

# RELEASE NOTES

MACKIE DIGITAL X BUS X.200 SOFTWARE UPDATE • JUNE 5, 2006

Build 1.2

These release notes describe changes and fixes that have been made in the Digital X Bus X.200 software since Build 1.1.037.

## MANUALS

The Digital X Bus X.200 Quick-Start Guide and X.200 Owner's Manual are posted on the web site as PDF downloads. Adobe Acrobat Reader is available from Adobe's web site to read the PDF documents.

## SOFTWARE INSTALLATION

New software releases can be downloaded from Mackie's web site by going to the Digital X Bus Product section and clicking "Software Update." Installation instructions for Windows and Macintosh platforms can also be downloaded there. If you don't know the software version you are currently using, you can check your software version and build number by clicking Windows > About in the Digital X Bus menu bar.

## RELEASE NOTES FOR BUILD 1.2

### NEW FEATURES FOR BUILD 1.2

#### • Events

The Events feature implements true snapshot (or "scene") automation into the Digital X Bus. An Event is simply a Snapshot that can be recalled from within the Mix Editor during Automation playback. To create a new Event, simply locate to a time in the Mix Editor where you want to place the Event, then select "New" from the Events window (Windows > Events). When the New Event dialog appears, you can choose which Snapshot you wish to use from the list. Once created, the Event appears in the Mix Editor as a blue marker, and can be dragged to a different time exactly as locate markers can. In the Events Window you can also edit, delete, renumber and add descriptive text to Events.

Event recall works in parallel with the console automation system, but is not a part of the automation system. Therefore the Events are not controlled or affected by any of the Automation Window settings (Windows > Automation) or any control surface Automation buttons. Whenever a potential conflict occurs, Automation always takes precedence over Events on a control-by-control basis. For example, if a channel fader is automated, and the channel is in Automation Read mode, that channel will always follow the Automation Track even if an Event would otherwise try and change the fader value. If the channel is taken out of Automation Read or the fader has no corresponding automation data, then the fader will follow the Event.

#### • Improved Reduction Metering (Compressor)

The resolution of the compressor reduction meter in the Dynamics Window (Windows > Dynamics) has changed to allow for better visibility into compressor activity in the critical 0 to -12 dB reduction range, thus helping users to make better decisions about setting compressor controls. The reduction meter has been moved to the right of the input and output meters because it now has different scaling.

#### • Set Plug-in Delay

The "Set Plug-in Delay" function in the Channel Menu replaces the previous "Adjust Channel Delay" feature, which required the user to do manual Channel Delay offset calculations to set up multiple channels with different delay offsets. The Set Plug-In Delay feature now accounts for differing delay offsets across all channels, so that the user only needs to enter the total delay of all plug-ins inserted into the selected channel(s), and all channels in the console are corrected accordingly. Additionally, Set Plug-in Delay sets the Channel Delays to the minimum values required to maintain the relative offsets of all channels, thus preventing the accumulation of unnecessary delay and dramatically improving the latency and plug-in delay management in the Digital X Bus.

As an example, let's say that you have a VST Plug-in with 20 ms of delay inserted in Channel 1, another with 40 ms of delay in Channel 2, and two VST Plug-ins with 50 ms total delay in Channel 3. To compensate for these Plug-in delays, first select a channel, then choose the Set Plug-in Delay function and enter the Plug-in Delay for that channel; then do this for the other two channels. When you are finished, the delays for each channel will be 30 ms, 10 ms, 0 ms, and 50 ms (for channels 4 and up), respectively. To compensate for the removal of a Plug-in, use the Reset Plug-in Delay feature, or enter a "0 ms" delay in the Set Plug-in Delay feature.

#### • Channel Naming "TAB" Shortcut

To speed up channel naming you can now use the Tab button on your attached QWERTY keyboard to tab between Channel Names in the channel strip. Additionally, pressing Enter after editing a channel name will now set the name and exit the field (previously you had to click outside the name box to set the name). This is a direct feature carry-over from the d8b and a real time saver when setting up new sessions.

#### • Automation on Linked Channels

It is now possible to automate Stereo-Linked Channels using only a single Automation Track. When two channels are linked, but only one is automated, then the linked controls of the non-automated channel will follow the Automation Track(s) of the automated

channel. Automation always takes precedence over linking for those controls on each channel that are automated. For example, if the EQs and Dynamics of Channels 1 and 2 are linked, and the EQs and Dynamics of Channel 1 are both automated but only the Dynamics of Channel 2 are automated, then when both channels are placed in Read mode, Channel 2's EQs will follow Channel 1's automation, but Channel 2's Dynamics will follow Channel 2's automation.

- **Channel Presets available for all Channels**

Channel Presets can now be saved from and loaded into all types of channels (except DAW channels), whereas previously they were available for only Channels 1-72. Presets are also cross compatible between the different channel types, so that when a Preset is saved from a channel of one type and loaded into a channel of another, those controls common to both will be loaded correctly. For example, the EQ, Dynamics, Fader Level, and Mute settings of a Preset saved from Channel 1 will correctly load into Aux 8. The Channel Presets dialog now indicates when Aux, Bus, Mix, Group, or MIDI channels are selected.

- **Direct Outputs**

In version 1.1 and earlier, whenever you routed a "Channel" Direct Output to a physical output from within a Card I/O dialog, the Channel's Direct Out Level control had no effect on the signal, and the route fails to appear in the Channel's Assigns window and Channel Strip Direct Out routing menu. Conversely, when you did the same from within the Assigns window or Channel Strip, the Direct Out Level control did affect the signal level, and the route appeared in the Assigns window and Channel Strip.

These discrepancies have been reconciled. Channel Out assignments are now always affected by the Direct Out Level control, and the output routes always appear in the Assigns window and Channel Strip routing menu. It is now possible to create multiple output assignments from within the Assigns window and Channel Strip, simply by selecting additional routes. When a Channel output is assigned to more than one physical output, the routing box says "Multiple".

Additionally, the Aux, Bus, and Mix Channels now have Direct Out assignment menus so that you no longer need to go to the Card I/O dialogs to make Direct Out assignments from these channels. However, there is no Direct Out Level control for these channels because the outputs are always post-fader. Routing from a channel output to the input of another channel or Phones mix remains unaffected by these changes; the Direct Out Level control has no effect on the levels, and the routes do not appear in the source Channel's Assigns window or Channel Strip routing menus.

- **Assign to Buses**

The "Assign to Buses" feature replaces the "Copy Mix to Bus" function in the Edit menu. While similar in function to its predecessor, the Assign to Bus function is simpler to use and requires fewer steps to achieve the same result. The Assign to Buses dialog contains a set of Bus Assign buttons identical to those found in

the Channel Assigns window. Bus Assignments made in the Assign to Bus dialog are applied to all selected channels.

- **Inverse Aux Panning**

Whenever the Auxes of two channels are linked, the Aux Pan controls for any Stereo Auxiliaries will pan inversely whenever the "Pan Inversely" setting is linked.

- **Input to Bank and Bank to Output**

For consistency, the Route to Bank function has been renamed to Input to Bank, and new functionality has been added to both the Input to Bank and Bank to Outputs commands. Normally, these commands are used to route a defined block of 24 physical inputs or outputs to/from the channels in the active Bank. However, because of the Channel Patching feature, the layout of the channels in the Bank can be changed from the default order (for example, Channels 1-24 from left to right in Bank 1-24). Now, whenever the channel layout differs from the default, you are presented with the option either to route to/from the channels in the default order and layout for that Bank, or to route to/from the channels according to the current layout. For example, if Channels 55 and 56 are patched into Bank 1-24 in place of Channels 23 and 24, performing an Input to Bank > 1-24 operation with the default option selected will cause Inputs 1-24 to get patched to Channels 1-24 (even though Channels 23 and 24 are hidden), while leaving Channels 55 and 56 unchanged. Selecting the current layout option for this operation would route Inputs 1-22 to Channels 1-22, and Inputs 23 and 24 to Channels 55 and 56, while leaving Channels 23 and 24 unchanged.

- **Save As Template**

When saving the current session as a template, you are now given the option to overwrite existing templates from a list of templates.

- **Card Output Assignments**

Card Output assignments are now reset to the default when a new session is created using the Empty Template. These settings used to be carried over from the previously open session, and needed to be reset manually if you wanted to create new output routes. To create new sessions with preconfigured output routing, simply create a new session using the Empty Template, configure the output routing as you desire, then save the session as a new template.

## FIXED OR UPDATED SINCE BUILD 1.01.037

### Mix Editor fixes:

- Deleting or cutting Automation Nodes no longer sets the cut region to -INF gain. Instead, it sets breakpoint nodes at the Edit In and Out points and deletes all nodes in between.
- The Cursor Time display changes to indicate Marker times as you drag Event, Locate, Loop, and Edit Markers within the Time Line.
- The Value display now shows the correct values for every automatable control when editing Automation Nodes with the Pencil Tool.

- Nudge Left and Right now function properly.
- In previous versions, the setting of an automated control would sometimes not change until after an Automation Node was passed during playback. This meant that if you relocated the Current Time to a position in between Automation Nodes, the control would remain set to its last value until the next Node was reached. This issue has been fixed so that automated controls always follow the Automation Track regardless of Transport Mode and position.
- The state of Aux Send On/Off controls were not being updated (graphically) in both the Channel Strip and the Auxes dialog during Automation Playback.
- Plug-In Automation Tracks now display the name of the Plug-In as well as the Plug-In control name. Automation Tracks for Plug-Ins can now be viewed using the Plug-ins menu in the Mix Editor 'Show' list.
- Automation data is now displayed correctly in the Mix Editor when a session containing automation data is opened.

#### **Fixes to Channel Linking:**

- The Solo On/Off and Solo Isolate states now function properly for Linked Channels.
- All changes made to one Linked Channel are now correctly reflected in the other Linked Channel. This includes changes made with operations such as Cut/Paste, Automation, Channel Reset, Channel Preset, Modify Levels, Assign Buses, and so forth.
- Link options for controls that do not exist within the selected Channel pair are now dimmed.

#### **Fixes to Channel Presets:**

- Loading or previewing a Channel Preset no longer affects the Channel's Automation Read/Write status.
- The Channel Presets dialog now remains open until explicitly closed so that you can load as many presets as you wish without having to reopen the dialog after each load.
- Channel Presets now save the Dynamics Key Input, Key Frequency, Key Q, and Key On/Off as well as the Surround LFE Level, LFE Cutoff, LFE Center, and LFE On/Off control settings. EQ Presets now remember the master EQ On/Off state.
- Aux Send Level and Pan controls are now loaded correctly when the Aux Send Mono/Stereo settings differ from when the preset was originally saved.
- Closing the Channel Presets dialog with the "X" button no longer loads the active preview into the channel.
- An issue with naming presets has been fixed.

#### **Other Fixes:**

- Issues with copying the Fader, Mute, Pan, Phase and Surround LFE controls using the Copy Filtered function have been fixed.
- Negative values can now be entered into the numeric keypad as you would on a standard calculator (i.e., you can type the minus sign (-) before the number).
- When using the Digital X Bus as an open-loop MMC controller, if you punch out of record using the Play, FF/Rewind, or Scrub buttons, the Channel Record Arm buttons and the Transport Record button LED now correctly indicate when Tracks are in Record or Record Ready mode.
- MIDI Tempo Map file settings are now saved with the session file. If the MIDI Tempo Map file is changed, the new file settings are reloaded when the session is reopened.
- The labels for Aux, Bus, Master, Group, MIDI, and DAW channel meters have changed from an absolute numbering system (channels 73 through 144), to a relative one (A1, A2, etc. for Auxes, and so forth).
- When the Time Code Source is set to MTC in the Sync Window, the transport now responds to incoming MTC full frame messages such that it will follow external devices, which are in fast forward, rewind, scrub, or shuttle modes. The console also now rejects incoming MMC commands present at the designated MTC In port (Setup>MIDI).
- The Macro Assigns pull-down menus (Windows>Setup>Macros) have been reworked to accurately reflect the order and structure of the Main Menus and their respective menu items. Consequently, Macro assignments present in version 1.1 will not carry over into version 1.2.
- All Dynamics Key and Surround LFE controls are now included in Channel Cut/Copy/Paste operations.
- All Automation controls have now been moved into the Automation window (Windows > Automation), which is now fixed (not floating) so that the Touch Timeout and Return Time controls line up with the control surface V-Pots.
- The SRC On/Off settings in the AES Card I/O dialog are now visually associated with the inputs instead of the outputs.
- The Phantom Power, -10 dB Pad, and Gain controls normally associated with microphone inputs have been removed from the four line inputs of the Mic/Line 4 Card.
- An issue with HUI Pro Tools style meters replacing the default audio channel meters after selecting Pro Tools DAW Emulation has been fixed.
- All fader levels can now be trimmed from -48 to +48 dB by using the Modify Levels dialog. Previously, you could only apply a negative trim to a fader.
- Certain naming inconsistencies between menu items and the dialogs they open have been reconciled.
- The discrepancy between the Oscillator Volume setting and the actual Oscillator output level has been fixed, as has the scaling on the Oscillator Frequency control.
- Numerous labeling issues in the Input/Output window and individual Card I/O dialogs have been fixed, as well as discrepancies between these and the actual I/O card hardware labeling. These fixes include fixing

the Channel Range label above the Mic/Line 4 card in the Input/Output window, and relabeling the “AES/EBU Out” in the Mix Card dialog to “Digital Out.”

- The Channel Reset and Assigns window Reset commands now act on the same controls in the Assigns window.
- An issue with the Screen Calibration touch-select in the Setup window has been fixed.
- The Transport now properly exits Scrub mode when you press Play, Stop, Fast Forward, or Rewind.
- Channel Names are now centered in their respective text displays/scribble strips.
- Issues with displaying and saving MIDI Maps with more than nine MIDI routes have been fixed.

#### **DXB V1.2 Known Issues:**

1. The Session file format has been changed in version 1.2 to improve compatibility between older Session files and newer software versions as features and functions are added and modified. Version 1.1 files are backwards compatible with version 1.2, with only two very minor exceptions:
  - If Channel 1 is assigned to a Group in a 1.1 session, Channel 1 will be de-assigned from the Group(s) when opened in version 1.2
  - If any of the Bus Channels are themselves assigned to Bus 1 in version 1.1, they will be de-assigned from Bus 1 when opened in version 1.2Opening and resaving a version 1.1 session file in version 1.2 will convert the session file to the newer 1.2 session file format. While every effort has been made to insure that 1.1 sessions are forward compatible with the 1.2 format, you should nonetheless back up your 1.1 session files to a non-working directory before opening and resaving them in version 1.2.
2. Because the structure and ordering of the Macro Assigns pull-down menus have changed, Macro assignments present in version 1.1 will not carry over into version 1.2. If you use Macros, then before you install version 1.2 make a note of your current Macro settings so that you can recreate them after you install 1.2.
3. The Direct Out routing menus in the Channel Strip and Channel Assigns window display the names of the physical outputs simply as “Out n” instead of the name of the output as shown in the Card I/O dialogs. This will be corrected in a future release.
4. When Events and Automation are used simultaneously, under certain circumstances channel controls affected by a given event will momentarily ‘glitch’ when the Current Time is located to a position occurring after the event. This happens only when time is changed using the mouse or the transport Fast Forward/Rewind buttons, but does not happen during Automation/Event playback.

## **PREVIOUS RELEASE NOTES**

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### **RELEASE NOTES FOR BUILD 1.1.037**

Build 37 is the first software build for the Digital X Bus that supports use of the new FireWire Card. If you have purchased the FireWire Card, you must have Build 1.1.037 loaded on your Digital X Bus.

### **FIXED OR UPDATED SINCE BUILD 1.01.036**

- The Solo buttons on the Aux and Bus Master Channel Strips can now be used. Even though this solo function is designed as a Mix Down Mode Solo, activating an Aux or Bus Master solo will not illuminate any of the other channels’ Mute buttons.
- Soling a linked pair is now possible from pushing either the left linked channel or right linked channel’s Solo button.
- The default state of the Digital Cards upon first boot up of the mixer has now been changed to “ADAT” as opposed to “TDIF.”
- The default state of the “Transport and Track Arming” state on the MIDI Layer is now “External MMC Device” instead of “DAW.”
- An issue with un-doing a plug-in automation pass after that plug-in has been deleted from the Effects Rack has been fixed.
- An application error caused by the over-layering of the EQ/Dynamics windows, the Audio Toolbox, and any Analog Card I/O Panel(s) has been fixed.
- A crashing issue associated with opening a session file by double-touching the file name in the Open Session dialog has been fixed.

### **RELEASE NOTES FOR BUILD 1.1.036**

This software update for the Digital X Bus is intended to flush out and fix several of the remaining MIDI layer issues that have been found in recent builds. Significant work has also been done to implement the time code frame rate features correctly so that the console can now slave to SMPTE (LTC) time code at the desired FPS.

### **FIXED OR UPDATED SINCE BUILD 1.01.030**

- Much work has gone into the separation of the transport between the MIDI Layer and the way it functions as an MMC Controller. There is now a “Transport and Track Arming” section in each DAW Emulation GUI that has both an “External MMC Device” and “DAW” checkbox. This selection will dictate how the transport and track arming buttons (REC ASSIGN) interact with all external equipment.
- The Scrub button LED now turns off when the Transport state is changed.
- The Marker Mode is now working correctly in Logic Emulation Mode.

## RELEASE NOTES FOR BUILD 1.01.027

- The STOP and PLAY buttons no longer send the “RTZ” and/or “Play Last” command.
- The Time Line Grid in the Mix Editor now scales correctly for the supported time code frame rates.
- The master REC button now functions correctly in Cubase Emulation Mode.
- The SMPTE (LTC) 24 and 25 FPS rates are now supported correctly, and the console will only lock to the correct TC frame rate as specified in the Clock Settings Panel.
- The transport LEDs in Cubase Emulation Mode now function the same as they do on a Mackie Control Universal.
- The “Select All Faders” now ignores all the MIDI Layer channels, as well as Aux Masters and Group Masters.
- A minor channel select issue between the MIDI Layer and the rest of the console’s channels has been resolved.
- All MMC output messages from the console transport are now disabled when the “DAW” checkbox is selected under the “Transport and Track Arming” area of the MIDI Layer GUI.
- An issue with the transport buttons being pressed during a playback or record pass of a Cubase session have been fixed.

### RELEASE NOTES FOR BUILD 1.1.030

This build implements new software support for all the recent hardware updates. You must have all these updates in place to be able to use build 1.1.030. If you are unsure if you have had these updates installed or even if your new Digital X bus came with the updates already included, please contact the Mackie Technical Support Group directly (toll free +1 800.258.6883) to find out more. If you reside outside the United States or Canada, make sure to contact your local Mackie rep or dealer to check and be sure you have all the updates.

### FIXED OR UPDATED SINCE BUILD 1.01.027

- The talkback stream now follows the action of the TALK button on the console when it is assigned as a Channel Input Source.
- Aux Mono/Stereo settings are now saved with all Session Files and Snapshots.
- The Jog/Shuttle Modes for the HUI Layer are now functioning properly. There are now separate “Jog” and “Shuttle” modes that are activated by multiple presses of the SCRUB button on the HUI Layer.
- SMPTE output on the Sync Card has been implemented as a SMPTE throughput, getting its source directly from the SMPTE input on the Sync Card.
- The software build designations have changed from “1.01.xxx” to “1.1.xxx”.

### SYSTEM FIXES SINCE BUILD 1.01.023

- Additional testing and fixes were made to the console’s virtual memory usage and management. This addresses the “Virtual Memory Error” messages that were being reported to appear on the screen(s) during operation. Even though this was a fix reported in Build 1.01.023, it was discovered again and required this additional fix to be implemented immediately. These virtual memory fixes address long-term use of the console between re-boots (over 70-80 hrs) as well as heavy use of the automation system.
- A large number of session files created on both current and older versions of the X.200 software were used to fix a session recall/opening issue. All session files should now open correctly, regardless of the software build on which they were originally saved/stored. This fix was implemented in response to some issues encountered with a similar fix that went into Build 1.01.023.
- Specific console freezes associated with either writing or reading automation data have been fixed. This includes an intermittent freeze that occurred when writing automation from the control surface, but with the Mix Editor window open. As a result, the overall stability of the automation system has been improved dramatically.
- If switched to 176.4 kHz or 192 kHz sampling rate, the console now alerts the user that there are fewer inputs to work with to accommodate the higher sampling rate. Specifically, the console automatically “shuts off” card slots 1-4 and marks those slots in the I/O Configuration Panel as “Disabled.” Users who want to run the console at 176.4 kHz or 192 kHz will need to install their I/O Cards into slots 5-8 and will get a total of 32 channels in and out of the console, plus use of the Mix Out Card. The console will also disable inputs and outputs 1-32 from all software assignment pull-down menus so there is no confusion as to how the console operates at 192kHz.
- All console automation support for the MIDI Layer has been removed because that layer is intended only to provide control for a DAW. You use the MIDI Layer of the X.200 to automate your DAW and not the console itself. Any automated moves that appear on that layer are a direct result of reading automated events that have been written (or are being written) to the DAW. This greatly simplifies the automation system of the console and better optimizes the automation functionality to the controls of the console itself, and not the DAW.
- When changing the DAW Emulation Mode of the X.200, the MIDI Layer now re-initializes itself to refresh the communication between the console and your Mac/PC. This enhances the ability to use the MIDI Layer to control different audio programs without having to re-boot the console. This also counteracts some crashing that was resulting from loading DAW applications with the console connected. Additional measures were taken to improve the overall active sensing protocol of the MIDI Layer to further stabilize interactivity with a connected DAW.

## **FIXED OR UPDATED SINCE BUILD 1.01.023**

- An issue with soloing and un-soloing grouped channels along with a group master has been fixed.
- The “Launch Executable (.exe)...” selection in the File Menu now launches pointers/links (.lnk files) to target executables as well as the executables themselves.
- The “Faders To Tape” feature has been removed because of redundancy. Users can activate Fader Swap with “Level to Tape” enabled in the V-Strip to perform the exact same function.
- Channel Read and Write status are no longer stored along with Snapshots. This was done to prevent accidental over-writing of automation data when recalling Snapshots.
- All Write Assign buttons are now disabled when “Stop” is pressed on the transport. This prevents the accidental overwriting of automation events. With the Auto Write feature enabled (added in build 1.01.023), it is not necessary to keep write-enabling channels for each automation pass.
- The MIDI Layer has been removed from the console Snapshot parameters, such that Snapshots will only store and recall parameters of the console itself. The reason is that all DAWs can recall the settings of a particular session file, which in turn saves the positions of any controls on a connected control surface. Therefore Snapshots that include the MIDI Layer controls are unnecessary and redundant.
- The “Launch Executable (.exe)...” option from the File Menu now runs the Universal Audio “.reg” license files associated with the UAD-1 Card. This enables UAD-1 enthusiasts to authorize any desired UAD plug-in license(s) for their X.200.
- Audio now routes and passes correctly at 176.4 kHz and 192 kHz sampling rates.
- The Automation Window can now be assigned as a Macro button command.
- An issue that prevented the re-opening of some Windows after being closed has been fixed.
- MIDI Layer fixes:
  - The MIDI Layer now initializes after Logic starts up.
  - The REW and FF commands now work correctly with Logic.
  - All controls and messages for 24 channels on the console are now showing up and acting correctly; this includes the V-Pots, the LED rings around the pots, channel names, etc.
  - The Write Assign buttons now act as track arming commands for the entire MIDI Layer; eventually, this command will change over to the Rec Assign button, but these Write Assign buttons can be used in the meantime.
  - Issues related to using the Cycle Mode feature of the MIDI Layer with Logic have been fixed.
  - Some “sticky button” LEDs associated with the MIDI Layer have been fixed.

- Zoom Keys with the ALT and OPT modifier commands are now functioning properly.
- Jog function on the HUI Layer has been fixed.
- SHIFT+Play now functions as “Pause” command with Logic.
- Channel Select as Touch command now working with Logic.
- SHIFT+V-Select Mute command now working with Logic.

## **RELEASE NOTES FOR BUILD 1.01.023**

### **NEW FEATURES SINCE BUILD 1.01.020**

- New colored Auxiliary level indicators on Main Mixer Screen have been changed to reflect status of aux sends. Now you can tell from the main screen which auxes are on/off, and pre/post....just like the d8b.
- Added a new “Touch Sense” button to the automation system such that you can shut off the touch sensitivity of the faders to prevent accidental automation writing.
- Added an “Auto Write” feature based primarily on the d8b auto write feature, in which a channel will detect any changes being made during a pass, and will put itself into Write Mode as a result.
- The Automation Window has been redesigned, using V-Pot controls for the Touch Timeout and Write Fly-back Return Time and also incorporating the new auto features mentioned above.
- A new updated “Digital X Bus” splash screen has been added in place of the original “DXB” screen.

### **FIXED OR UPDATED SINCE BUILD 1.01.020**

- An issue associated with recalling older session files has been fixed.
- “Application Not Found” error message after installation has been fixed.
- Footswitches are functioning again.
- Sticky button on the Keyboard/Keypad has been fixed.
- The Input Assign Menu in the Control Room now shows all possible inputs, including the master digital inputs (AES or S/PDIF).
- Aux sends patched into third party plug-ins are now saved and recalled accordingly.
- The L/R selection in the Control Room now mutes the other sources to the Control Room.
- Soloing groups is now working correctly.
- Loop Start and Stop points are now stored and recalled with session files.
- Channel Phase function now is automating correctly.
- Dynamics VU meter now shows reduction amount down from unity, not up from zero.
- Red reduction meter in Dynamics Window now only displays to show reduction amount (as it was originally).

- Master faders are now automating correctly.
- Linked channels can now be automated as a linked pair.
- Bus assignment to L/R Mix now sums in the proper location along the L/R Mix pathway (pre-insert points, DSP, mute, and fader).
- Channel Preset Window now updates with the selected channel.
- Modify Levels Dialog has been updated to show only compatible parameters, i.e., those parameters that can be modified with a global variation setting.
- Control Room Source Selection now overrides all other CR source selections.
- Oscillator settings now also stored with session files.
- Close All Windows function now working properly.
- Preset Directories have been moved back to the “D:” partition as the default location; VST plug-in preset directories will continue to be where the VST installer puts them.
- Repaired a memory leak that would display a “Virtual Memory Error” message.
- Fixed the double-SHIFT select issue on the MIDI Layer.
- Master Fader can now be automated.
- Automation Window redesigned to include a “Touch Sense” and a “Auto Write” function that can be toggled on or off.
- SMPTE input has been fixed.

## RELEASE NOTES FOR OS INSTALLER 1.1.04

### INSTALLATION NOTES

The main addition in this new OS Installer is the addition of Windows Service Pack 2 (SP2) to the Embedded OS of the mixer.

**Note:** Please refer to the “OS Installer Installation Instructions” for instructions on how to perform this OS update. It must be performed using a USB CD ROM drive.

This OS update provides many fixes related to the operation of the mixer with external USB peripherals, such as MIDI interfaces, USB CD ROM drives, etc. This installer also puts the latest Digital X Bus software (build 1.01.020) into the mixer.

Because this OS Installer offers some major operational enhancements to the console, **it is necessary to perform this OS Installation to update to build 1.01.020.** You will notice that we have not posted build 1.01.020 as a separate download for exactly this reason. We will follow up this release with more software updates/builds, but all will be based on using OS Installer 1.1.04.

Make sure you back up all session files, presets, or any other personal files to an external USB Flash drive before performing this update, as it will wipe the entire hard drive and rebuild the operating system.

## FIXED OR UPDATED SINCE BUILD 1.01.018 OR OS 1.00.007

- The File Manager can now read and display files that are on an attached USB CD ROM drive. This includes the ability to read and launch any “Setup.exe” files common to almost all third party plug-in installer CDs.
- Communication with supported USB MIDI Interfaces has been dramatically improved.
- The “Double Select” Shortcut that opens the Channel EQ and Dynamics section(s) has been re-enabled.
- The calibration reference levels points in the Control Room Setup Window can be customized.
- An issue with the attack setting of the channel compressor filter that created a “doubling” or a perceived delay with heavily compressed audio signals has been fixed.

## RELEASE NOTES FOR BUILD 1.01.018

### FIXED OR UPDATED SINCE BUILD 1.01.017

- The Mackie Final Mix VST has been added as a standard Digital X Bus plug-in.
- STOP and PLAY MMC messages are no longer inhibited by the time code setting of the console.
- Dynamics (Compressor/Gate) now will display the settings in the graphic display even if disabled.
- Mic input trim encoder label is now consistent with actual input gain setting shown in the numerical reader.
- Engaging talkback now activates the DIM for the Control Room.
- Frequency labels have been added to the Channel EQ Graphic Display.
- The playback timer in the Digital Performer Emulation Mode (MIDI Layer) is now functioning.
- The hardware SCRUB button now activates the MIDI Layer Scrub function, along with the transport.
- The correct messages are now being displayed on channels 17-24 of the Digital Performer Emulation Mode of the MIDI Layer.
- The latency of return messages from Digital Performer when using the MIDI Layer has been improved.
- All surround monitoring labels in the various assignment menus and Control Room output assignments are now consistent with each other.
- The labeling for the Stereo Delay plug-in Delay setting is now in milliseconds (ms).
- Cue Sends 1 and 2 have ancillary “Aux 9/10” and “Aux 11/12” labels in the Aux Window.
- SIG LED and channel meter in the Digital Performer Emulation Mode of the MIDI Layer are now active.
- You can now assign plug-ins across channels in Digital Performer using the Digital X Bus MIDI Layer.

- All Channel and DSP preset dialog buttons (found in each of the Preset Windows) are now functioning properly.
- Korean translations for the Digital X Bus software have been added to the supported language list in the Setup Window.

## RELEASE NOTES FOR BUILD 1.01.017

### NEW FEATURES SINCE BUILD 1.0.095

- New Stereo Linking feature for all Auxiliary Sends such that any aux send on the console can be a mono send or part of a stereo pair.
- New “Clear Plug-in Automation” selection in the Edit Menu.
- Implementation of SHIFT, CTRL, and ALT modifiers on MCU (Mackie Control Universal) Layer.
- New multi-lingual support has been added as an option in the Setup Window (Windows>Setup>General) for the following languages:
  - ◊ Chinese
  - ◊ Portuguese
  - ◊ Spanish
  - ◊ French

### FIXED OR UPDATED SINCE BUILD 1.0.095

- Improvements to switching Auto Modes for all channels on HUI Layer, by holding down the Auto Mode button on-screen and using the hardware SELECT buttons on the channel(s).
- Improvements to accessing inserts for all channels on HUI Layer, by holding down the Insert button on-screen and using the hardware SELECT buttons on the channel(s).
- Transport on the MCU/HUI Layer has been separated from that layer and can now be used as the DAW transport from any layer (with the “Include Transport” checkbox checked).
- Addition of the DSP EDIT/ASSIGN view for editing plug-ins on HUI Layer; this section acts exactly the same way as the VFD plug-in editor on the original HUI controller.
- The Active Sensing protocol of the MIDI Layer when used in HUI Mode has been dramatically improved.
- All Mix Out Card labels in I/O Configuration Window have been corrected.
- Output Assignments in the Control Room, Phones, and Talkback have been re-organized.
- Delay of talkback microphone input signal to phones or channel output has been decreased by a factor of 4x.
- Session files not saving and recalling VST plug-in patches and settings has been fixed.

- Additional protection code has been added to increase overall system stability and operation, especially with opening/closing session files that have VST plug-ins loaded.
- “Adjust Channel Delay” function is now calculating correctly across multiple channels and instances, even with a negative offset.
- Floating Insert menus now showing the same output names as I/O Panel.
- The “Launch 3rd Party Installer” in the File Menu has been re-named “Launch Executable (.exe)” for clarity.
- SIG LEDs have been removed on the HUI Layer (meters remain active).
- Snapshots now recall all VST parameters.
- Opening/Closing session files with VST plug-ins has been dramatically stabilized.
- A new boot-up dialog now appears during the boot process to confirm to the user the console is booting.
- The Calibration reference points in the Control Room can now be customized to your liking.
- Session files now recall linked channels.
- Resetting DSP on one linked channel now is applied across the linked pair.
- Decimal point entry issue in the Virtual Keypad has been fixed.

## RELEASE NOTES FOR BUILD 1.0.095

### FIXED OR UPDATED SINCE BUILD 1.0.092

The primary change in this release is the implementation of a new three-point touch screen calibration algorithm, which is intended to increase the Digital X Bus’ overall touch sensitivity on both screens. Specifically, this new calibration routine improves the accuracy of the touch controls along the screen edges and in the screen corners considerably.

Also, it is now possible to calibrate one display at a time. Therefore, if you find that one screen seems to be reacting better or more accurately than the other, then you can choose to calibrate only that screen and leave the first one alone (or vice versa).

You can go to Windows > Setup > General to see the new calibration controls, or perform either of the following shortcuts:

CTRL+ALT+SHIFT+Macro #1 = Calibrates the left screen  
 CTRL+ALT+SHIFT+Macro #2 = Calibrates the right screen  
 CTRL+ALT+SHIFT+Macro #3 = Sets both screens to the factory default

## RELEASE NOTES FOR BUILD 1.0.092

### FIXED OR UPDATED SINCE BUILD 1.0.090

- Improvements made to the “Follow Selected Channel” feature in the Mix Editor.
  - Level Balance pot in the Control Room between Near Field and Main has been re-labeled as “Near/Main Balance.”
  - Overall improvements to the Control Surface Layer (MIDI Button) such as metering, transport activity, general MIDI communication, and the controller “profiles” as recognized by the computer.
  - New “3<sup>rd</sup> Party Installer” function from the File Menu now launches any “shortcut” link to an executable (.lnk files). This is for running plug-in authorizer apps that may be installed to the internal hard drive along with the plug-ins.
  - Footswitches 1 and 2 are now active.
  - Drivers for the MIDIMAN MIDISPORT USB MIDI Interfaces in now included with the Operating System. USB MIDI Interfaces now supported and not needing any additional driver installation:
    - USB MidiSport 1x1
    - USB MidiSport 2x2
    - USB MidiSport 2x4
    - USB MidiSport 4x4
- Other USB MIDI Interface drivers can be installed (such as MOTU, Edirol, and ESI interfaces), but the ones in this list are supported without additional drivers required.
- A new DXB OS Image (.iso file), as well as detailed instructions of how to use it, is now available for download from the Digital X Bus web site. The OS Image file should only be used in order to re-format the internal hard drive, or re-load the Operating System as well as the build of Digital X Bus software that is available at the time of the OS Image creation. The current OS Image file is v1.0.006, and it also has DXB v1.0.092 bundled with it.

**NOTE:** Please read the instructions before downloading and using the OS Image. It requires a very specific process and it must be followed exactly or it will not function properly. You need to back up all sessions, presets, plug-in installers, and anything else you may have saved to your internal hard drive. You can download and create a CD using this OS Image from either a Mac or PC.

If you have any questions about using the OS Image file, please contact the Mackie Technical Support Team at 800.898.3211 (toll free in the USA and Canada) or 425.487.4333 from outside the USA.

## RELEASE NOTES FOR BUILD 1.0.090

### FIXED OR UPDATED SINCE BUILD 1.0.088

- Virtual encoder graphics updated to match corresponding value on potentiometer.
- Mix Editor reaction time and refresh rate improved.
- Attached keyboards (USB or PS/2) will function normally in all text fields.
- Channel select in Mix Editor matches hardware select buttons, and vice versa.
- VST plug-ins now will “reset” to the factory default state.
- EQ on/off function now active for automation purposes.
- A “Clear Plug-in Automation” function has been added to File Menu.
- Memory Read Alert Message during shutdown sequence resolved.
- MIDI Map feature now has separate, user-selectable MIDI port assignment.
- Auto-Scrolling in Mix Editor now functioning to specification.
- I/O panel graphic for Digital I/O Card now matches silkscreen.
- Touching any of the four EQ nodes now activates that corresponding bandfilter.
- Digital Performer overlay text correction – “Save” is now “Slave.”
- EQ/Dynamics Reset Commands carries through a linked pair.
- EQ Graphic display scaling/measurement now matches value of potentiometer.
- Implementation of new “Software Installer” feature that runs any executable (.exe) file either attached via USB (CD or Flash drives) or from the internal hard drive.

## RELEASE NOTES FOR BUILD 1.0.088

### INSTALLATION NOTES

This update is a two-part installation procedure that includes a software update and a system update. It is very important that these updates be installed in the appropriate order. First, go to Install Packages in the dXb File Menu and install the software update to v1.0.088. Second, return to Install Packages and install System Update 1.0.01. The dXb will reboot upon completion of the updates.

### FIXED OR UPDATED SINCE BUILD 1.0.085

- Fixed — Selecting channels in the Mix Editor is not reflected in the hardware.
- Fixed — Snapshot enumeration.
- Fixed — Phones volume are Post C/R volume.
- Fixed — Must toggle MIDI port/Sync settings to get MMC/MTC to work.

- Fixed — Waves C1 plug-ins show up in Setup Dialog.
- Fixed — Digital Trim not linked.
- Fixed — Aux Pre/Post not automating.
- Fixed — Mic/Line 4 not seen by software.
- Fixed — No Time/Date stamp in History List.
- Fixed — TDIF selection non-functional.
- Fixed — Unlock Dialog — Can't enter text without mouse click.
- Fixed — Can't highlight entire track in Mix Editor.
- Fixed — On/Off in FX Rack cuts off signal.
- Fixed — Waves Authorizer GUI not sized correctly.
- Fixed — CR volume taper problem.
- Fixed — Have to hit enter twice in Locator.
- Fixed — "Save Session As" text entry.
- Fixed — Antares challenge/response screen not sized correctly.
- Fixed — "VST Window Error" message upon deleting plug-ins.
- Fixed — CRASH when deleting T-Racks Master plug-in
- Fixed — SHIFT button stays on when opening saved session.
- Fixed — Automating sharp fader moves is not working properly.
- Fixed — SMPTE IN is now functioning.

#### System Update 1.0.01

- Installs some system fonts required to resolve the various VST authorizer window size problems mentioned above as well as general UI problems related to these missing fonts.

## RELEASE NOTES FOR BUILD 1.0.085

### FIXED OR UPDATED SINCE BUILD 1.0.079

- Fixed — Comp/Gate curves on screen drawing.
- Fixed — Dynamics Key Input does not work when fed by channel.
- Fixed — Virtual Keypad numbers are in the wrong order.
- Fixed — Issues with non time-code related numbers via virtual number pad.
- Fixed — Session template display error.
- Fixed — Onscreen keyboard won't stay "ON."
- Fixed — MMC Stop and Play not transmitted when console is set to Internal.
- Fixed — Solo Isolate not saving.  
Fixed — Create New Session after automation pass crash.
- Fixed — Reset channel delay crash.
- Fixed — Encoders freezing up.
- Fixed — MIDI layer not saving.
- Fixed — Space bar doesn't Play/Stop anymore.
- Fixed — Enter command not functioning in Locator.
- Fixed — Missing text in Link menu.
- Fixed — Audio Toolbox (Oscillator) settings are now saving with session data.
- Fixed — Issues with channel post inserts resolved. Post inserts are now functional.
- Fixed — Issues with Mix Editor and EQ graphs drawing 'sluggishly.'  
Fixed — Issues with Mute/Solo states and session saving not working.
- Fixed — Issue with talkback microphone always being on.
- Fixed — Issues with VST plug-ins not displaying correctly on first load.

### Additional Features:

- Effects Rack plug-in loading/deleting GUI changed to accommodate long plug-in names and allow for loading and removal of multiple plug-ins at once.
- New VST plug-in scan path has been added (D:\FreewareVST).



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