



DiGiCo V1528 Release Notes

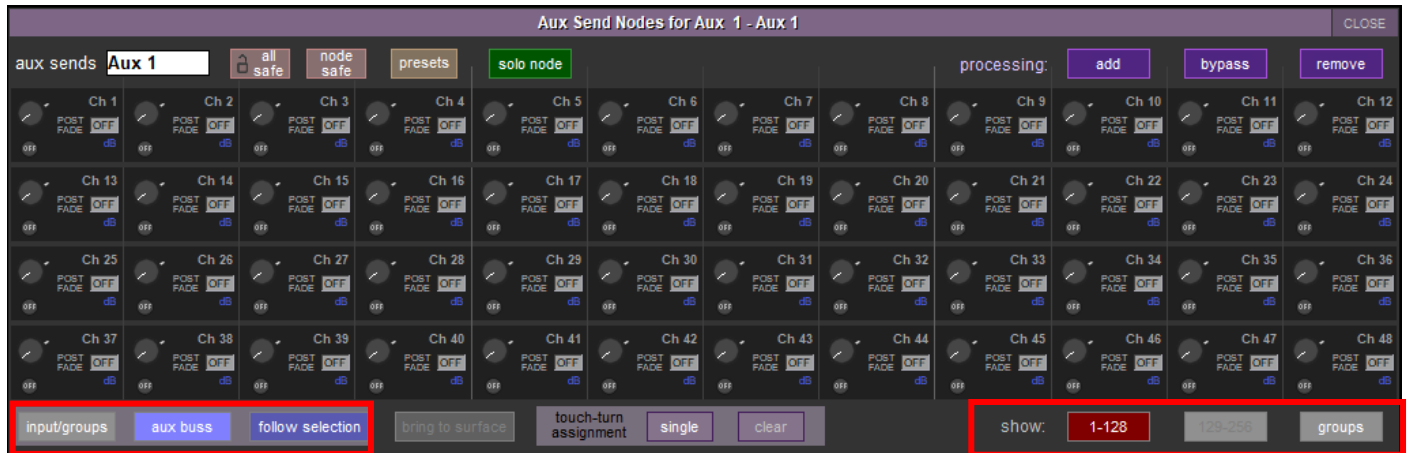
February 2022

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1.0 Aux Nodes Panel – Input/Groups and Aux Buss Views

In **Layout > Aux Nodes**, new buttons have been added to the bottom of the panel.

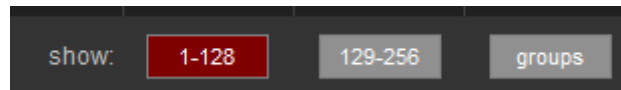


The **input/groups** button will show the aux sends per channel for the last selected channel. This is the same view as in previous versions.

The **aux buss** view will show all the channel contributions or group contributions to an aux buss.

When in **aux buss** view, either channels or groups can be shown in the aux contribution panel. This is selected in the **show** section located bottom right corner of the panel.

When a console has more than 128 input channels, the **129-256** button will become available.



If **Options>Solo>Solo Displays All Aux Sends** is enabled, soloing either an input channel or an aux master will open the **aux nodes** panel with the appropriate view selected.

The **follow selection** button links the input/groups view and aux buss views together. If a node has been selected, switching between **input/groups** and **aux buss** view will show the sends for the selected channel.

For Example, in **input/groups** view select aux 17. When the **aux buss** view is selected, this will show all the contributions for aux 17. If in **aux buss** view the node for CH3 is selected, when the **input/groups** view is selected, the aux sends for Ch3 will be shown.

The **bring to surface** button will bring the selected channel or buss to the worksurface and open the nodal processing panel if active.

1.1 SRC MADI DMI Support (DMI MADI V167+)



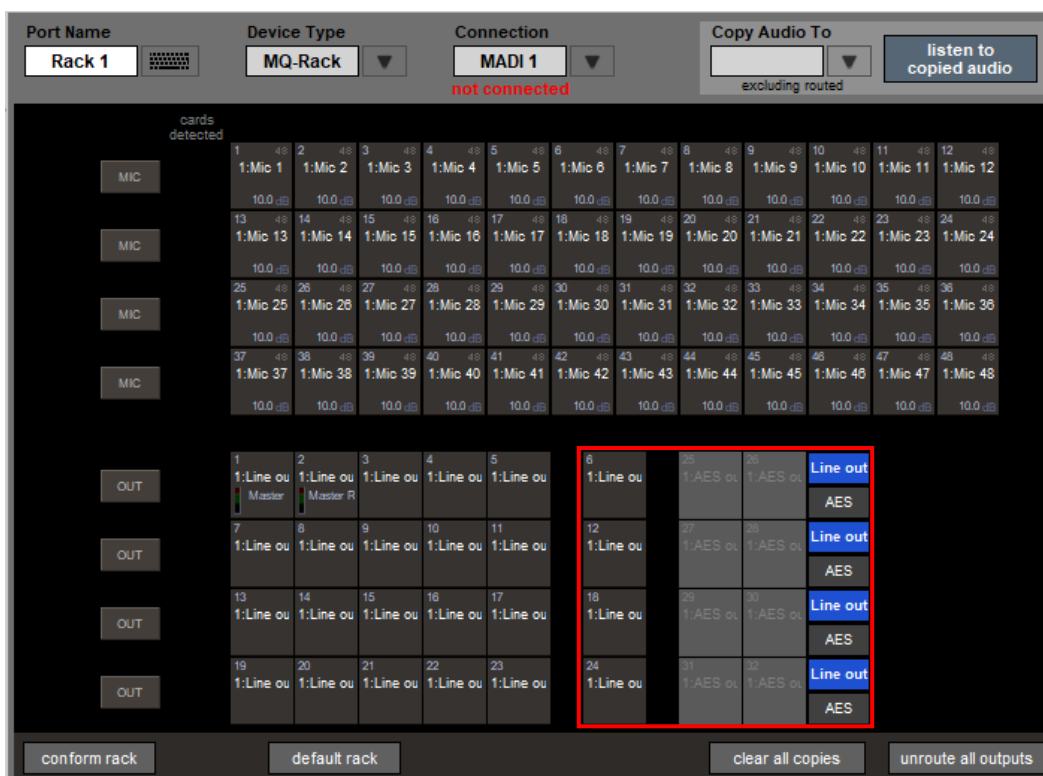
Sample rate conversion (SRC) is now available for DMI MADI cards running V167+. The settings for this are managed in the **audio I/O** panel.

Three sample rates are available to select - **48kHz**, 96kHz **smux** and 96kHz **hispeed**.

The selected sample rate must match the sample rate of the connected device. There is no auto SRC function.

The internal console sample rate and the sample rate of the connected device will determine the SRC state shown. It will either show as **SRC active** or **SRC inactive**.

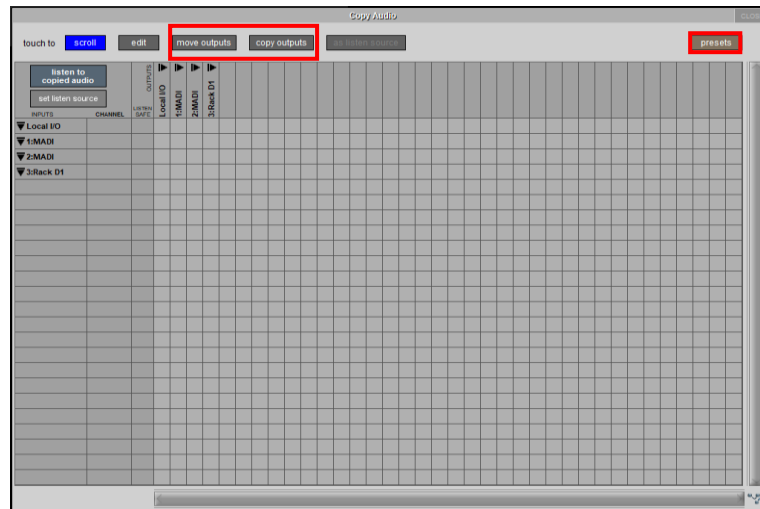
1.2 MQ Line/AES Switch Support in SD Series



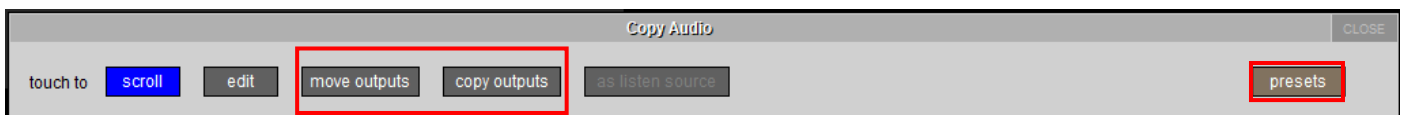
The Line out/AES switch function for the MQ rack is now supported in SD series consoles.

This is accessed from **Setup > Audio IO**. Add an MQ-rack as a device either manually or by **conform all ports** if one is connected already, then simply press either **Line out** or **AES** to change which type of output is enabled for each socket.

1.3 Copy Audio Presets, Move and Copy Outputs functions



In **Setup>Copy audio**, new **move outputs**, **copy outputs**, and **presets** buttons have been added at the top of the panel. The **scroll** and **edit** buttons have also been moved here.



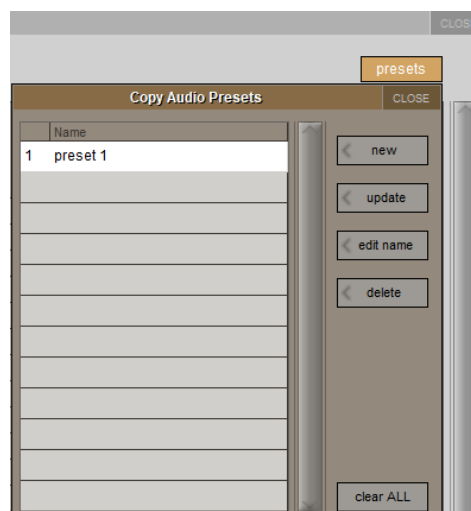
Move outputs allows the output routing to be moved from one place to another. For example, there is a selection of channels sent to the local IO in copy audio, but instead these need to be sent to a rack output.

Press **move outputs**, select the source output device and then select the destination output device and the copy audio routing will be moved.

Copy outputs allows the copy audio routing from one output device to be copied to another output device.

Press **copy outputs**, select the source output device and then select the destination device and a copy of the copy audio routing will be created.

Presets can be used to save routing made in **Copy Audio**, saving time.

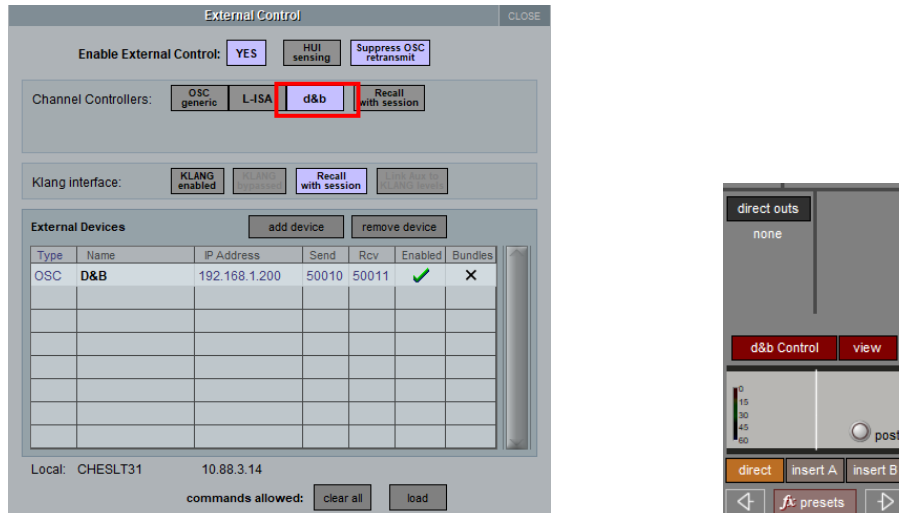


In the presets panel, presets can be created and updated, their names can be edited and presets that are no longer wanted can be deleted. All presets can also be cleared.

1.4 d&b Soundscape Integration

Bi-directional control of d&b Soundscape is now possible. For remote control to work, a DS100, a computer running d&b ArrayCalc/R1 and a Computer running RemoteProtocolBridge are required.

A d&b button has been added to **Setup>External Control**. Adding an **other osc** device will allow communication.



Once enabled in the **External Control** panel, **d&b Control** and **view** buttons will appear in the bottom of Input Channel and Group Output **Output Setup** Panels. When activated for a specific channel, the buttons will have a red background and a Soundscape control will replace the standard channel Pan controller. When the Soundscape control on the channel strip or the **d&b** button on a group is pressed, the Soundscape Control panel will open.



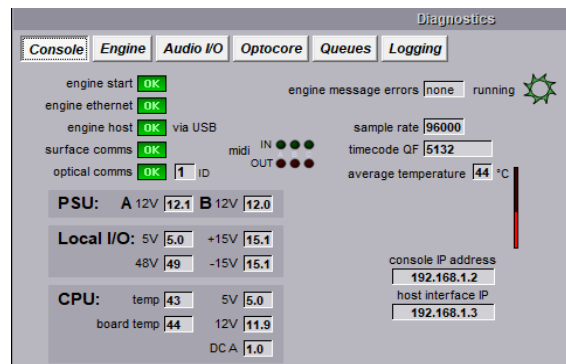
The controls are:-

- Sound Object x Position (rotary)
- Sound Object y Position (rotary)
- Sound Object Spread factor (rotary)
- Sound Object En-Space Send Gain (rotary)
- Sound Object Delay Mode (3 toggle buttons)
- Touch the small x/y position display in the expanded view to further expand the display.
- Touch on the Object Number button to select which sound object that the channel strip shall control.
- Touch on the Mapping button to select which mapping area shall be targeted from the channel strip's controls.

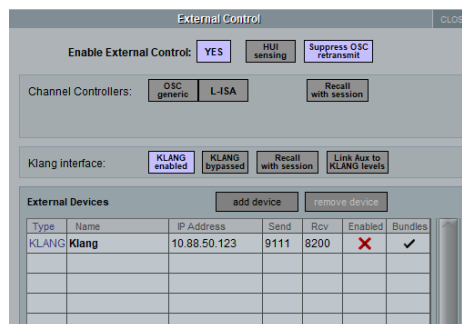
Full details of the integration can be found at www.dbaudio.com

1.5 Other New Features

- Theatre Software is now available on SD12
- KLANG Konductor has been added as port and device type in Audio IO
- In **System>Diagnostics>Console**, additional diagnostic status lights have been added. The status lights are now: **engine start**, **engine ethernet**, **engine host**, **surface comms**, and **optical comms**. The available status lights may vary depending on the console.



- Error reporting messages relating to Engine/PC/Application communication have been made more descriptive both on screen and in the console logging.
- In **Settings > External Control**, the transmission of OSC bundles can be enabled for individual connections. For KLANG connections, bundles will always be active. For DiGiCo iPad connections, bundles are disabled.



- In **Save as new file**, saving a session as a template will now also instruct Waves to save its current session to the Integrated sessions folder
- In **Layout>Fader Banks**, Layer Names are now available on SD12, Quantum2 & Quantum3.
- On SD12, the Matrix input panel can now be assigned to either the Master Screen, the left screen or be a Floating panel.
- Alt inputs now store a separate digital trim Value. This feature will only function correctly in new session made in V1528 or later.
- When KLANG is active, a new **copy to KLANG** button is visible in the **copy levels** drop down menu in the Aux master setup panel. This will copy the aux send levels to the KLANG levels for that mix and in that snapshot.
- DOSC files are now included that Support V2 iPad apps for IOS 15.

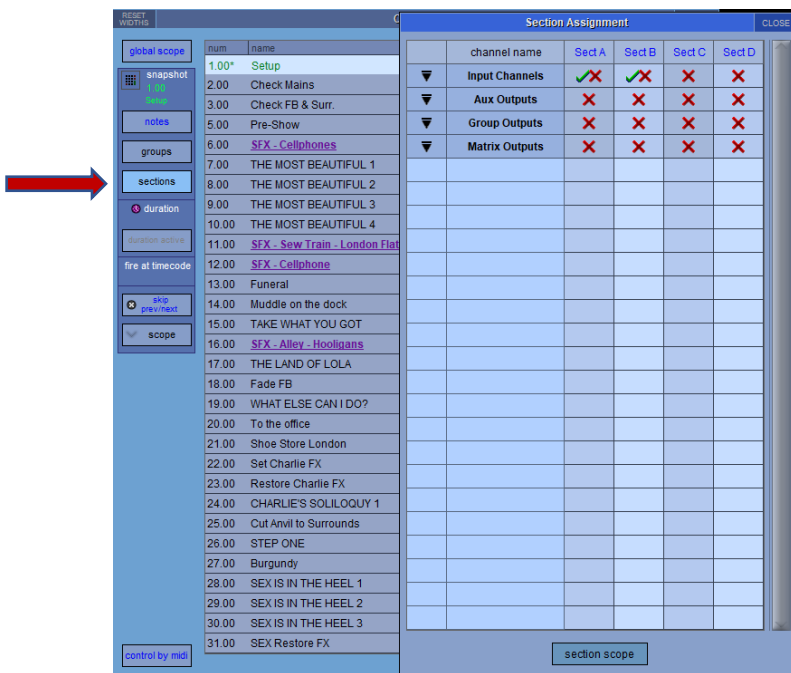
2.0 Theatre Specific Features

2.1 Sections

A **section** can contain any number of channels or busses (aux/group/matrix). There are four sections, A-D. A channel or buss can only be assigned to one section. Channels do not have to be assigned to a section.

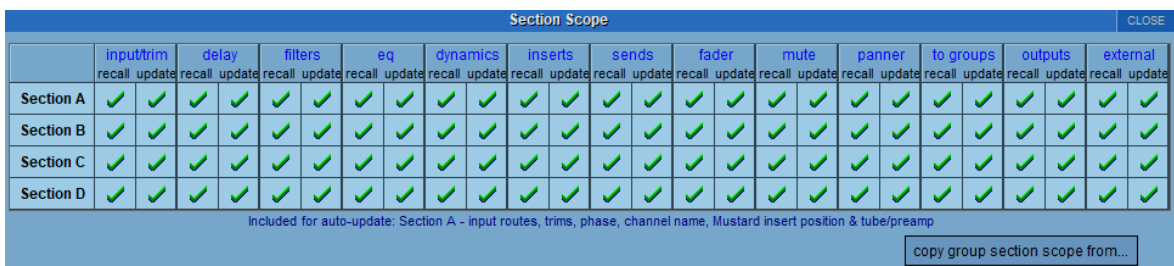
2.1.1 Assigning Channels to Sections.

In the **Cue List**, touching the **sections** button located under the **groups** button on the left hand side will open the **Section assignment** panel. There is a drop down list from which channels and busses can be assigned to a section. When a channel has been assigned to a **section**, the corresponding letter will be displayed at the bottom of the Channel strip.



2.1.2 Section Scope.

At the bottom of the Section Assignment panel is the section scope button. Touching on this will open the Section scope panel.



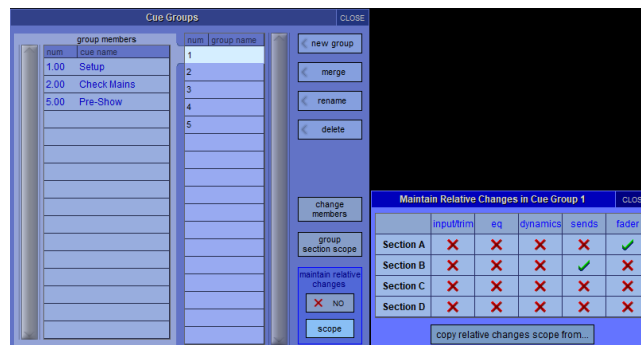
Each section can have unique recall and update scopes set per module. Any changes made will be reflected in the individual Cue recall and Update Scope panels. Any changes in **Section Scope** settings will apply to all cues.

The **copy group section scope from** button allows the copying of Groups section scope settings.

2.2.2 Maintain Relative Changes Scope

Which controllers are affected by the relative changes function are set in the **maintain relative changes** scope which is accessed from the **Cue Groups** panel. The scopes are set by **section** for each Cue group.

The example below shows that in Cue Group 1, Section A has faders included and Section B has Aux sends included. All other controllers will obey the Auto Update exclusions for their section that has been defined in **Options>Theatre**



2.2.3 Enabling Relative Changes in cue Groups.

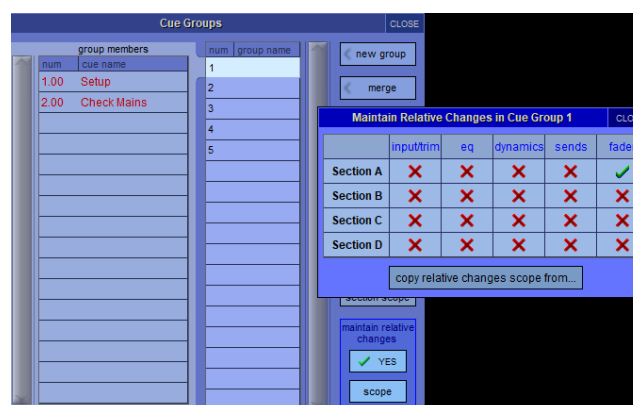
This is globally enabled/disabled in **Options>theatre**, from the **Cue Groups** panel in the **Cue list** or as a macro command.

2.2.4 Temporary & Permanent Relative changes

When a controller that is in scope is changed with the **Relative Changes** option active, the change is temporary and will not be permanently written to all the cues until the **Update group** button is pressed. If the update group button is not pressed, then when you recall the first cue that is not a member of that cue group, any controllers that have been changed will revert to their previously stored settings.

Example.

A Cue Group has Cue 1 and Cue 2 as members and faders have been set in Section A to be included for **Relative Changes in Cue Group 1**. Input channel 1 is in Section A. The Cue Groups panel will look like this.



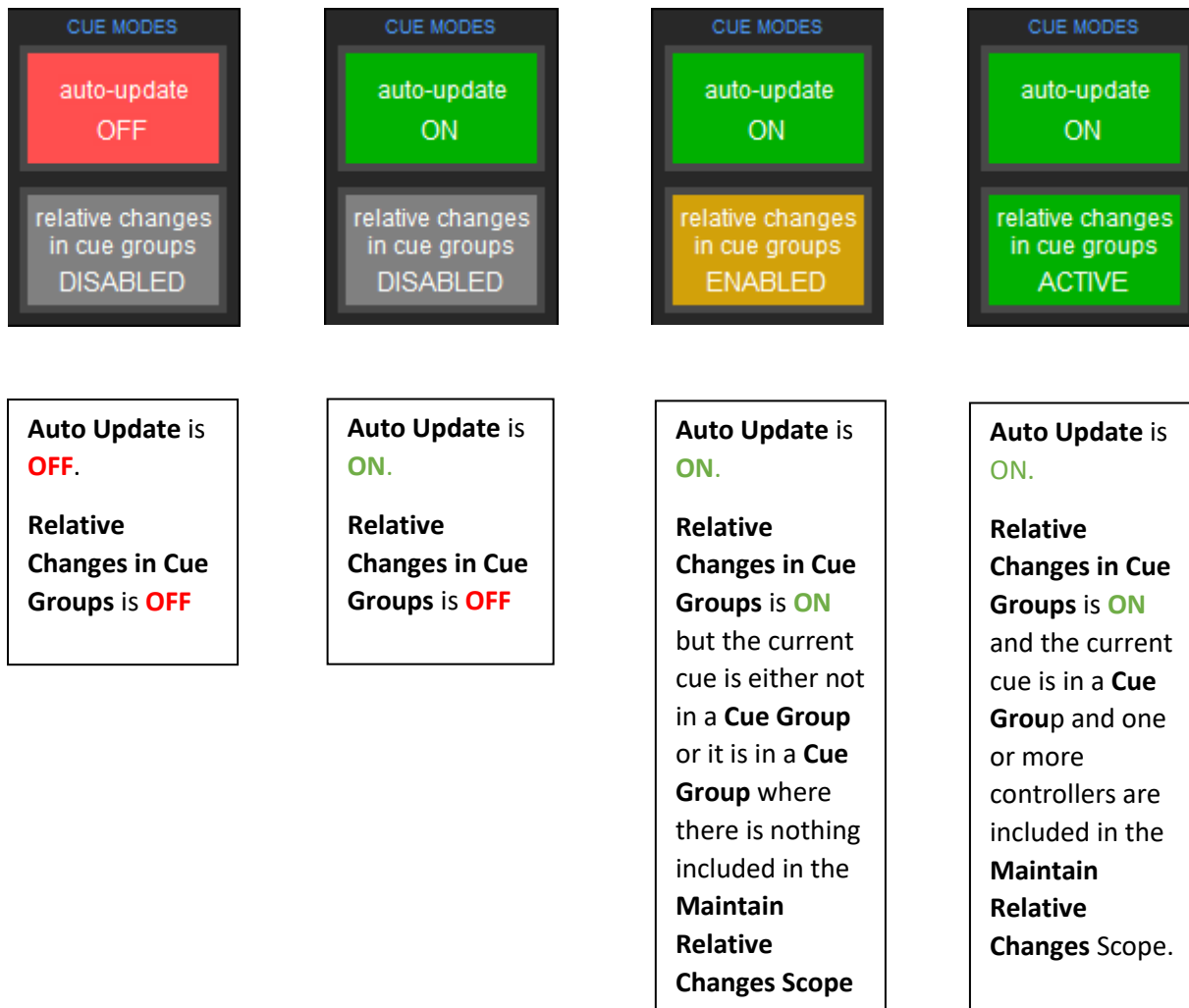
In Cue1, CH1's fader is set to 0dB and in Cue 2 CH1's Fader is set to -5dB. While in Cue 1, the fader is moved down by 3dB so it is positioned now at -3dB. When Cue 2 is recalled, as a result of the -3dB change, CH1s fader is set to -8dB.

To permanently write these new fader positions to both Cues 1&2, the Cue group must be updated. This is done by pressing the **group update** button on the worksurface located in the snapshot control section or by pressing the **update group dB changes only** button in the cue list. Once pressed, the module data in both **Channel Cues** and **Module Cues** will be updated to show this change. Next time these cues are recalled, the fader value for CH1 in Cue 1 will be -3dB and in Cue 2 it will be -8dB

If a cue which is not a member of the Cue Group is recalled before the **Group update** is done, then any changes made will be lost. Next time these cues are recalled, the fader value for CH1 in Cue 1 will be 0dB and in Cue 2 it will be -5dB

2.3 Cue Mode Indicators

A new **Cue Mode Indicators** panel has been added. This panel displays the status of both **auto-update** (on/off) and **relative Changes in Cue groups** (Disabled/Enabled/Active). The panel can be positioned anywhere on the console. It can be disabled/enabled in **Options>Status** and it is enabled by default. This option setting is a console option and it is not stored with the session.

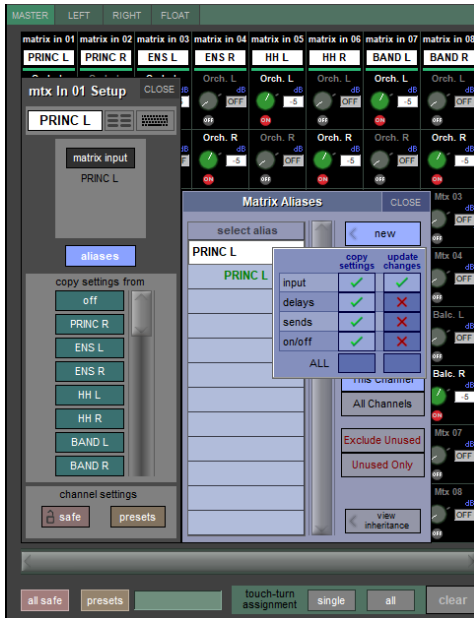


2.4 Matrix Aliases

Aliases can now be created for each Matrix input. Each Alias can recall the input, delay, send and on/off settings for each node of each Matrix input.

2.4.1 Creating a Matrix Alias

A **Matrix Alias** can be created from the Matrix input setup panel. An **Aliases** button has been added to the **Matrix Input Setup** Panel. Touching on the **Aliases** button opens the **Matrix Aliases** panel.

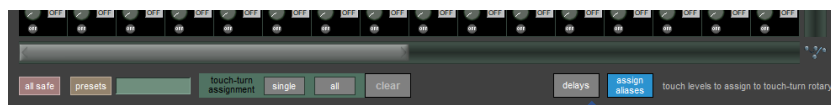


Press **New** and the **Alias scope** panel will open defining which controllers will be included within the Alias.
Give the **Alias** a new name and press enter on the keyboard to create the **Alias**

2.4.2 Assigning Matrix Aliases.

Once they have been created, **Matrix Aliases** can either be assigned from the **Matrix Input Setup** panel or from the **Matrix Aliases Assignment** panel

A new button **assign aliases** has been added to the **Matrix** input panel. This will open the **Matrix Alias Assignment** panel which allows the assignment of aliases for all matrix inputs.



cue	cue name	Matrix 1	Matrix 2	Matrix 3	Matrix 4	Matrix 5	Matrix 6	Matrix 7	Matrix 8	Matrix 9	Matrix 10	Matrix 11	Matrix 12
27.00	Burgundy	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
28.00	SEX IS IN THE HEEL 1	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
29.00	SEX IS IN THE HEEL 2	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
30.00	SEX IS IN THE HEEL 3	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
31.00	SEX Restore FX	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
32.00	Factory Facade	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
33.00	HISTORY OF WORKING GUY	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
34.00	Like as a man	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
35.00	Men's & Women's	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
36.00	NOT MY FATHER'S SON	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
36.50	Restore FB	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
37.00	CHARLIE'S SOLILOQUY 2	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
38.00	SAY YEAH 1	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
39.00	SAY YEAH 2	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
40.00	SAY YEAH 3	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R
41.00	SAY YEAH 4	PRINC L	PRINC R	ENS L	ENS R	HH L	HH R	BAND L	BAND R	Subs	Pedal	Voic-FB L	Voic-FB R

The current name cue is shown with green text

Available Matrix Aliases that have been created for each input are shown here

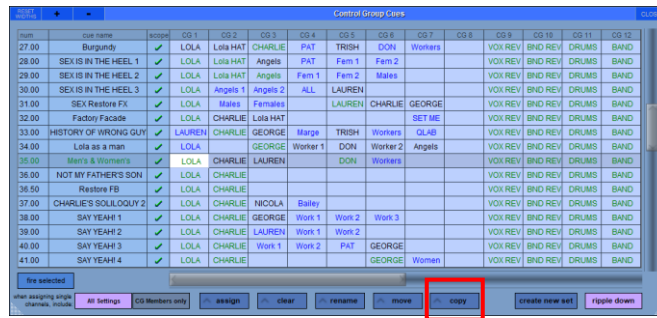
The selected cue is shown with a white background

To a change the current Alias in a cue, first select the required cue and then select a new Alias from the list. The currently selected cue is shown with a white background.

If an Alias change is made to the current cue, the cue must be recalled for the change in settings to occur.

2.5 CG Cues Copy

In **CG Cues**, you can now move the contents of one cell to another using the new copy button., Copying CG assignment and current aliases from one CG in one Cue to another or the same CG in another or the same Cue.



2.6 Other Theatre features

2.6.1 SD10 Master fader

In SD10T, the master fader is now assignable. This is done in **Layout>Fader banks**.

2.6.2 FX Auto Update

Theatre Auto-Update now only affects Dynamics and FX of the same type.

3.1 Errors Fixed

Aux 1 rotary could not be controlled with a mouse once it had been adjusted for the 1st time.

In SD7 & Quantum7 Broadcast, if a session was created with a surround buss then Aux sends could not be adjusted from the 4 dedicated aux rotaries.

Opening a channel's expanded aux panel with KLANG active could cause the Worksurface to freeze.

Mustard EQ was not correctly following Group update rules.

In Macros, MIDI port B was reporting incorrectly on consoles that do not have MIDI port B Fitted.

In SD9 Broadcast, on session load, additional audio was being routed to the monitors rather than just the selected Monitoring source.

On Quantum Consoles, if the bridge meters were set to pre trim then when listen to Copied Audio was enabled, the bridge meters would continue to show the Source metering rather than Copied Audio source metering.

Loading a template session directly after doing a partial load could cause an Access Violation.

Mustard EQ was not correctly obeying Group update Rules.

Snapshot duration times were not correct when the TC rate was not 25 fps.

Turning a KLANG node off from the KLANG app was turning the console's aux node off rather than returning it to its previous state.

Switching between layers which had different meter bridge settings could cause meters from another layer to be shown in empty channel positions.

Converting an SD12-96 Session to an SD12 could result in banks being incorrectly built if channels had been reordered in the original session.

Soloing a stereo output buss from the iPad applications would only solo the left leg.

If a session had saved KLANG settings but KLANG was disabled, aux send crossfades levels would jump if the Link Aux to KLANG sends had been left active.

Converting a session from a Quantum console to an SD Console that had True solo active when it was saved would cause the True solo panel to be stuck open in the converted session.
