

Release Notes

Ovation 4D/Micron 4D

June 2003

Version **OVD06R02.imf**
 OVD06R02.tim
 OSiD08B1.imf

Service Tools: **DROA28B3**

Last version: **OVD06R01.imf**

EPROM	S/W	PAL
Keyboard 330	KY330A02	CAN 4D A
Keyboard 331	KY331A08	CAN 4D A

CPU Board	PAL
output board - SB1000	SB1KU51 SB1KU642 (1 CRT) SB1KU64 (2 CRTs) SB1KU644 (3 CRTs)
output board - SB1001	SB10S10B, SB10S12C, SB10S13C, SB10S24C, SB10S25C, SB10S26C

IMPORTANT !!!!

READ BELOW BEFORE BURNING THIS SOFTWARE. FAILURE TO FOLLOW THESE INSTRUCTIONS WILL DAMAGE YOUR CONSOLE

Burn OVD06R01 only after burning OSiD08B1
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Notice for consoles delivered prior to January 1, 2000!!

Important! OVD04* must be installed before upgrading to OVD06. If you have never installed OVD04* read the Release Notes for OVD04R01 for instructions on installing OVD04* software.

Attention New Console Owners (consoles delivered starting January 1, 2000)!!

Your console has new Flash chips. Avoid burning old software (software previous to OVD04R05) on the new flash chip. If old software is burned on the new flash it becomes impossible to burn the system again and also impossible to modify the NOVRAM and the VC Table. If old software is accidentally burned, use the new Boot Kit (BkitD08) to burn the new software.

1. Go to the BIOS and disable the Cache.
2. Burn the new software using the Boot Kit.
3. Return to the BIOS and change the Cache to Write Back.

Important!!

After burning OVD06R01 switch the console off and on to enable the panel.

Bugs Fixed

1. Channel Controller

1.1 Storing **[Chan. Cont]** Editor with Bump button and continue to next Controller was not working. Ref - Mem would not be saved and the function was turned Off.. This does not happen anymore. Thank You Richie Mickan from CDA

2. Effects

2.1 Assigning effect to an occupied fader used to cause GPE. This is now fixed.

3. Libraries

3.1 After the sequence **[CHN] [#]** Change Value **[STORE] [STORE]**, all Color/Gobo libraries used to be erased from the cues and remain as normal values. This does not happen any more.

Known Bugs

1. Ref - Mem is created only by activating **[Chan. Cont]**, selecting Bump, and exiting without any changes made to Ctrl's content
2. Flip function effects any selected parameter values after Fan was implemented - rather than flip the PAN/TILT only.
3. The display for **[MEMORY #] [WHEEL]** should be BLUE and not Red like normal Editor.
4. Recalling Snap or Warm Start changes all Ref-Mem to GRP's.
5. All keys in the system terminating the **[Chan. Cont]** sequence as if **[STORE]** was pressed.