



DREAM II Version 3.2
Software Release Information
21 September 2011

Introduction

Version 3.2 software is targeted at specific users of the latest EVO hardware, and at users of Pyxis G2. It will not be distributed generally.

This documentation is a brief manual for the system, and a general overview about the new release.

New Features

SDS

SDS is Fairlight's new Sound Design Sampler. It is subject to licence agreement.

SDS Audiobase integration.

SDS Improvements

SDS Modulation Control.

SDS Multichannel logic

Start of SDS logic.

Introduction of SDS Distortion parameter.

SDS Preview button on Audiobase smartpane.

File Import/Export/Playback

You can now choose the number of channels for export in any of the export video pages (within allowable min and max bounds). You can choose the first <n> tracks, or select tracks using track selection keys.

You can now choose to extract audio from quicktimes, use native audio, ignore audio, or ask. See: Setup>General Preferences>Options.

DPX file sequence playback (preliminary).

Dream II now reads GXFPak XML files (CLIP0001.XML), and stitches all the associated files (audio and video MXF) together. To make this work, drag a folder onto the timeline containing the XML file.

Dream II now reads P2 XML files (e.g: 0005YC.XML), and stitches all the associated files (audio and video MXF) together. To make this work, drag a folder onto the timeline containing the XML file.

New parameters when importing edl formats (OMF, AAF, FCP) Timecode offset can now be absolute (start at) or relative (offset by) "Import track names" specifies whether to import the name of the track(s) or not.

Embedded SDI.

Track remapping and naming, when importing OMF, AES31, AAF, FCPXML.

Editing

Paste Selected clips from Clip View window. Clips can also be dragged and dropped from clip view window. Multiple clips can be pasted or dragged, Stereo and multi channel clips are handled.

Gating can now optionally be performed using profiles (faster), or audio samples (more accurate).

A new feature has been added to marks. You can now make a mark a 'Line Marker' in the 'Marks Dialog'. When a marker is a 'Line Marker' a line is drawn down the timeline at the point of the mark.

Now when you drag media onto the timeline it follows the same snapping rules as dragging clips around on the timeline with the mouse. This makes it easy to drag some media onto the timeline and have it begin at the playhead or in line with some other clip.

Previously Audiobase displayed a sound's duration only in seconds. This has been improved so that the duration is now formatted to include minutes and hours if the duration is long enough, instead of a large number in seconds.

Profiles are generated whilst recording, to greatly reduce the time that is required for profiles to appear after recording. Can be switched off if required using the DEBUG switch: "record", "generate profiles during record" (on by default).

Profiles are now generated for selected clips first, before moving onto the rest of the clips.

Missing MFX/QDC feature: Ctrl+Arm key disarms all tracks.

There is now a new option in the Seed name dialog to include the track name as part of the seed name. The track name is then appended to the head of the seed name for recorded clips.

You can now specify if marks create undo points and are undone by undo's. There is a new option in 'Setup > General Preferences > Projects' in the the 'Undo/Redo Options' section called 'Marks are undoable'. By default this is enabled.

Machine Control

Creep (tug) velocity can now be configured in the vtr config dialogs, to accomodate VTRs which overshoot trying to jog to a specific frame. The default value is 0.1 speed. If the VTR overshoots, try a smaller value, like 0.05 down to 0.01

9pin control "nonlinear" tracking mode. Typically used when connecting a PyxisNLV to a DreamII. Experimental.

User Interface

A new section has been added to the status bar to display which TUI edit menu is currently enabled, or which Xynergi megamode the Xynergi is in if not in an edit mode.

Added the keyboard short cut 'Ctrl Shift ~' to display/hide the video scroller for the second video track.

For Xynergi the track bank status bar display has never displayed anything as this does not apply to it. Instead for Xynergi this area now displays if you are in 'Multi' mode. It is displayed with a red background.

The range display on the editor screen now indicates if the range is currently on or off. It does this by greying out the range times when there is no range.

System Resources

Added Registry setting "Audio Engine>OverrideTrackCount" to change track count below currently licenced count. For example, set OverrideTrackCount to 96 if you want to run Dream II with 96 tracks and 48 lives (144 Channels)

Automation

New Import/Merge Mix Functionality. The Import Menu has been enhanced to allow automation to be selected and previewed using automation curves from within the Library project. This automation can be copied and pasted using either Target Both, or an "Import Mix" Button. Whilst the former allows simple clip automation merging, the latter uses the active mix masks and automation parameter enables to allow filtering of the copied mix data. This is exactly the same as the previously introduced "Copy Mix" functionality.

Number of Tracks

The new project dialog now uses a combo to display the number of tracks to create the new project as. For Dream II projects you can also specify a custom amount of tracks for the project to contain, instead of having to use 'Set Audio Track Count' to adjust the amount. For MT and MFX3 compatible projects the custom number is ignored as the QDC and MFX3 had set track counts.

The number of SDI embedded audio channels can be configured by command line parameter (for diagnostics and testing).

Improvements

SX48 sync status LED on Sync pane. Also User Warning when SX48 Sync lost.

(#818760) Creep (tug) velocity feature, and machine control tweaked.

(FMC2): The pan graph has been made larger and the boom level has been moved below pan graph to make more room for the pan graph.

(On Windows 7) If you turn off your PC while Dream II is running with a project open. If autosave is turned on it will automatically save your project. If autosave is turned off Dream II will save your project with the name 'Shutdown.DR2' in the same directory as your current project.

[#818699part1]. Gating is now performed with a minimum amount of accuracy. Previously gating always used the same accuracy as the profile drawing. This could lead to inaccurate results, when the timeline was zoomed out.

Added Further PyxisG2 Menu access to mix functions.

Addition of several new Xynergi layout mechanisms to allow override of the PAD buttons.

After creating a group clip it now gets highlighted red, as the clips that made up this group clip were selected previously.

Audio inside WMV files is now extracted much quicker than previously.

CMI30A Goodness added at instrument level. Mix trim added to Mixer Page

DPX parameter editor (preliminary WIP)

Dream II now reads the licence file directly rather than waiting for FMC to send the licence info.

Export>Audio now remembers the last settings (such as the destination folder, etc) correctly, after you bounce and render audio to track.

Exported clips now contain embedded track information (in iXML format).

Fixed a couple of second freeze that would occur with Dream II when loading MT projects.

Further SDS fixes.

GUI support for SX12 and SX8.

ILP2 Mic Pre control improvements.

Improved handling of audio for AVI files that contain PCM uncompressed audio samples (any number of tracks). These files can now be dropped onto the timeline and the audio is accessible straight away, without any rendering/extraction required.

Includes CC1 Core 393. Which adds some of the following new features: Support for the SX12. Recording monitoring level for 16 bit audio.

Increased the speed of returning large amounts of search results from Audiobase by a factor of around 3 times. This also requires an update to a new version of the Audiobase Server to take affect. Contact Fairlight Tech Support to obtain an update to version 3.5.4 of AudioBase 3. joe@fairlightau.com or johnd@fairlightau.com

Increased the width of the QuickTime Audio Extraction DropDown so that all the text is visible.

MIDI tracks now have SOLO buttons.

MXF issues with Ardendo AAF Tools generated DNxHD video files addressed.

MXF issues with Ardendo AAF Tools generated DV video files addressed.

MXF issues with Ardendo AAF Tools generated audio and imx mpeg video files addressed.

MXF issues with EVS resolved.

MXF issues with Harris Corporation Nexio files.

Now when using a startup template project, the new project dialog is displayed so that you can name the project, and set the comment in the one place. This also gives you the option of having the project created in a subdirectory. This makes the template project naming more consistent with creating a new project. Also new project options like frame rate, display rate are grayed out informing the user of the current project settings from the template project.

On Windows 7 64bit, the video cache is no longer reduced from 48 frames to 24 frames when in HD mode.

Profile generation is now performed significantly faster (when the transport is stopped).

Project switching from main project to library is now faster (especially when the media is coming from a network)

PyxisMT UI Cleanup.

Significantly sped up the sorting of the Audiobase columns when there was a lot of results returned.

Support for Load of plugins remotely (e.g. via Intellipad macros).

SX12 9pin port wiring is set to master or slave according to machine control mode.

The menu 'Group Clips' is now disabled when there is no range, as it is a range based operation.

The New Project dialog no longer stops the transport when it appears. It only stops the transport if the 'OK' button is pressed. Also the TUI now still works if the New Project dialog is brought up via the TUI, making it consistent with bring the New Project dialog up via the GUI menu.

The next Audiobase search after a large search would take a long time as it was taking a while for all the items to be removed from the list. Now it does not take a long time for the Audiobase results list to be cleared.

The selection of a video storage device is now exactly the same as audio, and will choose the same device as the project provided (a) the device is online (b) the device is specified for video or both (c) the device has enough space.

The track bank display in the status bar now displays when you are in the first track bank. Previously it only displayed text when a higher track bank. NOTE: This is for non Xynergi users only.

The video window no longer flickers briefly to black when an undo/redo occurs. Note: This issue only affected the computer monitor not Decklink output.

There is now a check box in the 'Discard Unused Media' message box allowing you to turn off checking if any of the backup projects are referencing the media. This is useful if you are discarding media for a project that has been completed previously and you are cleaning up the project for backup.

When the Dream II editor screen was configured to not run on the primary monitor it would have a border around it. This border has now been removed.

You now have a lot more audio export formats within QuickTime you can choose when you are exporting a QuickTime video.

Addition of Render Handles in the Audio Plugin General Preferences. This allows the retention of up to 100 frames clip handles when rendered with a plugin.

Xynergi

Added "jog review" option to Setup Megamode. This allows the PlayJog button to be an unambiguous Jog key.

Added "save proj" button to Editor and Record megamodes

Set source is now independent for Tracks and Lives. It also has new layouts for patching Live Direct outputs and MADI inputs, and handles Link Groups by patching successive inputs to the members.

Bug Fixes

(#818954), DNxHD 120 interlaced files was broken. Broken in v3.2.0b32.

("Ballooning fuf"). Previously audio embedded in .MT projects originated on a QDC or MFX system was erroneously extracted to FUF files when "Backup to Folder" was selected.

"Render Video Clips to XXXX" functions now work on multiple video tracks.

#818593, fixed a bug where illegal video playback advances could be entered into the combo box.

#818680, previously recording @ 96khz, with rf64 wav file mode switched on, could prematurely drop out of record, with the error message: Maximum Filelength reached.

#818915, MXF HD422 LongGOP Export was always result 16bit, when "native" was selected.

(#818480) non local media icon could give false positive.

(#818612 hopefully). Previously AVCI MXF files exported from Dream II were not compatible with Quantel.

(#818612), previously AVCI MXF files exported from Dream II did not contain a pictureEssenceCoding value in sufficient detail.

(#818704) Export>AudioFiles, Progress bar weirdness rectified.

(#818733) Previously dropping a quicktime file onto a timeline with MIDI tracks, could have issues.

(#818743) Previously adding a video track caused the transport to stop responding, if video pipeline was turned on.

(#818743) Quicktime audio cache substantially improved. Previously, dropping a quicktime file that contained audio could cause the system to stop playing, and to refuse to go back into play, due to slowness accessing the quicktime audio (made worse when profiles were being generated).

(#818749) Previously the decklink Output was not cleared on Close Project.

(#818755) Rendering video to another codec (e.g. DV) would revert back when undo was used.

(#818781) Hang when choosing Setup>General Preferences (decklink card PRO2 present).

(#818830 & #818781). Decklink hang on Play + Setup > General Preferences. Refixed previous bug that somehow became unfixed.

9pin machine control problems between Dream II and Pyxis NLV resolved. The problem caused delays and stalls when transitioning between REW/FF directly to Play. The same issues sometimes appeared when controlling a Sony tape VTR.

Allow a Console template load over an existing mix without grouping information being cleared from the mix.

associated with embedded SDI.

audio embedded into SDI In more stability improvements.

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audio embedded into SDI In (decklink card).

Audio scroller media files could remain open after closing a project.

Bogus "variable frame rates" message removed for some Quicktime files.

Dpx file sequence fix.

Dream II can now read different flavours of AVCi on the same timeline. Previously different flavours of AVCi caused the AVCi decoder to stop working.

Dream II now recognises BMD Decklink drivers v8.0 and above.

Fix a bug with jumping left when there was less than one sample difference between two clips, as it would only detect one of the clips.

Fix for VCA Grouping offset when applying offset.

Fix of issue with ILP2 + link grouped channels, whereby the blank RHS was still active.

Fix of Plugin Config page issues introduced by the SDS.

Fix potential cold start SX20 issue, introduced in previous build.

Fix to Neve 4081 logic when loading a console template.

Fixed a bug introduced in v3.2.0b64 which caused an exception to occur when the audio track count for a project was reduced.

Fixed a bug where if you clicked the Takes button quickly the Takes smart pane and meters smart pane could get stuck on.

Fixed a bug where performing an undo on a Slip Sync point operation was not refreshing the audio cache for the track that was affected.

Fixed a bug where undo was not reloading the caches for tracks that had had an 'LR Stereo Swap' operation performed on them.

Fixed a bug with group clips where making a copy of a group clip could affect the play back of the original copy.

Fixed a bug with the highlighting of clips that ended less than 1 sample apart.

Fixed a case where if Quicktime failed to flatten an exported video to make it 'Streaming compatible' you would end up with no exported video file. Now you are at least left with the intermediate Quicktime video file which has not been made streaming compatible.

Fixed a crash that could occur when Auditioning a clip. For the crash to occur you had to have some explicitly selected clips on the timeline before you began the audition with at least one having an icon on the clip ie. the EQ icon. You also had to be in nonlayered view and have 'Show Actual Crossfades (Layer Display Off)' unticked.

Fixed a crash that occurred when trying to search Audibase on XP machines. Introduced in v3.2.0b33. This issue did not effect Windows 7 machines.

Fixed a crash that would occur at startup when using a template project. Bug introduced in v3.2.0b9.

Fixed a rare bug where the clipboard could be displayed offset from where it should be. It would paste in the correct spot. Previously it would take a restart of the system to fix this issue.

Fixed a rare crash that could occur if you were using the FMC2 screen and you changed the value of 'Mix On' or the current touch state.

Fixed a rare crash that could occur when live automation was being displayed on the editor screen.

Fixed an issue if you had an ILP2 screen or FMC2 screen displayed and the DirectX device was lost (by pressing CtrlAltdelete, or the Windows 7 UAC dialog was display), where the ILP2 screen or FMC2 screen would freeze.

Fixed an issue on Windows 7 with some graphics cards, where the smart panes were not displaying.

Fixed an issue where the wrong amount of video card memory was detected on Windows 7.

Fixed an issue where column orders were no longer being saved in Windows 7. So columns in dialogs would always go back to their default positions each time Dream II started.

Fixed an issue where corrupted graphics could appear on the FMC2/ILP2 screens if the DirectX device was lost (by pressing Ctrl+Alt+delete, or the Windows 7 UAC dialog was display).

Fixed an issue where Dream II would freeze while viewing the Permanent Log via the Help menu.

Fixed an issue where the LED lights would not be displayed on the sync setup smart pane when the Dream II editor screen was not on the primary monitor.

Fixed an issue with machines where their primary monitor was not number 1. This would cause FMC2 to draw over the task bar.

Fixed an issue with the 'LR Stereo Swap' where the audio caches were not getting updated also. So required a locate away and back again to hear the difference.

Fixed an issued causing flash frames in compressed video playback (I frame mpeg, jpeg, huffman). Bug introduced in v3.1

Fixed by introduced in v3.2.0b3 which caused some pictures not to load anymore on fresh machines.

Fixed for case where more than two audio scrollers could appear on the screen.

Fixed New and SaveAs dialogs to limit MT project file names to 28 characters. MT file names must not exceed the 28character limit familiar to mfx and ODC users otherwise various features and may be jeopardised. When opening a project that already has a name that is too long, a warning message will advise that it should be renamed.

Fixed so that nonfatal exceptions do not bring down Dream II.

Fixed some problems saving an MT project when there are clips with lost or offline media.

Fixed the Monitor panel setup rotary functions

FMC2: Buss assign indicators were not indicating automation status or adhering to automation rules.

FMC2: Fixed a bug where the FMC2 screen would scroll when some other change happened within the system when it should not.

FMC2: Gate/Expander curves could be seen on the dynamics graphics for busses, these were old graphics from earlier channels.

FMC2: The Sub and Aux buss strips incorrectly had a solo button on them which has now been removed.

Further 9pin machine control Bidirectional tweaks.

Further CMI30A fixes.

Further fix related to previous "flash frames in compressed video playback" (I frame mpeg, jpeg, huffman).

Further fixes and additions to the new Xynergi PAD layout mechanism.

Further support for 10 bit DNxHD quicktime files.

Generate DVCPProHD (DV100) data at the correct frame rate.

ILP2: Fixed an issue where Band 1 or 4 Q was not enabled in some states when it should have been.

to Audiobase change made in v3.2.0b5 so that sorting works again with the duration.

In 'Setup > General Preferences > Themes' the combo box to choose what monitor number FMC2 should display on, was not taking into account machines that had gaps in their monitor numbers.

issues associated with video capture, using the new PRO2 interface resolved.

Issues with Network Adapter interrogation.

mainconcept v8.8 demo MPG2 codec enclosed (with watermark), as proof of concept.

More 9pin machine control Bidirectional tweaks.

More reliable fix for SX12 Video sync was sometimes lost after changing samplerate.

Open/New/Close project sometimes failed to disarm tracks and stop transport. Introduced in v3.2.0b9.

Possible fix for stuck transport keys.

previously 16 track wave files would not generate a correct profile (on win XP systems)

Previously importing multiple consecutive quicktime files in a row could induce incorrectly imported audio. The problem did not happen with drag and drop quicktimes.

Previously opening a backed up copy of a .MT project could access the original media, not the backed up media.

previously the timecode embedded into Quicktime mjpeg .mov files could be incorrect upto 1 frame in NTSC.

problems associated with duplicate file names when backing up to folder.

problems associated with slow import of embedded OMF files resolved.

problems associated with using 'Localizing Video' multiple times resolved. previously, using 'Localizing Video' multiple times could leave a project with video clips that become offline.

quicktime tweaks to allow a faulty mp4 file to play correctly.

read timecode tracks in quicktime correctly if the timecode rate is different to the video rate.

Recognise the 'ID3' tag found at the start of some MP3 files, most notably those encoded in Itunes, which caused these file to not be read by Dream II software.

resolved a 9pin machine control problem with bidirectional switched on.

Resolved a problem that would cause DNxHD36 MXF files to crash.

Restored "Read only" volume functionality, which was broken in 3.1.0b9.

SDS back into line with CMI30A Switch changes.

SDS/CMI fix for rounding errors.

Setting From/To Next or Previous Gap would crash application in certain conditions.

Several improvements to bidirectional 9pin machine control.

Several improvements to single screen operation.

Several stability fixes to attempts at simultaneous loads (e.g. Load Project before Load Mix had completed).

Some tweaks and additions to JogMix functionality.

Stability issue fix associated with background localize/fuf stuff whilst playing.

Support 10 bit DNxHd MXF files.

SX12 Video sync was sometimes lost after changing samplerates.

SX12 WCLK output control was broken. Also SX12 WCLK output is now disabled when WCLK sync is selected, as it should be.

The beats lines on the track view were not being drawn after the origin time if the current display included the origin time.

The Jogger Wheel no longer worked browsing AudioBase results, was broken in v3.2.0b46.

The video memory usage percentage has been removed from the performance monitor dialog, as it can not be detected in Windows 7.

Various CMI30A fixes.

Various CMI30A related fixes

Various SDS fixes, including reintroduction of automatic velocity mapping.

Video scroller would get out of sync when changing frame rates. Previously needed to remove it and add it back again to fix.

When assigning a new user name for the Sub or Aux busses the new name was not appearing straight away within the Bus meter display, on the top right hand side of the FMC2 screen.

Xynergi layout fixes.

Compatibility

To enable 3D/dual stream video playback, you require (a) appropriate dongle (b) to turn the feature on and off in view menu.

issues addressed with MXF files created by Automatic Duck, exporter for FCP.

DNxHD MXF issues resolved.