now available in Record Megamode as well (**Shift+Record**).

Added Cut Head/Tail and Copy Head/Tail.

Set source

This layout is available when SEL is active (48 path display). It allows quick patching of inputs or buses to selected tracks or lives.

Set source now has a NONE button, for removing input patching to selected tracks or lives.

This layout now has VCA group selection for the selected tracks and lives.

Macro Improvements

Holding down key 7, labelled "macro" in the top row next to Help, will display three rows of macros, allowing you to access them easily. Release the button to return to normal.

Macro bank numbers are now preserved when changing to Mixer or Record MM.

Added optional Fast macro layout switching when holding down the **macro** button in row 5. This is available in the Edit Macro display (press **Macro** in the Setup Megamode, or **BLUE+macro** any time). When Fast is selected, the 3-tier macro display will appear immediately the macro button is pressed.

Miscellaneous

Now handling AutoCurves.

Asserting any faderset now cancels Mixer Set in Xynergi.

Added Play button to GoTo layout, to facilitate GoTo+Play

Added locate to Frame Edge from REW/FF keys (use **REW+Clear** or **FF+Clear**). In either case the transport rounds off its position to the previous frame edge.

Added access to Project **Track Count** from the Proj Megamode.

Implemented selection and double-pressing of VCA masters.

VCA Masters can now be isolated and made auto safe.

Added **punch again** button to the Record Megamode. This allows you to initiate recording at the same place as last time, but with no programmed punch-out.

In Record Megamode, after pressing **disarm all**, go straight to Editor Megamode and the previously armed tracks will be selected (user request).

Link Group markings now displayed for Armed, Thru, Solo, Mute, and for Live Feeds.

Bug Fixes

Fix for the smart panes when Dream II is not run on the primary monitor.

Dragging sounds from the Audiobase list was not using the new path list added with Audiobase v3.2.1, but was using the old method of just using the supplied filename.

Fixed a rare bug where some of the video window would be displayed over the status bar when it should not be being shown.

Fix for a bug with rotate introduced in 2.06.0b7.

Fix for a bug with slip introduced in 2.06.0b7.

Fixed a bug where when adding a fade to multiple clips not all of them would always get a fade. This issue occurred if you have the option to display clip time in the range display.

Fixes to RestoreChannels. Previously it did not work with multiply selected clips. Other tweaks and fixes to RestoreChannels.

Importing of Quicktime files with the crop/pad option was broken in v2.6.0b6. Now fixed.

Importing of some Quicktime files without crop/pad option was broken in v2.6.0b6. Now fixed.

incorrect text displayed whilst scanning an MP2 file fixed.

Interrupts are not enabled for non-existent or unsupported serial ports.

Previously 8bit export was broken.

Previously some mpeg files (.mpg and .mvf) would snap to 1 frame too early on the timeline.

Previously the progress bar would not update (appear to be frozen) when backing up a project, with dv25 chosen as the destination format.

Previously video capture could go out of sync, if video capture mode was turned on and left on whilst closing/opening or making a new project.

Previously you could not load a MT format project from a readonly device (e.g. a DVD) then perform a save-as to writeable device (e.g. local disk).

Resolved a core issue relating to an AudioBridge startup condition. This issue would exhibit as a loss of plug-in or preview functionality until a reload_core or system restart occurred.

Some HD RGB encoded .avi files could crash Dream when imported and resized (to a smaller size).

When importing omf files, some stereo audio was mistakenly misinterpreted as mono. Bug introduced in 2.6 (#692473) omf clips are now no longer imported onto safe tracks.

A bug related to media filename confusion with filenames which had a dot (.) as part of the filename. e.g.: FL_gloves on.new.01_a1-9Y4J86D4QNJM9.wav



Further improvements to using 9pin control to control a Pyxis from a Dream with "bi-directional control" switched on.

Previously the read-only flag on a media device was not persistent. If you set it, it would reset it self. Same for the media type flag (video/audio/both).

The new temporary clips were not being highlighted red when selected. Also fades on temporary clips in non-layered mode could be drawn not yellow.

Added a cancel of the AudioBase Search or QWERTY via the global ESC key.

Previously D10 MXF files containing frames that were too large could not be exported. Now the larger than legal frames are truncated.

Previously selected File  Export  Video File would de-select tracks if any tracks were armed, making it difficult or impossible to specify which tracks were required for export.

Previously Auditioning blanked out the Decklink output.

Bogus error message "Media 'FL_bounce...' identical to 'FL_bounce..'" which appeared sometimes when bouncing audio. Bug fix - After Undo and Redo, certain parts of the system forgot that tracks were armed. Consequently some features did not work as expected, for example the selection of armed tracks on entry to the Arm menu.

Fixed a bug with Audiobase audition where on some machines the audition was always occurring on the first audio track.

Importing of Quicktime files with the crop/pad option was broken in v2.6.0b6. Now fixed.

Saving to MT project format neglected to require FUF-stuffing for stereo audio referenced by mono clip(s). Bug fix - Dream crashed when opening some OMF files.

Time remaining was calculated incorrectly when recording to mjpeg quicktime format.

Fix for some graphics cards where you could get graphics corruption on the track name section when loading a new project. Improved the finding of files via Audiobase using the returned path. It can now find files via the new returned path on Audiobase drives that are shared not as the default administrator share (i.e E\$) but as a shared name. Fixed a bug where in non-layered display mode reversed clips with a fade out could display the red offline line for the duration of the fade out when there should be no red line.

Improvement to the code that detects that a clip was accidentally picked up in non-layered mode with a left mouse click (detected by the fact that the mouse is not moved much), so that it now also works with multi-channel clips. Also fixed an issue that could occur when a single clip was picked up accidentally and was reinserted at its old position.

Fixed a bug that could occur if 'Track display follows undo' is turned off and you add a video track. This could cause the new video track to end up in the wrong spot after an undo was performed later.

Fix for a case where track names in a link group could be changed by going into a library project and back again. Or they could change if the track names in the link group are given a new name and then an undo is performed they would not all revert back to their old name.

When importing a project containing audio, if there are insufficient tracks, then tracks are added as required. This applies only if the current project is DR2 format. Implemented when importing Pyxis/DR2 project OMF, AAF, AES31, FCP XML.

Previously, space evenly did not work correctly with stereo or multi channel clips.

Fixed a bug introduced in 3.0.0b20, which caused clips to sometimes be incorrectly highlighted after a track selection change.

Improved the load speed of some very large projects (greater than 10,000 clips and files).

Fix for a Xynergi Mix Save QWERTY Focus issue.

Previously unable to add more than 6 VST instruments, due to a graphics bug.

Several Bug fixes relating to changing the order of multiple plug-ins within a path - particularly on busses.

Resolved issue with Xynergi PAD metering of Studio Monitoring.

Previously exporting an 8channel (or greater) wave file with sample rate conversion didn't work.

Previously some projects exported to AAF files as the wrong layers.

Bugfixes in OMF export - associated with multiple (very short) fades next to each other, induced by translating the Dream II layering model into the OMF non layered model.

Previously, space evenly did not work correctly with stereo or multi channel clips.

Cleaned up the Automation Curves display when in Jog Mix.

EVO Fix for infinite loop when loading a blank template over a faderset containing a bus.

Fix for a case where track names in a link group could be changed by going into a library project and back again. Or they could change if the track names in the link group are given a new name and than an undo is performed they would not all revert back to their old name.

Fix for a Xynergi Mix Save QWERTY Focus issue.

Fix for Fill Range logic reverting controls in Preview back to mix state.

Fix for incorrect warning message (ADR_TREE and VIDEO_TRACK) on AAF export.

Fix for project save getting out of sync between FMC and Dream II.

Fix for re-ordering plug-ins messing up the order and indication on re-load of the project.

Fix for UP4 Gain ILP2 range indication.

Fixed a bug that could occur if 'Track display follows undo' is turned off and you add a video track. This could cause the new video track to end up in the wrong spot after an undo was performed later.

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