

RELEASE NOTES

MACKIE D8B REAL TIME OS™ • DECEMBER 23, 2002

VERSION 5.0
BUILD 427

These release notes describe issues that are hot off the press and didn't make it into the usual places like the Quick Start, Owner's Manual, or the Seattle Weekly. We will be making references to Plug-ins and UFX cards throughout the documentation and we hope that you will check back in frequently for downloads, especially of this document.

MANUALS

The D8B 5.0 Manual is posted on the web site for current D8B users as a PDF download. Adobe Acrobat Reader is available from Adobe's web site to read the PDF documents.

SYSTEM REQUIREMENTS FOR v5

Minimum System Requirements:

32 MB RAM

166 MHz Pentium D8B CPU

Recommended System Requirements:

64 MB RAM

300 MHz Celeron D8B CPU

Note: Adding more RAM to the D8B greatly improves its performance, especially on the older 166 MHz Pentium machines. D8B v5 supports up to 256 MB or RAM.

SOFTWARE UPDATE INSTALLER DISKS AND SOFTWARE INSTALLATION

New software releases can be downloaded from Mackie's web site by going to the D8B Product section and clicking on Downloads. Once you download the software release onto your Mac or PC, you need to decompress the file and create installer diskettes (three for the OS and two for the plug-ins). Instructions for creating the installer diskettes and installing the update can be found on the Downloads page. Check your software version and build number from the System menu on the front panel or by opening the About box from the on-screen Windows menu.

INSTALLATION

- 1) Install the D8B 5.0 software (3 disk set) by powering down the console and rebooting with the first D8B install disk in the floppy drive. Then follow the prompts on the VFD.
- 2) After this installation is complete you will be prompted to reboot the console. Power down at this time. Remove the 3rd floppy.
- 3) If you also need to install the plug-ins, power the console back on again with the first Plug-ins install disk in the floppy drive and follow the prompts on the VFD.
- 4) After the Plug-ins installation is complete, power down the console one last time and reboot with no floppy disk in the drive.

WELCOME TO v5.

The 5.0 installer completely preserves your previous sessions. Version 5 keeps its system files in a System5 directory and sessions in the Session5 directory. Should you ever want to go back to 3.0, all you have to do is reinstall it from your 3.0 installation floppies. Version 5 sessions can be opened in version 3.0, but any new v5 features that are used may cause unexpected results in version 3.0.

- It is highly recommended that you make copies of your 3.0 sessions and then open those copies in v5 so that you can always go back if needed. Either physically copy your 3.0 sessions from floppy to the Session5 folder on the hard drive or from the Sessions folder to the Session5 folder.
- An additional upgrade consideration regarding v3 → v5 mixes and UFX/MFX card detection: if you move, add, or change your FX

card types between slots, between v3 and v5, there is no guarantee that the OS will detect the difference(s) for exact audio reproduction of an older mix. First recommendation: if you import a 3.0 mix into v5, please load a clean (no effects loaded) session before performing the import. This will allow the OS to clear any routings or presets that were loaded prior to loading the older session. Second recommendation: if you have loaded new card types and have any doubt as to whether MFX effects were automated or loaded in places where the UFX card now sits, then reload the 3.0 OS (oh, it won't take that long...), examine the session and take note of any changes, then reload v5 and make changes accordingly.

- And just one more thing: The sound of the EQ in imported 3.0 mixes may differ slightly in v5. This is because the algorithms for the EQ filters were modified in v5 to improve the efficiency of the DSPs. You may find it necessary to tweak the EQ controls to get the sound exactly how you intended it.

If you have errors while installing, try expanding the disk images to a new floppy set before calling Mackie Tech Support. If the install still fails with a brand new set of formatted disks, contact Mackie Tech Support or try downloading the software again.

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8 AM to 5 PM M-F, Pacific Time

UPDATE NOTES FOR BUILD 427

1. **HUI MODE** — This allows the D8B to operate as a HUI control surface with DAW software applications that support the Mackie HUI. Turn on HUI Mode from the Options menu.
2. **TRACK SHEETS** — A Track Sheet logs detailed information about the session and allows you to export it in text or HTML format.
3. **PLUG-IN CHAINING** — The Plug-in Input Source now includes Plug-in Chaining. This allows you to source a plug-in from another plug-in's output, combining two or more plug-ins in series on the same channel or bus.
4. **PLUG-IN DESTINATION** — The Plug-ins window now allows you to assign the output of a plug-in to other destinations besides the FX Returns, including the Left and Right Masters, Buses 1-8, or a channel pre or post-DSP insert.
5. **ON-SCREEN METERS** — Added signal metering in the GUI, with a choice of displaying the meters next to the faders (BOT) or in a larger format overlaid across the aux send section (TOP).
6. **METER TYPES** — A new metering option allows the on-screen meters to display pre-fader levels, post-fader levels, or post-fader/mute levels.
7. **METER REFERENCE POINT** — The reference point for the on-screen meters can be assigned to one of three different reference points, including -10 dB, -15 dB, or -20 dB. The reference point determines when the meters change from green to yellow.
8. **ON-SCREEN HELP** — The HELP button now opens a help window on-screen, providing access to a wealth of information about the controls and operation of the D8B.
9. **NEW OVERVIEW SCREENS** — Version 5 has a completely new Graphical User Interface (GUI) to increase user efficiency and creativity. Controls that are not used on the various fader banks are now suppressed in the GUI.

10. SURROUND SOUND MONITOR LEVELS — The Surround Sound window now has Monitor Level controls for each of the eight analog bus outputs. This allows you to make adjustments in your monitoring levels without affecting the signal being recorded via the Alt 1-8 card.

11. SCREEN SAVER — Accessible in the General Setup window, this feature allows you to turn on the built-in screen saver after 1 min., 5 min., 10 min., 30 min., and 1 hour of inactivity. The screen saver is a floating Running Man.

12. MASTER BUS INSERTS — Plug-ins can now be inserted into the Left and Right Master buses as well as Buses 1-8. Note that Buses 1-8 with plug-ins can be assigned to the Main L/R mix via their FX Returns (Effects Bank).

13. SHOW METERS IN TRIM MODE — This is another meter option that allows the meters next to the faders to display the signal levels, when Trim Levels automation is selected, rather than the actual fader positions.

14. NUMERIC FADER REFERENCE — The fader positions are displayed numerically under the faders in dB, ranging from off to +10 dB.

15. AUX MUTES — The aux sends can now be individually muted by shift-clicking on the aux send on-screen or by clicking the OFF button in the Fat Channel.

16. EQ DISABLE DIM — When the channel EQ is disabled, the small EQ window in the Faders window now shows the EQ curve in a dimmed view, rather than defaulting to a flat line.

17. EQ TO FAT CHANNEL — Double-clicking the individual EQ windows now opens the Fat Channel for more detailed editing.

18. CHANNEL NOTES — Channel Notes are now available for each channel, providing a place to keep detailed notes about each channel.

19. LARGE EQ VIEW — The EQ graph in the Fat Channel now opens to a larger view by clicking the VIEW button in the EQ window or by double-clicking in the EQ graph.

20. LARGE KEY INPUT DYNAMICS EQ VIEW — A larger view of the Key Input Dynamics EQ graph opens in the same way as the Large EQ View described above.

21. KEY INPUT DYNAMICS EQ FILTER TYPE — The Key Input Dynamics EQ filter type can now be selected independently as Parametric, Shelving, High Pass, or Low Pass. It does, however, still borrow the fourth band from the selected channel.

22. EXPANDED DYNAMICS VIEW — The Compressor and Gate dynamics parameters can be displayed and edited in a graphic format by clicking the VIEW button in the Compressor window, which opens the expanded dynamics view.

23. DUAL COMPRESSOR/GATE METER STYLES — There are now two meter styles for the Compressor and Gate. Click in the meter to change from one style to the other.

24. COMPRESSOR/GATE METER OPTIONS — The Compressor meter can now indicate output level as well as reduction, and the Gate meter can now indicate input level as well as reduction.

25. GATE EXPANSION — The Gate now has expansion capability, with a ratio control to adjust the input to output gain reduction applied to the signal when it drops below the threshold setting.

26. EXTERNAL MIDI GATE TRIGGER — The Gate has external MIDI triggering that allows you to assign any MIDI note to open or close the gate.

27. CHANNEL PHASE FLIP FROM VFD — The channel's polarity can now be switched from the console in the Fat Channel display. Hold down the channel SELECT button for two seconds to access the Channel Setup menu. Page over to Phase Flip in the VFD.

28. ADJUSTABLE DIM SWITCH ATTENUATION — The amount of attenuation for the DIM switch in the Control Room section can now be adjusted in the Mix Options Setup window to -20 dB, -30 dB, -40 dB, or cut (off).

29. INSERT EVENT FROM MIX EDITOR — Automation events (i.e., Snapshots, EQ, Compressor, Gate, Channel, or Plug-in patches) can now be inserted and edited in the Mix Editor. They appear in the Mix Editor time bar and can be move forward or backward along the time line, and then locked into place.

30. COMMIT EVENT — Commit Event is a new command that can be performed in either the Mix Editor or the Event Track window. This command converts an event into nodes in the Mix Editor, and it no longer appears as a separate event in the time bar.

31. SURROUND SOUND SETUP WINDOW — Surround Sound now has its own setup window for assigning the surround mode, arming the Bus 1-8 outputs, and muting or enabling the surround monitor outputs (Bus 1-8) when Stereo Mode is selected.

32. SURROUND SOUND MODE SELECT — The Surround Mode can now be selected in the Surround Sound Panning window as well as the Surround setup window.

33. SONY 9-PIN — Version 5 now supports the Serial•9 card, which can be installed in the D8B CPU MIDI slot. The Serial•9 card provides both MIDI (MTC and MMC) and Sony 9-Pin communication with external devices like hard disk recorders and DAWs.

34. COPY MIX TO BUS — This feature allows you to easily copy the current L/R mix to any consecutive odd/even pair of buses (Bus 1-8).

35. COPY MIX TO CUES AND AUXES — Pressing the COPY MIX TO CUES button in the Phones/Cue Mix section of the console now provides you the option of copying the current L/R mix to any consecutive odd/even pairs of aux sends, including the cue mixes (Aux 9/10 and 11/12).

36. RESET SELECTED CHANNEL — This allows you to quickly reset all the channel parameters on the selected channel(s) to their default values. This option is located under Channel in the top menu bar.

37. GLOBAL AUX PRE/POST ASSIGN — The Global Pre/Post Aux Assign Macros in the Mix Option Setup window now includes Aux 9/10 and 11/12.

38. EXTENDED MEMORY USAGE — Version 5 now supports up to 250 MB of RAM. More memory allows the D8B to perform more automation and more undos.

NOTABLE ITEM

The Vocal Studio plug-in licensing appears as though it may be authorized via the Setup/Licensing window, whereas it is actually authorized only when two or more MFX cards are present (no licensing is necessary).

WORKAROUND: A minimum of two MFX cards must be present in the console in order to automatically unlock the Vocal Studio— it's not possible to enter an unlock code otherwise.

KNOWN ISSUES AS OF BUILD 427

Although we have worked hard to make the D8B v5 Real Time OS as complete as possible, as with many complex software-based products, some issues have not yet been resolved in the current release. We have included a list of these issues along with workarounds where applicable. Mackie will periodically release D8B software updates as these issues are resolved and implemented. Check the Mackie web site often for software updates.

01) ISSUE: Sometimes Auto Follow will not work in the Mix Editor when selecting channels from the console or GUI.

WORKAROUND: Move another channel control and then the Select buttons will function.

02) ISSUE: In a Surround mode, the DIM switch does not function.

WORKAROUND: Turn down the master to lower the volume of the audio.

03) ISSUE: When set to loop between two points in the Mix Editor, the cursor reaches the end point, jumps to the beginning, then jumps back to the end, and then back to the beginning where it begins playback.

WORKAROUND: None

04) ISSUE: Editing an event's time in the Mix Editor Edit Event window does nothing.

WORKAROUND: Move the event tab in the Mix Editor time bar or edit the event's time in the Event List.

05) ISSUE: In Punch Run mode, you can only write/record to one automation parameter per automation pass. Also, when using Write to punch in on a track, "ALL" functions, such as AUX are not punched in.

WORKAROUND: None

06) ISSUE: When booting the D8B into some sessions with MFX and UFX present, it loads the MFX card in the background without displaying loading window. This makes it seem like it forgot to load MFX.

WORKAROUND: None

07) ISSUE: In the Fat Channel, the Soft button is not saved when switching between compressor A and B.

WORKAROUND: Be sure the Soft button is set correctly when switching between compressor A and B.

08) ISSUE: From the console, under the Gate Fat Channel, both Range and Ratio are always present and can be edited even though only one is functioning, depending on the Gate/Expander setting.

WORKAROUND: Be aware of whether or not Expand is engaged when altering these parameters.

09) ISSUE: In the Fat Channel, morphing between EQs of different types does not work properly.

WORKAROUND: Be sure the EQ type is the same for EQ A and B when morphing.

10) ISSUE: The console meters do not always update immediately or accurately when switching banks.

WORKAROUND: Use the GUI meters if this occurs.

11) ISSUE: Memory B is not recalled for EQ, Comp, and Gate on startup.

WORKAROUND: Save a preset for any Memory B settings.

12) ISSUE: In HUI mode, hitting space bar to play does not send the HUI play command.

WORKAROUND: Use the D8B console or GUI locator for play.

13) ISSUE: When HUI Mode is on, the record and play button do not enable automation write when Use Write Ready is checked in the Automation Option menu.

WORKAROUND: Do not use Write Ready when in HUI mode.

14) ISSUE: Loop Selection in Mix Editor doesn't work with D8B connected to HDR via 9-Pin.

WORKAROUND: Loop using console Cues instead.

15) ISSUE: The Aux Master V-Pot still functions in HUI layer. It continues to control the Aux or Surround Parameter, selected before entering HUI Layer.

WORKAROUND: None.

16) ISSUE: Opening 3.0 sessions with EQ mode automation changes are not recalled correctly in v5. The mode changes but the EQ curve does not.

WORKAROUND: Check and edit this automation if necessary.

17) ISSUE: Some feedback loops are possible via the effects routing screen.

WORKAROUND: Be aware of possible feedback loops when assigning plug-in outputs to channel inserts.

18) ISSUE: v5 sessions are not always backwards compatible when opened on a 3.0 D8B. Any new v5 exclusive features in use in the session (presets, automation, etc.) may cause unexpected results.

WORKAROUND: Don't use any v5 exclusive features when transferring back to 3.0.

19) ISSUE: v5 may appear sluggish on a D8B with an older Pentium 166 MHz motherboard and little RAM.

WORKAROUND: Increase the RAM; disable Advanced Graphics in the General Setup window. See recommended system requirements on the first page of these release notes.

20) ISSUE: No MIDI Maps to MIDI channel 1 will work in HUI mode; they all have to be changed to a different channel. Also, no MIDI will get through to a plug-in in slot one while in HUI mode; move the plug-in to a different slot. When not in HUI mode, these things work as they did before.

WORKAROUND: None.

21) ISSUE: Sometimes, in the Surround window, a graphics bug may appear as a black box around a displayed monitor level.

WORKAROUND: Ignore it.

22) ISSUE: When controlling an SDR via 9-Pin, the D8B scrub wheel actually shuttles the SDR.

WORKAROUND: Scrub from the SDR or use MMC to control the SDR.

23) ISSUE: In the Mix Editor, with autotouch enabled, the EQ Mode parameter goes into write on a channel when the dynamics EQ Key is disabled on the same channel.

WORKAROUND: Stop automation pass when finished when automating EQ modes.

24) ISSUE: When using the HUI layer with Pro Tools, Aux 9-10 Pan and Aux 11-12 Pan will light up when the Channel L and R buttons are lit on the HUI Layer VFD screen.

WORKAROUND: Ignore it.

25) ISSUE: When returning from AFL or PFL solo in surround mode, all channels will not return to their proper pan position. Slightly adjusting the R/L pan and F/B pan for each channel will fix this.

WORKAROUND: Do not use AFL or PFL solo in surround mode.

26) ISSUE: In the Locator window, when you press Store, the updated cue is reordered according to its new position in time, which could be different than the sequential cue number order. Previously the cue remained in sequential order with an updated time that might not be in time order.

WORKAROUND: Renumber as necessary to align cues in sequential order.

27) ISSUE: The first time (and subsequent times as well) you press the route Talkback to Studio switch, it opens the talkback mic.

WORKAROUND: After Talkback to Studio is pressed, press Talkback once and operation will be as expected.

28) ISSUE: On some older, and thus slower, D8B's the VFD may temporarily display a System Error 43 while booting.

WORKAROUND: Be patient. If the Error does not disappear after two minutes, wait another minute.

29) UPDATE: Trim Levels now disengages links.

DESCRIPTION: This is how things are done now. This allows you to easily do offsets and trim parameters independently of each other even though said parameters might be linked.

30) ISSUE: With two consoles cascaded, pressing PLAY on the Master console intermittently will not be received by the slave console. The Slave still has time code displayed, and the PLAY LED is blinking, but no automation recording is possible on the Slave.

WORKAROUND: If at first you don't succeed, try again.

31) ISSUE: Reset (plug-in) menu item might not function. This is because Reset (plug-in) reloads the currently loaded preset file. Unless you have loaded a preset file, this is usually the first Factory Preset and some plug-ins do not include any Factory Presets.

WORKAROUND: If a complete plug-in reset is desired, use Cut (plug-in) instead.

32) ISSUE: The BNC connector on the D8B Ethernet card does not work.

WORKAROUND: Use the 10base-T RJ45 connector instead.

33) ISSUE: The OS does not gracefully reboot the console when you do an Erase or Upgrade UFX operation. It displays a bunch of computer-like gobbledygook on-screen when you click on the Continue button of the dialogue that tells you that you must reboot the console.

WORKAROUND: Do not press Continue. Manually power-cycle the console using the main power switch instead.

34) ISSUE: When cascading consoles, the Clear Solo mechanism only works on the console where the solo was engaged.

WORKAROUND: Be sure to press Clear Solo on all consoles.

35) ISSUE: No way to assign all plug-in sources or destinations from console surface.

WORKAROUND: All plug-in input aux assignment is done from the plug-in configuration window in the GUI.

36) ISSUE: If Auto Touch is enabled and you manually Write arm a channel, the Write button lights solidly, which usually indicates that automation is being written. However, it actually is not writing until something has been touched (which is the requirement for the Auto Touch mode).

WORKAROUND: Disable Auto Touch mode if you are intending to punch in using the Write button.

37) ISSUE: When the Word Clock source is set to "Word Clock" and the incoming clock's frequency is above 51 kHz, the setup window still shows a "locked" status for the clock. (The D8B will actually stay locked up to around 52-53 kHz, but the lock will become increasingly unreliable, the higher the frequency).

WORKAROUND: None. It does not actually exceed the upper range limit.

38) ISSUE: MFX are mistakenly listed as loaded in three slots instead of two in two places in the GUI: Pre and Post Insert paths (dropdowns) and the Mix Editor page (drop-down) menu. Additionally, all UFX plug-ins that have stereo inputs (all except TC) display this behavior in the Mix Editor Page drop-down menu. The plug-ins show as being in two slots, which they are, but only the first slot has the editable tracks.

WORKAROUND: Just be sure to use the first (or first two) listed.

39) ISSUE: Signals routed into the Digital I/O are being sent to another format's inputs. If a signal comes in on the TDIF connection, that signal is routed to the ADAT inputs automatically regardless of the selection in the Digital I/O Setup window. You can't stop this routing scenario by changing the options in the Digital setup window.

WORKAROUND: None.

40) ISSUE: The VFD display flashes between messages while saving to floppy.

WORKAROUND: It's easiest to save to the Hard Disk (and much quicker), then backup to floppy later using the Desktop.

41) ISSUE: Event Track 'Info' field not wide enough for Plug-in routing.

WORKAROUND: Click the browse button to re-select and the original path will be displayed.

42) ISSUE: If any menus are open or if you are currently viewing the desktop, clear solo and other work surface actions may not work immediately.

WORKAROUND: Close the menus first.

43) ISSUE: The range of values for the amount of attenuation introduced by the gate is 1 dB to 100 dB. However, any values above 66 dB of attenuation result in full attenuation of the signal.

WORKAROUND: None—we're still looking into it.

44) ISSUE: The dynamics detector circuits of linked channels are not linked even though their controls are.

WORKAROUND: Set the Key Input to the same source on both channels.

45) ISSUE: Using the Key Input causes the Dynamic meter to display the key channel's signal.

WORKAROUND: None.

46) ISSUE: Dynamics EQ affects both compressor and gate.

WORKAROUND: This is by design. If you want to treat them separately, use the Pre-insert on another channel sourcing the original channel. Put one dynamics module on the first channel and the other dynamics module on the other channel. De-assign the first channel from the L/R bus or its ultimate destination. Set the Key Input however you like, but by default maybe use the original channel.

47) ISSUE: Digital 2 Track inputs are 24-bit with sample rate conversion always enabled. This yields 20-bit performance when the output stream is measured. All 24-bits are available, but the sample rate conversion (like all sample rate conversions) does slightly affect the audio.

WORKAROUND: None. The original design intention was for the AES/EBU and S/PDIF inputs to monitor multiple sample rates regardless of the D8B's operating sample rate. This allows you to use a CD player, for example, when the D8B is set to 48 kHz.

MACKIE®

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