

## Release Notes

### Spark

**Version** SPA05R09.imf  
SPA05R09.tim  
SCA05R09.tim  
SGA05R09.imf  
SGA05R09.tim

**Service** DMPA26B5  
**Tools:**

**Last** SPA05R08.imf  
**version:** SPA05R08.tim

SB – 500	Version	Type
PAL rev. A/B U67	SB50U67A.Q SB52U67A.Q	revised memory map
PAL rev C U67	SB51U67A.Q SB53U67A.Q	revised memory map
Keyboard CAN S/W	PHOTOA08 PHOTOA09 supports internal SMPTE	

## Bugs Fixed

### 1. Scrollers

- 1.1 When selecting a scroller frame, and using the +/- keys, then touching the trackball, +/- would then select the next\previous channel. This is now fixed. Thank you Gino from Spotlight, Italy, and the crew of RAI TV.

### 2. Crossfaders

- 2.1 When go was pressed, faders moved out of limit, and automatic fade completed, the go key was disabled when faders were taken to limit. This is now fixed. Thank you to BEO, Holland.

### 3. Mix Output Menu

- 3.1 Pressing [F3] Load Device in Mix Output menu would leave symbols on the prompt line. This has been fixed.
- 3.2 If ignite for a spot was defined as 99 and assigned to channel 14, there would be no outputs for the spot. This does not happen anymore. Thank you to Fausto.
- 3.3 Spot 1 would not have output after loading device with ignite 99. This problem has been fixed.
- 3.4 Spots that had ignite 99,( mostly Clay Paky spots) assigned and patched, would lose their outputs after warm start. This no longer happens. Thank you to Feiner from Lichttechnik..

### 4. Store-Store

- 4.1 In a system defined with no dimmers it was impossible to use the Store-Store function for a controller. The message "Invalid Sequence" would appear. This problem has been solved. Thank you to Andy at Stagetec.

### 5. Submasters

- 5.1 Channels submastered on a controller who's slider level was between 1 and 99% would be bumped to full when it's flash key was pressed. This does not happen anymore. Thank you to Ernst from Austria.

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## Known Bugs

- 1. Controllers that are submastering the upper and lower controller banks do not affect spots
- 2. Dimmers with a park curve are forced to the Test value in the Test menu.
- 3. When freeing the first memory of a continuous loop on A/B, creating a memory with a number sequentially before the first memory of the loop, and then pressing **[SEQ]** to assign this new

memory the crossfaders will “remember” the previous loop assignment and execute the previous loop assignment when [ GO ] is pressed.

4. When wireless/designer is set to active in Menu 8, the system takes a long time to come up after warmstart.
5. Spots or channels that are idle in the editor cannot be assigned to a controller. They must be selected first. S.k's with group or memory assignments are not seen in the macro menu. If an S.k with an assignment is activated while in menu 9, upon exiting, the flash key won't work any more.