

Release Notes

Ovation 4D/Micron 4D

May 2004

Version OVD06R04.imf
 OVD06R04.tim
 OSiD08B1.imf

Service Tools: DROA28B3

Last version: OVD06R02.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.

New Features

- **Faders/Controllers Dim Mode**

This feature allows the user to define whether the Faders/Controllers function as “X/fade” or “Dim” (Intensity Master).

When faders are set as X/fade, fading in a Memory with spots CROSS FADEs the lights from their current position to the Memory’s position.

When faders are set as Dim, fading in a Memory with spots controls only the INTENSITY (Dim) of the Memory and all the parameters of the spots snap (jump) to their position upon initiation of the fade.

In the Sabre lighting desk this is known as the “X/fade” or “Dim” keys, for each fader.

Unlike in Sabre, when the fader is faded out to the bottom end limit, the PB is released.

New Features

1. Faders/Controllers Dim Mode

It is now possible to choose how Spots in memories, when the memories are assigned to faders will act when the fader is lifted. In X-fade Mode all the Spots parameters are affected. Fading in a Memory with spots CROSS FADEs the spots from their current position to the Memory's position. In Dim Mode, only the intensity parameter is affected. Fading in a Memory with spots controls only the INTENSITY (Dim) of the Memory and all the parameters of the spots snap (jump) to their position upon initiating the fade.

1.1 Setting Dim mode/X-fade mode

Keypresses	Results/Comments
1. Press [MENU], [8], [ENTER]	
2. Toggle to Faders/Controllers Mode using [F2]↑ or [F3]↓	
3. Press [F1] Enter	
4. Choose [F1] for X-fade or [F2] for Dim	
5. Exit menu mode by [RESET], [RESET] or [MENU]	

Example for Dim Mode:

1. All spots are at their HOME position and are released from the editor (as if RESET was pressed).
2. Memory 1 with all spots at Yellow color and positions set to Center Stage is assigned to fader/controller #20 (could be any controller).
3. The faders' mode is set to Dim.
4. Fade in the fader slowly. After a few percents (3%-5%) all spots snap to their position (Center stage and Yellow color). The rest of the fader travel controls only the intensity (dim) of the spots in the memory.
5. Taking the fader back down to its bottom end limit, releases all content and the spots return to their original position of the "grey tracking".

Fixed Bugs

1. After assigning a memory to a fader, and using the sequence **[MEMORY #]**, **[WHEEL]**, user had to wait until the wheel reached the level of the memory, and only then it would start to affect the intensity. This is now fixed. Thank you Channel 9, Sydney, Australia.
2. The sequence **[Ch/Spot #, Dimmer/Wheel, Ch/Spot #, Dimmer/Wheel]** caused the echo-line to display the intensity without the fixture number. This is fixed now. Thank you Stagetec U.K.
3. After the main RCU took control, Backup unit would lose tracking. This doesn't happen now. Thank you Channel 9, Sydney, Australia.
4. Memory text was not seen on controllers P.B. display, only in stage 6. This does not happen anymore. Thank you Channel 9, Sydney, Australia.
5. When working with *Channel Controller*: after recalling a snap or performing Warm Start, all Reference Memories were changed to groups. This is now fixed. Thank you CDA, Australia.
6. While in the *Channel Controller* editor, pressing a bump key would result in a Reference Memory created on this bump key (even when no changes to contents were made). This does not happen anymore. Thank you CDA, Australia.
7. The sequence **[Spot #, Parameter #, Fan, Wheel, Flip]** caused the Flip function to affect all parameters rather than affect only Pan/Tilt parameters. This is fixed now. Thank you Mattias (MatteMat) Franzon.
8. The LED of the Memory button on RCU did not function. This is now fixed. Thank you Andy Stone, Stagetec U.K.

* Several Master/Slave bugs were brought to our attention and are fixed in the current release.

Known Bugs

1. In a configuration of 8 Dimmers and 8 Channels *Menu 1-Channel Patch* and *Menu 11-Test* cannot be opened. The work around is to define a larger configuration (more than 8 Dimmers and Channels).
2. When working with *Channel Controller*: All keys in the system terminate the Channel Controller sequence, as if **[STORE]** was pressed.
3. When loading a show from an older software version (d05), there is an input patch corruption, if using patch 999.
4. In Warning Difference window, the "Scrollers/frame" line appears twice, so the rest of the lines are pushed downwards. This is only a display corruption and does not affect the actual configuration.