S21/S31 Software V2.6.1 Release Notes (June 2020)

S21/31 Fixes

This version resolves some known issues in V2.6 as follows:

Attempting to view the software licences causes the console to freeze

Issue – Opening the licences panel added in the 2.6 release does not work and causes the desk to freeze.

Solo issue after loading a session created in an earlier software version without a power cycle only solos right leg

Issue – Soloing a channel in V2.6 with a session created in V2.5 or saved in V2.6 only solos the right-hand leg of the channel.
The left-hand leg of the headphone output then outputs the right-hand leg of the master buss.
This problem persists until the desk is power cycled, then it works as expected.
However, the session will not be fixed if power cycled and resaved.
Reloading the saved session will cause the problem to reappear.

CG Members not saved correctly in session if left out of global scope or safed whilst saving

Issue – CG members are not saved in the session if CG members are excluded from the global scope or if the CG members of the CG are safed.
This will only occur if the session is saved and a different/new session is loaded before loading the original session.
This will not occur if the session is saved then reloaded immediately.

Group to master routing can get lost in session load

Issue – When loading a session created in an earlier version of software, assignments of group channels to the Master buss may sometimes appear to be in place but audio will not be passing.

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These are the details of the previous version V2.6 new features and fixes:

Release 2.6 sees the addition of an RTA (Real Time Analyser) to the channel EQ view.

The RTA can be toggled to be shown/hidden using the button in the top bar.

The RTA shown/hidden state is global to the desk and not saved in the session.

The RTA meters are taken post-EQ, meaning that any adjustments in EQ are reflected in the RTA's metering.

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Dante IO Support (A168D & A164D)
Control of the DiGiCo A168D & A164D Dante IO boxes is now supported.

PLEASE NOTE that for the connection and use of the A168D & A164D Dante IO boxes, there is a requirement for the following firmware updates to the Dante 64@96 DMI card:

1. Dante 64@96 DMI firmware update (v102) which is included in the V2.6 update package.
2. A Dante firmware update (DNT file) for the DMI card which will be available for download from the DiGiCo website at https://digico.biz/support/ in due course.

When input sockets from these IO devices are patched to the Dante 64@96 card in Dante Controller, the desk will report that the card requires conforming. Once conformed, the appropriate sockets will show as microphone inputs.

When selected as the input source for a channel, the gain, phantom power state, and pad for the socket can all be controlled from the console.

The Dante 64@96 DMI card can set to either be in Full control mode or Receive only mode in the audio routing menu. In full control mode, socket properties can be changed from the console whereas in receive only mode, socket property values are only received from the Dante IO device, and not transmitted by the console.

This can be utilised when sharing inputs with another console; one can have full control of socket properties whereas the other cannot control them, but still receives the value in order for gain tracking to be used.
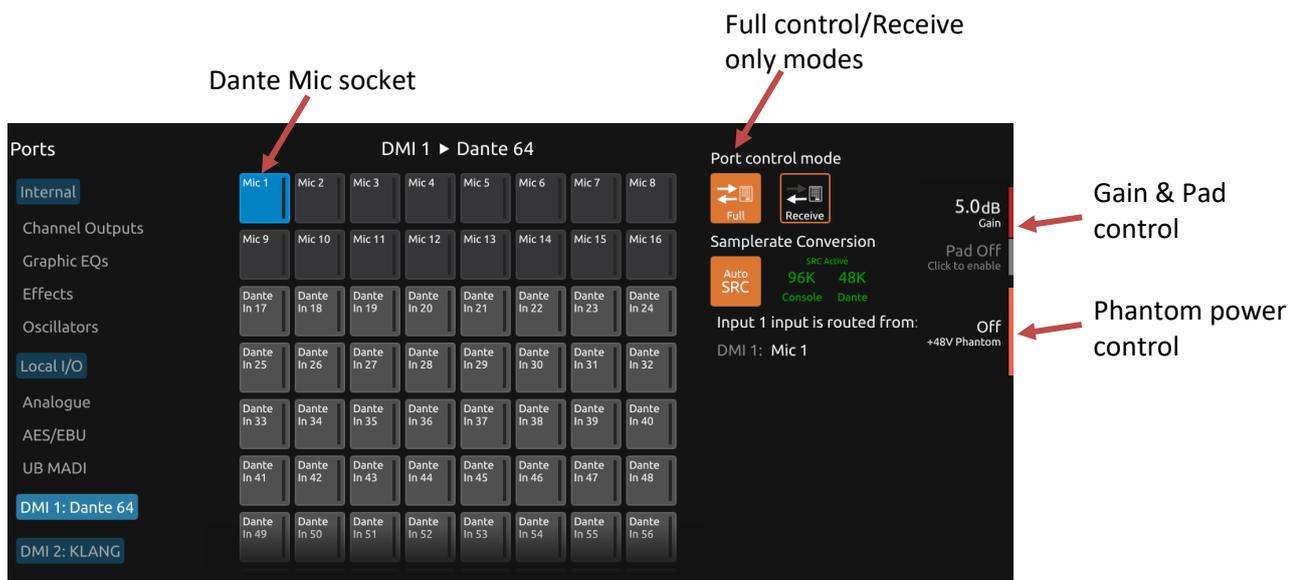
With a Dante DMI 64@96 card installed in a console, access to 64 channels of IO to/from the Dante network is provided.

A Dante IO box can provide a specific number of IO on the Dante network according to the rack's capability.
168D = 16 analogue In and 8 Analogue Out

Any Dante network may have many more devices on it than just a single console and rack.
There might be multiple Dante equipped consoles, multiple racks and other Dante devices.
When a console has a Dante DMI fitted, it "sees" that DMI as a 64 channel interface device to/from the Dante network.

The source device of the audio signals it is receiving across that interface and the destination device of any signals that it is sending out across that interface are generally "unknown" to the console.
The critical component in determining where the audio is going to/from is the Dante network controller which is responsible for setting up audio paths (routing) on the network.
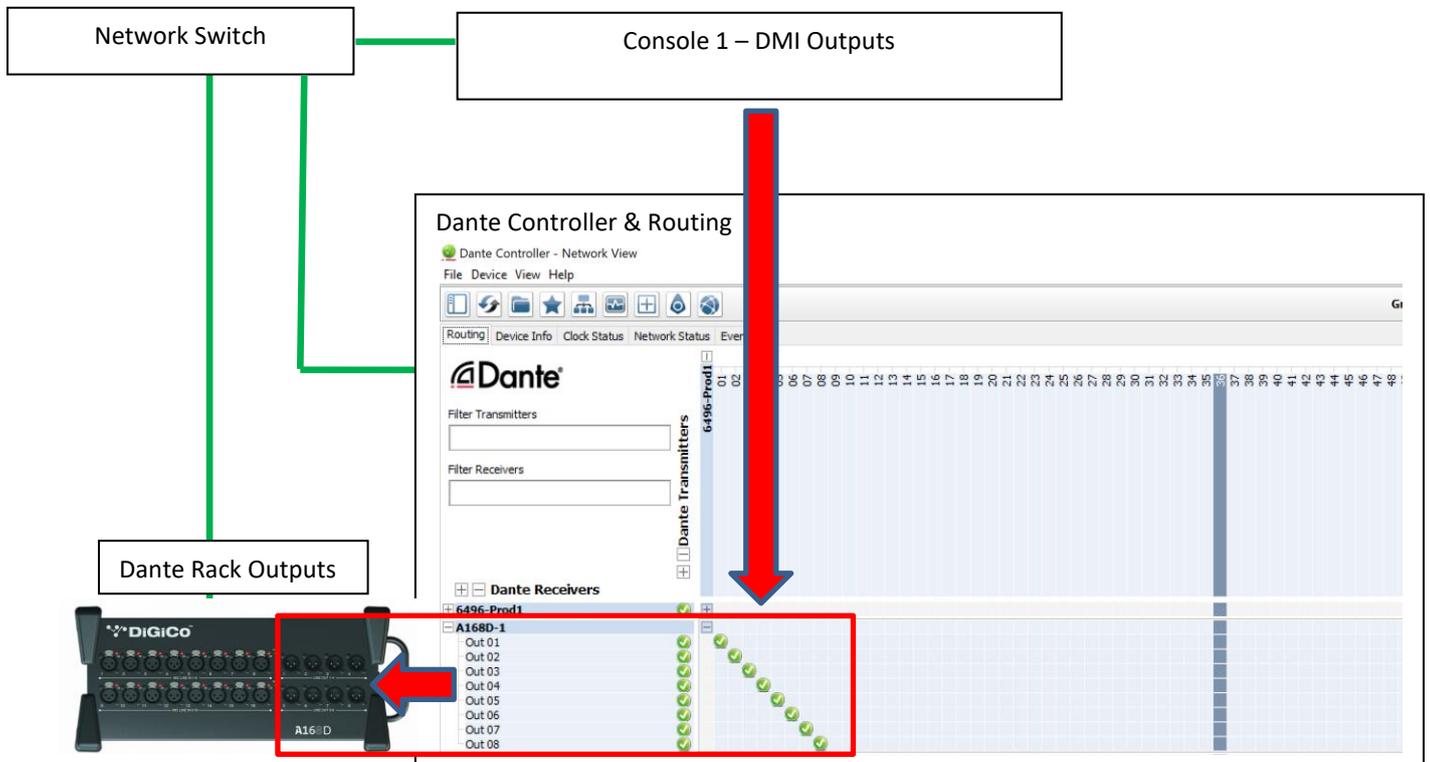
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As an example, using just a single console and a single rack, the console could use its Dante DMI channel 1 as an input signal to its own console Input Channel 1 but the audio signal which appeared on that DMI Dante channel could be any signal from the Dante IO rack and is determined by the routing in the Dante Controller.

With the following routing in place, a console that selects any of the DMI card channels 1-16 as an input source will receive the signal from the same numbered Rack Input socket – this is a logical setup.

Dante Rack Inputs

A168D Rack is a Transmitter in this case.
Each of the 16 Rack input sockets are routed to the same numbered DMI 64@96 channel

Dante Controller & Routing

Network Switch

Console 1

DMI 64@96 is a Receiver in this case.
Each channel receives the same numbered input socket from the rack

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In this example, a console that routes signal to DMI card output channels 1-8 will be sending them to the same numbered Rack Output socket.

Console 1 DMI is a Transmitter in this case.
Each of the DMI 64@96 outputs 1-8 are routed to same numbered Rack output sockets
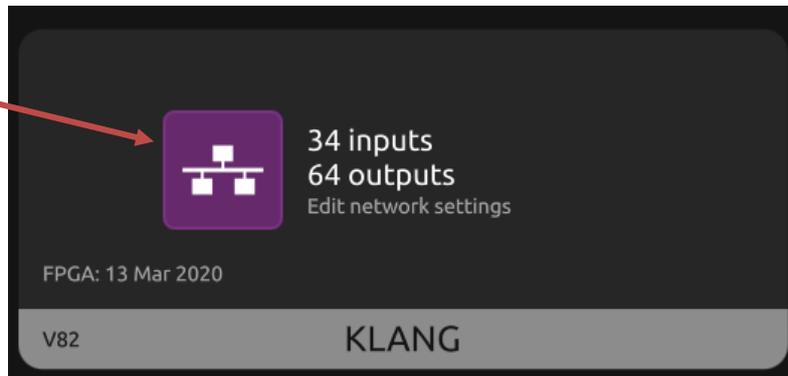
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DMI-KLANG Support

The DMI-KLANG card is now supported in S-Series consoles. This enables audio to be routed from the console to the card and vice versa. The DMI-KLANG card can only be controlled using an external device such as the Klang Controller.

The DMI card's network settings and device name can be viewed and altered from the DMI cards view, under Main Menu → System → DMI Slots.
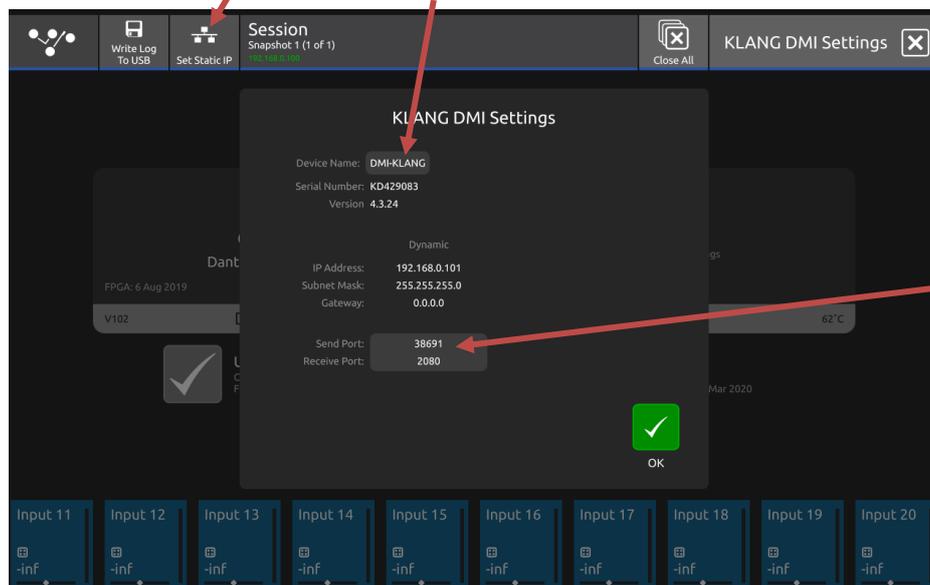
Note that there is no option to update the DMI- Klang card firmware from the console.
If required, this must be done using the Klang application.

Edit card network settings

Set the card's static IP address

Rename device

Set Send & Receive ports

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Separate scopes for CG names & Channel names
Under the global scopes view (accessible from the snapshot list view), there is now a separate scope for CG names.

This enables CG names and channel names (for input, aux, group & matrix channels) to be selected separately.

Both channel name & CG name scopes will follow that state of the 'name' scope for sessions created in older software versions, therefore functionality will remain unchanged.
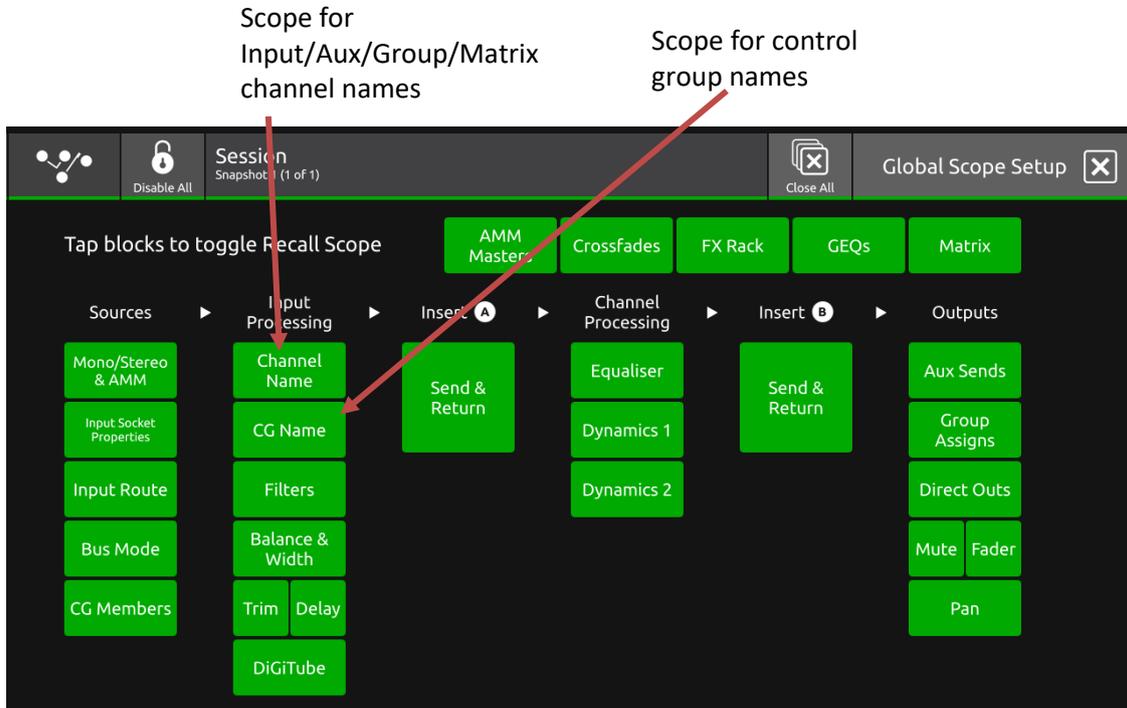
**Option to disable double tap to flatten EQ band**
The option has been added to disable the double tap to flatten EQ band (set gain to 0dB).

Under normal operation, double tapping the ball of a particular band will reset its gain to 0dB.

In v2.6 this can be disabled to prevent accidental use of this feature.

This option can be found under Main Menu → Preferences → UI Preferences.

This setting is saved with the session.
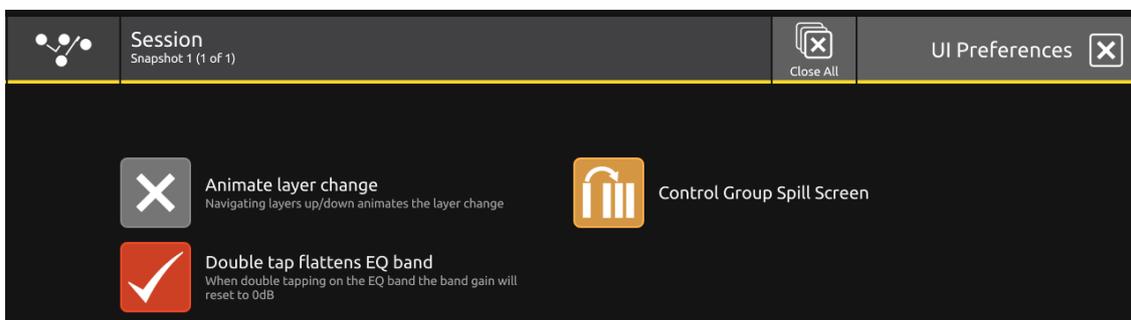
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CG Spill set now recalled with presets
The user's selected spillset of a control group is now recalled when recalling a control group preset onto a control group.

This is included under the CG Members scope.

CG Faders default to 0dB
On a new session, the default value for control group faders is now 0dB, even before members are added.

Note that if members are added to a previously empty CG in a session originally created in an older software version, the fader will no longer move to 0dB and will instead remain at -∞.

S21/31 Fixes in V2.6

AMM Routing to Stereo Busses
Fixed issue where channels with AMM active would not route to stereo busses before the channel pan was altered.

Snapshot list scrolling when editing order
Scrolling of the snapshot list when editing the order of the snapshots has been improved.

EQ Bands Default Frequency
The default frequency of the EQ bands before being adjusted is now correct.

Worksurface temperature below 0°C
Diagnostics now shows the worksurface temperature correctly if it is below 0°C.