Previous PM5D V2 Firmware version information

Firmware V2.26

Fixed Bugs

- Fixed a problem in which white noise would occasionally occur from channels 9 to 12 of the MY16-AT card when using the card.
- Fixed a problem in which the AD8HR would be occasionally recognized as the AD824 when the PM5D was connected with the AD8HR and turned on.
- Fixed a problem in which the status of top panel didn't match the display's indication when the PREV/DIRECT/NEXT button of the EVENT RECALL function in the EVENT LIST screen was clicked several times continuously while the EVENT RECALL function was being executed.
- The status of the CASCADE ENABLED/DISABLED buttons in the CASCADE screen can be now maintained even though the power is turned off and then back on when the PM5D is cascade-connected with other devices, such as mixers.
- Fixed a problem in which the scene name, which was entered when the scene was stored in the PREVIEW mode, was automatically displayed when it was stored after exiting the PREVIEW mode.

NOTE

- The following DME components are not available even though they are selected in the DME CONTROL screen. Additionally, other components are not displayed properly after the following components are selected. When this problem occurs, reconnect the entire system.
  Matrix Mixer 4 x 8
  Matrix Mixer 4 x 16
  Matrix Mixer 8 x 16
  Matrix Mixer 8 x 32
  Matrix Mixer 16 x 32
  Matrix Mixer 16 x 64

Matrix Mixer 24 x 24

Matrix Mixer 32 x 64

Firmware V2.25

Fixed Bugs

- Fixed a problem in which the signal processing and screen statuses were not identical when patching the same port simultaneously to each Insert Out in the Input/Output Patch library by for example, recalling a library which inserts the same GEQ module.
- Fixed a problem in which the Fader Calibration screen did not appear when a problem was detected in the fader settings while the PM5D was started up.
- Fixed a problem in which the previously entered numbers were cleared by pressing the next key when you entered the same number as the currently recalled scene number from the external keyboard connected to the PM5D unit. For example, if you attempted to recall scene 123 with scene 012 recalled, the entered numbers "1" and "2" would be cleared and scene 003 would be recalled instead. When you enter a wrong scene number from the external keyboard, the number can be cleared and reentered by pressing the <.> key.

Fixed Bugs (Cascade mode)

- Fixed a problem in which the DCA group with the DCA LEVEL/MUTE in the CASCADE LINK settings turned on was not excluded from the scene recall operations from the cascade master (even if the DCA group was excluded from the recall operations with the Recall Safe or Selective Recall function) when multiple PM5D units were cascade-connected.
- Fixed a problem in which the meters of the channels other than the currently selected channel and the adjacent channels did not move when the PM5D and the DSP5D units were cascade-connected and the DSP5D was selected for the PM5D panel operation under the following conditions.
  - The same metering point was specified for the channel strip meters and for the meters at the top of the top panel.
  - The meter of a different layer was displayed on the channel strip meters and the meters at the top of the top panel.
  - A specific screen such as EQ or COMP was displayed.
- Fixed a problem in which the GR indicator of the channel that uses no COMP/GATE function flashed instantaneously by switching the channel layers with a screen other than COMP or GATE screen

displayed, when the PM5D and the DSP5D units were cascade-connected and the DSP5D was selected for the PM5D panel operation.

- Fixed a problem in which the GR meter continued to display the maximum value on the panel or screen of the selected channel and its paired channel when the PM5D and the DSP5D units were cascade-connected and the DSP5D was selected for the PM5D panel operation under the following conditions. To fix this problem, update the DSP5D firmware as well as the PM5D firmware.
  - VERTICAL PAIR was selected for the PAIR MODE.
  - GATE and/or COMP of the selected and its paired channels were set to ON.
  - A different layer was selected for the INPUT channel strip meters and for the meters at the top of the top panel.

Firmware V2.23

Fixed Bugs

- Fixed a problem in which the MIX/MATRIX/STEREO channels patch where the OUTPUT ISOLATION function was set to ON could be changed by scene recall or by loading a file.
- Fixed a problem (only in the display) in which the indication for the patch settings did not show when the effect or GEQ module patch was changed from the inserts into the MIX/MATRIX/STEREO channels to the inserts into the INPUT/ST IN channels.
- Fixed a problem in which the GEQ module patch could be changed even if you locked an INPUT PATCH or OUTPUT PATCH that includes channels into which the GEQ module was inserted in the LOCK PARAMETER SELECT area of the SECURITY screen.

Firmware V2.22

Fixed Bugs

- Fixed a problem in which a scene on the cascade slave PM5D would occasionally not be recalled when recalling the scene of two cascade-connected PM5D units from an external GPI device which was connected to the cascade master PM5D
- Fixed a problem in which some settings, such as INPUT/OUTPUT PATCH and MIDI CONTROL CHANGE, would not operate correctly as indicated on the screen when the data created from the PM5D V1 was loaded into the PM5D V2
- Added a confirmation message to prevent inadvertent erasing of some parts of memory on the DSP5D when enabling the cascade-connection between the PM5D and the DSP5D(s). Blank scenes on the PM5D

will erase the scene data of the same number on each DSP5D. The PM5D's library data not associated with a scene will be transmitted and overwritten on each DSP5D to synchronize libraries

- Fixed a problem in which some of the panel indications would not be correct, such as encoders' PAN indication and name indicators' brightness, and the send operation could not be performed from the ST IN to the MONO bus using the MIX section encoders when different machines' layers were selected on the INPUT channel strip and the ST IN channel strip while the PM5D and the DSP5D(s) were cascade-connected
- Fixed a problem in which indication of the screen and the panel would occasionally not be consistent when having recalled a scene while two PM5D units were cascade-connected, and the DCA groups and MUTE groups were cascade-linked

Firmware V2.20

Fixed Bugs

- Two DSP5D units now can be cascade-connected and used (PM5D-DSP5D-DSP5D, PM5D-DCU5D-DSP5D-DSP5D, PM5D-DCU5D-DSP5D-DCU5D-DSP5D).
- Fixed a problem in which the cascade-connected DSP5D units could not properly load a file containing CASCADE TYPE or word clock settings different from the current settings.
- The DSP5D version and the internal battery status are not now shown when the PM5D and the DSP5D are cascade-connected but the connection is disabled. This is because the DSP5D internal battery was shown incorrectly as "No Battery" when the cascade-connection was disabled.
- A word clock source incapable of serving as the master clock now cannot be selected on the WORD CLOCK screen when the PM5D and the DSP5D are cascade-connected.
- After the DSP5D internal memory initialization is complete, the leftmost OUT [TX] LED now keeps flashing until the power is turned off and then on again (the LED used to turn off in about 10 seconds). The four LEDs now flash from the left repeatedly during the initialization (the LEDs used to flash once).
- When the PM5D/DSP5D for which the cascade-connection is enabled is turned off and then on again, the cascade-connection now becomes enabled automatically. Until the cascade-connection is enabled, a "Waiting for Auto Cascade Sync" message is now shown. To cancel the cascade-connection being enabled, select machine #1 (PM5D) then disable the cascade-connection using the CASCADE ENABLED/DISABLED button.

- Fixed a problem in which the PM5D-RH was disconnected from the AD8HR and/or the AD8HR gain setting was changed to 6-dB steps when five or more AD8HR units were connected to the PM5D-RH for extended periods.
- Scenes are now recalled faster when the PM5D and the DSP5D are cascade-connected.
- Fixed a problem in which the fader levels shown on the FADER ASSIGN screen sometimes differed from the actual levels.
- Fixed a problem in which the CH to MIX and MIX to MATRIX parameters were not recalled properly when a scene in which MIX channels were paired during PREVIEW was recalled.
- Fixed a problem in which the previous effects sometimes kept being applied when a scene that would change the internal effects to the GEQ modules was recalled.

Known issue

- When the cascade-connection between the PM5D and the DSP5D is enabled, a scene for which the trigger condition is specified using INTERVAL on the EVENT LIST screen is occasionally skipped. To make sure the scene is properly recalled, specify the trigger condition using TIME CODE.

Firmware V2.11

Fixed Bugs

- The Global Paste function now works properly even when cascade-connection is enabled.
- Even when cascade-connection is enabled, scene editing operations (insert, cut, paste, clear) and undo operations for scene store/recall now work properly.
- Fixed a problem in which a scene shown in the scene list could not be sometimes recalled or edited (insert, cut, paste, clear) if a scene was edited several times.
- Even when a device other than machine #1 (PM5D) is selected as the target of the PM5D's panel operations and a scene including a fade time setting is recalled, the faders now move properly according to the fade time setting.
- DME control functions routed through an MY16-CII card now work properly.
- Fixed a problem in which a scene could not be undone if the DIRECT RECALL function was assigned to a User Defined Key and the scene was recalled.
- Fixed a problem that occurred when the internal effects were used for the GEQ module.

- Fixed a problem in which cascade-connection (PM5D — DCU5D — DSP5D) would occasionally not be restored even if the network was restored after the connection was temporarily disconnected due to network failure, etc.

Firmware V2.11

Fixed Bugs

- [Symptom]
  - Under certain conditions (see below), the patching of AD IN 4 to any channel is lost. However the patch screen still shows the patch. As a result, the audio signal of that channel stops.
- [Conditions]
  1. When the OUTPUT PATCH of any Effect(1-8) is "No Assign" in the EFFECT PARAM screen or the EFFECT ASSIGN screen.
  2. When the above setting is changed from "No assign" to "Assigned".

Major new functionality in PM5D firmware V2.05

Basic functionality and panel operations

- 1. You can now control the DSP5D from the PM5D's panel.
- 2. On/off operations of the channel selected in the FADER MODE section can now be operated from the DCA [MUTE] key.
- 3. Even if the FADER [FLIP] key is on, you can now use the encoders to control the panning of the signal sent to the MIX buses, the head amp gain, or the attenuator.
- 4. If there is no vacant library number when you store the selected scene as NEW, it will now be impossible to save the scene; this prevents an existing library item from being overwritten.
- 5. As parameters that can be operated in the screen, MONITOR LEVEL and CUE LEVEL have been added. You can now assign these to the faders of the DCA strip so that the monitor or cue levels can be adjusted.

EFFECT functions

- 1. Add-On Effects (COMP276/276S, COMP260/260S, EQ601, OPEN DECK) and DE-ESSER have been added.
- 2. A DSP CONFIGURATION option has been added to the EFFECT ASSIGN screen and to the GEQ function GEQ ASSIGN screen, allowing internal effects 1-8 to be used as graphic EQ or parametric EQ.

- 3. When the panel [SEL] key is pressed in the EFFECT PARAM screen, or when a [SEL] key is turned on via a linking setting, the effect module inserted in that channel will automatically be selected.
- 4. If you've used the tap tempo function to specify the tempo in the EFFECT PARAM screen and then edited the DELAY parameter, the tempo will now stay unchanged.

GEQ functions

- 1. Options have been added to the GEQ PARAM screen, allowing you to switch a graphic EQ to a parametric EQ.
- 2. Not only when the panel [SEL] key is pressed in the GEQ PARAM screen but also when a [SEL] key is turned on via a linking setting, the GEQ module inserted in that channel will automatically be selected.
- 3. When you insert a GEQ in the GEQ PARAM screen, insert-in will automatically be turned on for that channel, and will be automatically turned off when you remove the GEQ.

SCENE functions

- 1. In the SCENE screen, you can now specify "read-only" scenes that will not be overwritten when you load scenes from a memory card.
- 2. In the SCENE screen, a DELAY field has been added, allowing you to specify the timing of the program change or MIDI events that are transmitted when the scene is recalled.
- 3. In the SELECTIVE RECALL screen and the RECALL SAFE screen, the ON parameter has been added as a channel parameter that can be included in or excluded from recall operations.
- 4. In the SELECTIVE RECALL screen and RECALL SAFE screen, separately from the conventional Recall Safe functionality, an OUTPUT ISOLATION field has been added, so that output channels and parameters to be excluded from recall operations can be stored in SETUP memory (which is not affected by memory card load operations).

SYS/W.CLOCK functions

- 1. In the MIXER SETUP screen, a VIRTUAL SOUNDCHECK button has been added, allowing you to temporarily change the input patching for a rehearsal.
- 2. In the OUTPUT ATT PORT screen, a Φ (phase) button has been added, allowing you to switch the phase between normal and reverse for each output channel or I/O channel output port.

GEQ functions

- 1. In the PREFERENCE 1 screen, a DCA MUTE TARGET option has been added, allowing you to specify that the DCA [MUTE] key will mute the send to the MIX bus.
- 2. In the PREFERENCE 1 screen, an ATT OPERATION ON PANEL option has been added, allowing you to prevent the panel encoders from operating the attenuators.
- 3. In the PREFERENCE 1 screen, a MIX SEL/ENCODER MODE LINK option has been added, allowing you to link selection of MIX channels with selection of MIX SEND SELECT keys.
- 4. In the USER DEFINE screen, functions such as DSP5D CONTROL and ENCODER MODE KEY have been added to the functions that can be assigned to user-defined keys.
- 5. In the FADER ASSIGN screen, options have been added, allowing you to use the STEREO/DCA strip section to control the monitor/cue level and on/off status.
- 6. In the FADER ASSIGN screen, you can now assign the desired channels of the DSP5D as well.
- 7. In the SECURITY screen, a LOAD LOCK function has been added, allowing you to disable loading for each type of file.
- 8. In the SECURITY screen, a RECALL LOCK option has been added, allowing you to lock parameters so that they will not be changed when a scene or library is recalled.

Input/output functions

- 1. In the OUTPUT PATCH function OUTPUT PATCH screen, you can now change the patching of output channels to MIX OUT jacks 1-24.
- 2. In the OUTPUT PATCH function INSERT POINT screen and the INPUT PATCH function INSERT/DIRECT OUT POINT screen, a SET ALL button and CLEAR ALL button have been added, allowing you to turn all channels on/off in a single operation.
- 3. In the INPUT VIEW function CH JOB screen, channel settings can now be moved as well as copied.
- 4. In the INPUT PATCH function INSERT/DIRECT OUT POINT screen, PRE ATT has been added as a direct output transmit location.
- 5. In the PAN/ROUTING function MIX SEND VIEW screen, the send position (PRE/POST) of the signal sent to the MIX bus is now indicated by the color of the bar graph.
- 6. You can now set a Q of up to 16 for the parametric EQ in the input channels, output channels, and GEQ modules.
- 7. You can now set a threshold level of down to -72 dB for an input channel GATE.