

Release Notes

Spark4D

Version SPD05R04.imf
SPD05R04.tim
SGD05R04.imf
SGD05R04.tim
OSiD08B1.imf

Service DROA28B3

Tools:

Last SPD05R03.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 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 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.

Bugs Fixed

1. Crossfaders

- 1.1 If updating the time of an incoming memory on A/B or C/D, the memory would run in the previously recorded time and not the modified time when [GO] was initiated. This no longer happens. Thank you to BEO, Holland.

2. Print

- 2.1 Not all channels in memories were printed out. This has been fixed. Thanks to BEO, Holland.

3. Spots

- 3.1 Spots with Ignition value of 99 would sometimes cause random disruption or cessation of output for other spots. This has been fixed. Thank you to Peter Tatarek at Lisys, Hungary.

4. Teach Macro

- 4.1 Using F6 (more) in Channel patch menu during a Teach Macro would erase all the previous keystroke entries . This no longer . Thank you to Pauli at Hedcom, Sweden.

5. Text

- 5.1 There were various corrections and additions made to the German versions. Much thanks to Rudi Burgstaller and Gerhard Feiner at Lichttechnik, Germany.

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, #] .
- 7. When A/B, upper or lower controllers are assigned as submaster, the display in playback does not show what is submastered.
- 8. Assignment of an Autochase will cause minimum corruption of playback display.