

Release Notes

Spark4D

Version SPD05R03.imf
SPD05R03.tim
OSiD08B1.imf

Service DROA28B3

Tools:

Last SPD05R02.imf
version:

CPU	486 DX4100
BIOS Version	SB510A03-U40

SB-510	Version
PAL U75	SB51S75P C/P
PAL U51	SB1KU51
PAL - SB510 U64	SB51U64B
Keyboard CAN S/W	PHOTOA09 (supports internal SMPTE)

IMPORTANT !!!!

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

Burn SPD05* only after burning OSiD08B1!!!!!!
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Notice for consoles delivered prior to January 1, 2000!

Important! SPD04* must be installed before upgrading to SPD05*. If you have never installed SPD04* read Release Notes SPD04R01 for instructions on installing SPD04* software.

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

Your console has new Flash chips. Avoid burning old software (software previous to SPD04R05) 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 NOV RAM 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 Internal Cache.
2. Burn the new software using the Boot Kit.
3. Return to the BIOS and change the Internal Cache to Write Back.

Important!!

After burning SPD05* switch the console off and on to enable the panel.

New Features

- **Groups**

New sequence to release channels or spots from Groups:
[SPOT/CHAN #] [FREE] [GROUP] [SK] (or [#]) [STORE]

Bugs Fixed

1. Assign mode

- 1.1 There were several instances when assign mode would automatically be turned off incorrectly. This no longer happens.

2. Channel Patch

- 2.1 Changing the proportional patch did not update outputs immediately. This has been solved. Thanks to Steve Plotkin, Canada.

3. Crossfaders

- 3.1 Using the sequence [MEMORY,#,GOTO A/B,GO] and manually completing the fade would disable the go key. This no longer happens.
- 3.2 Pressing back on A/B did not work in menu mode. This has been fixed. Thank you to Steve Plotkin, Canada.
- 3.3 When A/B crossfaders were at the bottom limit, memories looped with ti and wi, of cut would not operate properly. This problem has been solved. Thank you to Pauli at Headcom.

4. Display

- 4.1 In group mode, assign channel display would not allow groups to be seen. This does not happen anymore.
- 4.2 Active channel display would cause corruption of scroller display. This does not happen anymore. Thank you to BEO.
- 4.3 Using jump display for spots would sometimes cause display corruptions. This problem has been fixed. Thank you to Mr. Ross Williams, England.

5. Editing

- 5.1 Exchanging channels would cause the effect to be lost on those channels. This is fixed. Thanks to BEO, Holland.
- 5.2 Modifying a memory fade time while the memory fade was in progress on A/B would cause the fade to jump back to the beginning of the fade. This does not happen anymore. Thank you to Danor, Israel.
- 5.3 After receiving a "memory exists" message, pressing [=] or [MEMORY #] would give you channel number, instead of memory number. This no longer happens.

6. Effects

- 6.1 When an effect was running, selecting all spots, or a single parameter would stop the effect. This does not happen anymore. Thank you Steve Plotkin, Canada.

- 6.2 When freezing an effect, touching the tracking ball or a parameter wheel would start the effect running again. This has been fixed. Thank you Steve Plotkin, Canada.
- 6.3 Reverse order of spot/channel selection did not work with effects. This is fixed. Thanks to Steve Plotkin, Canada.

7. Exam

- 7.1 The Echo-line displayed the wrong memory # after examining a single memory using ++, then pressing channel number to enter memory modification mode. This does not happen anymore.
- 7.2 A spot # exam always showed only 1 spot number. This has been fixed. Thank you to BEO.
- 7.3 When in memory exam and switching Q-lists, the memory exam would still show memories of the previous Q-list. This has been fixed. Thank you to Steve Plotkin, Canada.
- 7.4 In group exam, the exam key was not working properly. This has been fixed. Thank you Tapac.
- 7.5 When examining a spot group, the spot table showed "Channels" instead of spots. This has been fixed.

8. Group

- 8.1 Selecting a range of groups containing scroller channels using the numeric keypad did not always select all frames or all channels in the range. This has been fixed. Thanks to BEO, Holland.
- 8.2 Creating a group ,then immediately selecting a channel would bump the group to zero after moving the wheel. This does not happen anymore.
- 8.3 Creating a double-digit group entry would include the spots of the corresponding single entry digit e.g. group 22 would take on the spots of group 2. This no longer happens. Thank you to Andy at Stagetec, England.

9. High-end

- 9.1 Cyberlight continuous parameter on parameter 2 was jumping to 50 the moment you touched the wheel. This does not happen anymore. Thank you to Mr. Paul Martin

10. Ignite

- 10.1 Ignite did not work for the last spot on the connector. This has been fixed.

11. Libraries

- 11.1 Libraries were not working properly using the next and last keys (+, -). This has been fixed. Thanks to Andy at Stagetec.

12. Load

- 12.1 The upper row of controllers of a forcing snap would not be seen on the CRT when loaded over an existing snap This has been fixed. Thank you to Gerhard Feiner at Lichtechnik, Germany.

13. LTP

- 13.1 Store-store to a controller was affecting the LTP status, as though a controller slider was moved. This does not happen anymore.

14. Memory Modification

- 14.1 The first memory range modification to only a few scrollers in the selected memories would affect all scroller channels in the memories. This does not happen anymore. Thank you to BEO, Holland.

15. Mix Editing

- 15.1 Step up/down did not work for mix steps. This does not happen anymore.
- 15.2 While mix editing, [SPOT, . , HOME] would disable the trackball and wheels. This has been fixed.

16. Mix Output menu

- 16.1 There were missing gaps on the device table. This has been fixed.
- 16.2 When defining a device, the device name, the short name, and the i.d. number fields were displayed in white so that you couldn't tell which one was going to be edited. This has been fixed.
- 16.3 When disabling the output for some spots the wrong message was displayed: "The address is overlapping the spot. Do you want to store?" (The message displayed was relating to spot enabling, while the action was that of disabling). This does not happen anymore. Thank you to BEO.
- 16.4 NAT 1200 & 2500 Shutter home value corrected to 127.

17. Palettes

- 17.1 When scroller frames were not assigned 1 to 1(scroller 1 to channel 1), the palettes with these frames would not work properly. This does not happen anymore.
- 17.2 Loading the Compulite standard Palette files, and selecting a number higher than the last existing palette would cause the console to freeze. This no longer happens.
- 17.3 When you make a palette for spots, turning off the parameter key and being in palette mode for NSK's, pressing [SPOT # THRU # NSK] would not enter the palette. This does not happen anymore. Thank you to Stagetec.

18. Part

- 18.1 Erasing a part containing a spot with a library would erase the library as well. This does not happen anymore. Thank you BEO.

19. Protect Mode

- 19.1 Auto-assignments, such as events, macros and snaps did not operate in protect mode. This has been fixed.

20. Snap

- 20.1 Attempting to modify a snap by changing a chaser from step mode to hold mode was not recorded into the snap . This has been fixed.

21. Spots

- 21.1 Using [MEMORY, # , WHEEL] function , spots were forced to zero. This does not happen anymore. Thank you to Steve Plotkin, Canada.
- 21.2 After releasing some spot parameters and using the sequence [MEMORY, #, STORE] the system would ignore the "store tracking if dimmer on – yes" setting in menu 8. This no longer happens. Thank you to Andy at Stagetec.

22. Submasters

- 22.1 The Submaster was releasing spot dimmers when it reached zero. This has been fixed.
- 22.2 When pressing teach macro when inside the menu using the [SHIFT + F] key function would activate the F key function and not the teach macro. This does not happen anymore. Thank you to Ernst from Austria.

23. Teach Macro

- 23.1 In some cases, putting spot 1 on A/B and bringing the fader to zero would release the dimmer, instead of keeping it at zero. This does not happen anymore.

24. Text

- 24.1 When attempting to attach text to a macro, the text was saved as the memory text and the macro did not get attached to the memory. This does not happen anymore. Thank you to Steve Plotkin, Canada.

- 24.2 When creating a library and storing text to it would result in the text not being stored . This does not happen anymore.

Known Bugs

1. Manual crossfades of memories with delay on A/B may sometimes result in a blackout Crossfaders must be traveling together and fader traveling to zero limit must reach it's end stop first. Workaround: Always complete fade of incoming memory first when crossfading memories with delay.
2. When using more than 1 page of spots to exam, the sequence [SPOT # EXAM , EXAM] caused the exam to jumps to the first page.
3. Modifying a chase type on a controller , (hard to soft or soft to hard) will disable the bump buttons for any on board FADER assignments. Workaround : free and reassign faders.
4. Must use key [PAGE SPOT] to page up channels in effects editor.
5. Upper and lower inhibit submastering of spots will not work .
6. Using SK's in group mode it is not possible to select a range of groups. However this works using the sequence :[GROUP, # , THRU, #] .