

Release Notes

Sabre

10.10.00

**version: SBRD06R3.imf
SBRD06R3.tim
OSiD08B1.imf**

Service Tools: DRSA28B3

Last version: SBRD06R2.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	

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

Starting from SBRD06R01 software, the console supports new Flash chips in addition to the chips installed to date. Avoid burning old software (software previous to this version) on the new flash chip. If old software is burned on the new Flash it is impossible to burn the system again and also impossible to modify the NOVRAM and the VC Table. In this case, 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

New Features

- **Channel Patch menu**
Toggle display between continuous dimmer numbers to number per DMX connector
The display has been expanded. Two more rows are displayed on each page
- **Memory Operations menu**
The panel keys **[MEMORY]** and **[Q-LIST]** may be used when working in the Memory Operations menu
New messages and warnings
- **Parameter name pool**
Soft Focus for CF 1200 HE and CF 7 HE have been added to the Name Pool
- **Spot Patch menu**
72 spots per page are now displayed
- **Text Keyboard**
The letter **b** on the text keyboard is now mapped as Effect Mode

New Features

1. Channel Patch menu

There are 2 display modes in the Channel Patch.

1. Numbering is by DMX connector. Example: If the system is configured for 2 channel connectors (connectors 5 and 6), the display for connector 5 is numbered 1 –512 and the display for connector 6 is numbered 1 –512. This display mode is only applicable when 2 connectors are configured for channels.
2. Dimmers are shown with continuous numbering. Example: If the system is configured for 2 channel connectors the dimmers are numbered 1 – 1024.

Press **[EXAM]** to toggle between the display modes.

Press **[@]** to toggle between channel connectors when patching. The selected connector is displayed in yellow in the prompt line.connector

➤Note

This feature is also available under the Test dimmers function.

2. Memory Operations menu

- 2.1 New messages and warnings have been added in this menu.

Operation	Message/Warning
Copying memories within a Q-List	<i>Memory copied in current Q-List</i>
Copying memories to a different Q-List	<i>Memory copied to Q-List #</i>
Copying a memory that is assigned to a playback device. (This is not allowed)	<i>Memory # On Board</i>
Copying a memory in a different Q-List that already has the same memory number. (This is not allowed)	<i>Memory Exists</i>

Bugs Fixed

1. Big spots

- 1.1 Modifying PAL B to exclude a parameter from a library reversed the LED function on the **[BIG]** key. This is now fixed.
- 1.2 Warm starting the console directly after pressing **[BIG]** reversed the LED function on the **[BIG]** key. This is now fixed.
- 1.3 Selecting a parameter from the A list selected the parallel position parameter on the B list. This does not happen anymore.
- 1.4 After the sequence **[SPOT #] [EXAM]** the key **[BIG]** was disabled. This does not happen anymore.
- 1.5 Some display problems that occurred when editing Big spots were fixed.
- 1.6 Pressing **[BIG]** terminated the Palette selection operation. This does not happen anymore.

2. Chaser

- 2.1 Running a soft chase, where the dimmer level was constant in all the steps, with the controller at 50% included the dimmer in the chase. This does not happen anymore. Thank you Gino at Spotlight, Italy.

3. Controllers

- 3.1 Freeing an assignment from Submaster 1 or 2 freed the assignments on controller 1 or 2. This does not happen anymore. Thank you Rohan at CDA, Australia.

4. Date Stamp

- 4.1 Dates for image files burned and show files/device files recorded on or following after 29.2.2000 were incorrect because the system did not recognize February 29, 2000. This is now fixed.

5. Device Files

- 5.1 In certain circumstances examining a floppy disk containing device files showed more device files than were actually on the diskette. This does not happen anymore.

6. Display

- 6.1 The SMPTE clock display did not clear completely. This is now fixed. Thank you Stephen Plotkin, Canada.
- 6.2 When copying from a Library, the command line was incorrect. This is now fixed.
- 6.3 The delay, wait in, and wait out assignments remained on the screen after exiting a specific memory exam. This does not happen anymore.
- 6.4 Operating Display Macros when the system configuration is different from the configuration active when the Display Macros were recorded crashed the console. This is now fixed. Thank you BEO, Holland.

7. Editing

- 7.1 When channel or memory was selected the console still reacted to the trackball and wheels 1→6. This does not happen anymore.
- 7.2 Library values were not cleared from the editor after the sequence **[SPOT #] [BIG] [GOBO/COLOR] [NSK] [HOME] or [CL1] or [CL2]**. This is now fixed. Thank you Andy Stone at Stagetec, GB and Stephen Plotkin.

8. Effects

- 8.1 Sometimes spot were selected when assigning an Effect to channels. This does not happen anymore.

9. Hard Desk

- 9.1 After the bug in item 18.1 occurred, going to Service Tools via System Parameters and warm starting blocked the console from recognizing the hard drive. This does not happen anymore.

10. Ignition

- 10.1 The ignite command was occasionally sent without being requested. This does not happen anymore.

11. Intensity

- 11.1 The sequences **[SPOT #] [@ #]** and **[GROUP] [NSK] [@ #]** did not work. Now they do. Thank you Richard Bowles, Great Britian.

12. Libraries

- 12.1 Using *F1 Update all Libraries* when storing modified memories corrupted Libraries. This does not happen anymore.

13. Load

- 13.1 Mix Device Only did not load from shows recorded on Animator. This is now fixed. Note: The User's Device Pool does not load to Sabre from Animator shows. To load device definitions from an Animator show, move the definition from the User's Pool to the Device List, record, and then load using Load All.

14. Sabre Backup

- 14.1 Fade time on the Backup was double the fade time executed on the Master console. This is now fixed. Thank you to the crew at the Paris Hotel, Las Vegas.

15. Memory Operations menu

- 15.1 Pressing F6 Restart under the Copy option bumped out of Copy. Now the Copy option remains active.
- 15.2 Deleting and copying memories in the Memory Operations menu deleted or did not update the Last Memory display on the Stage display. This does not happen anymore.

16. Mix Output menu

- 16.1 Parameters may be cleared from C1 and C2 (Mix Output menu/define Device/Edit Init) by pressing **[CLEAR]**.
- 16.2 Expanded messages and instructions have been added to the Define Device feature.
- 16.3 When modifying step values for the ignite channel, pressing the spacebar cleared the value instead of toggling the display. This does not happen anymore.

17. Output

- 17.1 In certain circumstances, the console “lost” the channel connector’s identity. This caused outputs to flicker. This is now fixed. Thank you CDA, Australia.

18. Palette

- 18.1 It was impossible to apply a Palette to big spots when the target assignments were on different parameter pages. This is now fixed.
- 18.2 Copying a Palette to the same Palette number caused corruption in that Palette This is now fixed.

19. Printing

- 19.1 Scroller frames did not print correctly. Now they do.

20. Scrollers

- 20.1 It was impossible to assign frame 01 using the keypad. This is now fixed.

21. Selection

- 21.1 In the following scenario channels assigned to a controller were grabbed. Program a Library, assign channels to a controller, select spots using **[SPOT] [•]**. This does not happen anymore.

22. SMPTE

- 22.1 SMPTE assignments could not be erased over a range of Events. Now this is possible: **[EVENT] [# → #] [SMPTE] [ERASE]**
- 22.2 The internal SMPTE clock was inaccurate by a few seconds over more than a 24-hour period. This is now fixed. Thank you Richie at CDA, Australia.

23. Spot patch

- 23.1 Pressing *Convert To* a few times in a row cleared the prompt. This does not happen anymore.

Known Bugs

1. When the system is very busy, Effects with cut time running on a controller slowed the Effects Editor. Work around: assign a fade time higher than cut.
2. Effect run rate modified with Chase Rate and stored is not saved with the show or in Snaps.