

Release Notes

Sabre

18.1.2000

**version: SBRD06R2.imf
SBRD06R2.tim
OSiD06B4.imf**

Service Tools: DRSA28B3

Last version: SBRD06R1.imf

EPROMS	S/W	PAL
Keyboard 310	KY310A02	CANK310B
Keyboard 311	KY311A07	CANK311A
KY312		KY312
SB1000	SB1KU51 SB1KU64 (2 CRTs) SB1KU644 (3 CRTs)	
SB1001	SB10S10B, SB10S12C, SB10S13C, SB10S24C, SB10S25C, SB10S26C	

New Features

1. Mix Output menu

New parameter names in the Parameter Name Pool for VL5, Stage Color 1200, Victory (SGM), Giotto Barndooors, High End Techno/Studio, High End Intellabeam Hi, High End Dataflash, Varyscan 5, Patend 1200, and some general names.

Bugs Fixed

1. Auto Assignments

- 1.1 Auto assignments in shows recorded on software previous to SBRD06* did not load. Now they do. Thank you to the crew at Luxor, Las Vegas USA. **Note:** There is no longer any tool to edit or delete Auto Assignments. To delete an Auto Assignments, erase and re-record the memory.

2. Backup

- 2.1 The Diagnostic option in Service Tools did not support the Backup panel. Now it does.

3. Controllers

- 3.1 Pressing **[HOLD]** and **[GO]**, after warm starting the console, for an Effect on a controller when the Effect was previously on Hold (not released) forced all spots to the Home values and scrollers to frame 1 until the fade on the controller reached 100%. This does not happen anymore.

4. Crossfaders

- 4.1 After operating the Clear Console, the LED for **[LOCK A/B/C/D]** was reversed.

5. Displays

- 5.1 There was no display for the lower parameter wheels when re-selecting a Cyberlight or Intellabeam immediately after High End special parameters had been displayed. This is now fixed.
- 5.2 The display area became smaller with the new Service Tools and BIOS (for LCD support). This is now fixed.
- 5.3 The asterisk designating the default Q-List was missing on the Q-List exam. This is now fixed.
- 5.4 Well, the Y2K bug did not miss us after all - the year for software updates was displayed as 100 instead of 2000 in Service Tools after burning new software. This did not affect the system's operation and this does not happen anymore.

6. Effects

- 6.1 After linking an Effect to a Palette, the NSKs did not return to permanent mode (Effect) from the temporary Palette mode. This is now fixed.
- 6.2 The Effect Exam did not update after erasing an Effect-Palette link. Now it does.

7. Editing

- 7.1 When a second group of spots was selected, using Group or a Macro, the previous spots remained selected. A Library assigned to the second group of spots was, therefore, also assigned to the first. This does not happen anymore.
- 7.2 When selecting another spot after assigning an Effect to a spot the first spot remained selected in the editor. This is now fixed.

8. Libraries

- 8.1 If a parameter, excluded from the Library, was modified by pressing STORE STORE the Library assignments for all other parameters included in that Library were cancelled in the memory under modification. This does not happen anymore.
- 8.2 The errors display in the Library Test menu was erroneous. This is now fixed.
- 8.3 Assigning a Palette cleared Libraries from the selected spots. This does not happen anymore. **Note:** Libraries assigned to the parameters included in the Palette are cleared even though the Palette and Library values are identical. Libraries assigned to parameters not included in the Palette are not cleared.

9. Load

- 9.1 Loading a Q-List or memories from a Q-List to a selected Q-List when at least one of the memories from the target Q-List was assigned to the crossfader deleted Library assignments in memories. There were also other problems with partial loads. These problems are now fixed. **Note:** When memories from the target Q-List are assigned to a playback device the message

Warning! Memories from target Q-List on board is displayed. If there is no conflict between the load and playback assignments this message is not displayed.

10. Memory Operations menu

- 10.1 The message *Memory # On Board* is now displayed when attempting to copy to a memory that is assigned and active.
- 10.2 When copying memories, Q-Lists was displayed in the lower window instead of memories. Now memories are displayed.
- 10.3 The panel keys **[MEMORY]** and **[Q-LIST]** can now be used in the Memory Operations menu.

11. MIDI Show Control

- 11.1 Some improvements were made in MIDI Show Control communication.

12. Mix Output menu

- 12.1 Loading shows recorded on SBRD05* changed the Name Pool that contained new items from image file SBRD06R1. This does not happen anymore.
- 12.2 Problems with Device Definition corruption after loading Device Files were fixed.

13. Numeric Soft Keys

- 13.1 The display did not update after freeing an NSK, when **[51-100]** was enabled and on a page higher than 2. This does not happen anymore.

14. Snaps

- 14.1 It was impossible to store a new Snap when the NSKs were in Snap+ mode. This is now fixed.
- 14.2 It was impossible to free Snaps when the NSKs were in Snap+ mode. This is now fixed.
- 14.3 NSK LEDs in Snap+ mode were turned off after switching from Snap+ mode to Snap mode and back to Snap+ mode. This is now fixed.
- 14.4 Storing a new Snap did not change the Last Snap display. Now it does.

15. System Parameters menu

- 15.1 **[•]** was not accepted when changing the Memory Default or Reset fade time. Now it is.

Known Bugs

- 1. Mix Device Only does not load from shows recorded on Animator. The message *Corrupted Play* is generated. Work around: Load the whole show.
- 2. When the system is very busy memories, Effects with cut time running on a controller slowed the Effects Editor. Work around: assign a fade time higher than cut.
- 3. SMPTE assignments cannot be erased over a range of Events.
- 4. Effect run rate modified with Chase Rate and stored is not saved with the show.