

Release Notes

Super Ovation

26.10.99

version: **MMA07R05.imf** **MCA07R05.tim**
 MiA07R05.imf (for **MGA07R05.imf**
 Super Applause)
 MMA07R05.tim **MGA07R05.tim**

Service Tools: DMiA25R7

Last version: MMA06R04.imf

	EPROM	PAL
Keyboard	KB196G22.obj	
RX computer	RX196G10	
RX console	RMTRX96H	
Output	MMOUTBO1.obj (for 1500 dimmers)	E118U66N
	MMOUTA13.OBJ	E118U66M

Attention:

Starting from this version chasers 1 – 4 support Hard Chasers only. Use the controllers to run Soft Chasers.

Bugs Fixed

1. SMPTE

- 1.1 Sometimes Events that had already operated at their designated SMPTE time were randomly triggered again. This does not happen anymore. Thank you Patrick at Crystal, France.

Known Bugs

1. When crossfaders A/B and C/D are moved to their 0 position scrollers and spot parameters are not released.
2. Loading a show file, through Warning Difference, with no DMX input configuration to a console that is configured for DMX input generates the message *No Mem Load*. The memories do load, however you cannot examine them. Workaround: Do load through Warning Difference. Load the correct configuration file before loading the show file.
3. There is no warning message if you have configured the console for more than the legal amount of channels. DO NOT configure the system for more than 768 channels and 992 dimmers.
4. In certain circumstances the scroller values are not displayed. To refresh the display press **[RESET]** or **[MENU] [MENU]**.
5. In certain circumstances the Chaser display corrupts the Playback display. To refresh the display press **[STAGE] [STAGE]**.
6. There is a display bug for scrollers assigned to controllers. After assigning a scroller to a controller, raising and lowering the controller handle the frame value is not displayed in gray (tracking).
7. Filter does not work.