

Previous QL Firmware version **information**

V5.85

New features in V5.85

- Now supports DM3 mounting and HA control as a Dante I/O device.

Changes in V5.85

- Now supports the Brooklyn3 Dante module provided by Audinate. Hardware revised due to this parts change have "B" marked next to the model number on the serial number label, and these products cannot be downgraded to firmware versions earlier than V5.85. (The Dante module used in this product can also be identified via the console Setup menu or in Dante Controller. For more information about the open source licenses used for each Dante module, please visit Audinate's website).

<https://www.audinate.com/legal/software-licensing>



Fixed bugs in V5.85

- Fixed a problem in which mounted Dante I/O devices controlled via the FOR DEVICE CONTROL IP address, such as RSio64-D, Tio1608-D, Stagetec XDIP etc. became UNCONTROLLABLE from the console, following a reboot of that Dante I/O device.

- Fixed a problem in which an iPad running StageMix was restarted after StageMix had been connected to QL for a long period of time, StageMix was not able to reconnect to the console until the console was restarted.

Changes in V5.81

- Now supports updated networking parts. Hardware revised due to the parts change have "A" marked next to the model number on the serial number label, and these products cannot be downgraded to versions earlier than V5.81.

Fixed bugs in V5.81

- Fixed a bug in which, if a console file (.CLF) saved on an older version was loaded into a console running V5.80, the message "Parameter out of range" might appear at the bottom of the display during file load and some parameter data was not loaded correctly.
- Fixed a rare problem in which the Dante module did not operate when starting up due to specific network conditions.

New features in V5.80

- Now supports control of AFC Image from the console, allowing object panning and scene recall.
- Added support for the latest Shure product variants and new RF Bands in the QLX-D, ULX-D and Axient Digital product lines.

Improvements in V5.80

- Improved the performance of the connection between CL/QL Editor and the console when used on networks with high latency.

Fixed bugs in V5.80

- Fixed a rare problem in which CL/QL consoles interfered with TCP communication of other networked devices when used together with a DHCP server and those devices were rebooted.
- Fixed a bug in which the remote control status would occasionally not update from SYNCHRONIZING to CONTROLLABLE when Rio3224-D2/Rio1608-D2 were mounted.

- Fixed a bug in which, in Sends On Fader mode on the QL series, any MATRIX buses might not be selectable as the destination when switching the MATRIX page on the function access area to MIX then back to MATRIX.
- Fixed a bug that prevented the Console ID from being changed from 1, when additional devices such as Tio1608-D were mounted on QL Series consoles, or when the word clock source was changed from Dante on the QL series.

Known issues

- If a device running V5.80 or later has been enrolled in Dante Domain Manager and then is downgraded to V5.70 or earlier, the Dante module may occasionally not work correctly and control of the module is not possible.
In the event of this happening, re-enroll the device in Dante Domain Manager and then restart it.
Alternatively, initialize the device and its Dante settings* but make sure to back up the console data before initializing.
* While holding down the [STORE] key and the [INC] key (CL series), or the master section A and B [SEL] keys (QL series), turn on the power to the device to initialize it.
- The following problems are found in version 8.1.1 of QL StageMix.
 - If the QL StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.
 - QL StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
- The console may become inoperable after a "kernel sysdwn" message due to an unexpected error.
If this happens, the console needs to be restarted. However, since all the settings including Dante settings* will be initialized to the default, please back up data regularly.
* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.
- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- A message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" is rarely displayed if you turn on the console and other Dante devices simultaneously. In this case, restart the console.

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from QL series consoles.
- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

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- You can use the following amount of CL/QL/RIVAGE PM/R Remote units to remotely control each device unit (listed at left).
 - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
 - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM units plus six separate computers operating R Remote.
- You can connect a maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
 - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
 - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
 - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
 - Restriction of a device label
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- For the R-series, make sure that the ID indicated by Y####- is not duplicated by any other R-series unit, even if it is a different size.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
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Known issues

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- If a device running V5.80 or later has been enrolled in Dante Domain Manager and then is downgraded to V5.70 or earlier, the Dante module may occasionally not work correctly and control of the module is not possible.

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V5.70

New features in V5.70

- Added support for SMPTE mode* (ST2110-30 clocking) in Dante Domain Manager (DDM). Please note, once a Dante device is enrolled in DDM, various device settings cannot be altered, including Word Clock, Preferred Master and Latency settings. To alter such setting using the console, the Dante device must first be un-enrolled from the Domain and then use Dante Controller to 'Clear Domain Credentials

*With SMPTE mode enabled in DDM, the domain is configured for SMPTE ST2110-30 clocking, enabling audio interoperability between Dante and non-Dante SMPTE devices.

Improvements in V5.70

- Reduced the likelihood of an error occurring that causes the message "kernel sysdwn, operation cannot be performed." to be displayed.
- Reduced the issue occurring that VIRTUAL is still displayed on the DEVICE MOUNT screen for devices participating in DDM.

Fixed bugs in V5.70

- Fixed a bug in which HA of MTX3 could not be controlled using V5.60.
- Fixed a bug in which an INTERNAL USER KEY could not be generated without [FILE LOAD]-[LIBRARY LIST] authority being set in USER LEVEL when logging in as a power user.
- Solved a problem in which the message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" might have appeared even when the console was started up normally.

Known issues

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V5.60

- Added the following supported devices for DANTE I/O DEVICE:
 - Amplifiers (NEXO NXAMP 4x4MK2, Yamaha PC-D/DI series)
 - Interface (Neutrik NA2-IO-DPRO)

Improvements in V5.60

- The number of input ports associated with the Rupert Neve Designs RMP-D8 has been increased from 8 IN to 16 IN.

- The version notation of following I/O devices has been changed from "x.xx" to "x.x.x".
 - Yamaha DZR-D series
 - Focusrite RedNet 4 and RedNet MP8R

Fixed bugs in V5.60

- Solved a problem in which CUE levels could not be set due to the cue interruption function in SURROUND mode.
- Solved a problem in which pasting the "FOCUS" settings of a scene with focus recall enabled to another scene by using the Global Paste function would also paste other parameters.
- Solved a problem in which selecting a MATRIX bus on a custom fader bank and changing MATRIX bus parameters on the MATRIX SEND [From MIX] screen would change corresponding parameters of a different MATRIX bus.
- Solved a problem in which the CH9 name display would not reflect a change made in the FADER ASSIGN field on the GEQ EDIT screen. (Only applied to QL1)
- Solved a problem in which the first connection attempt by QL StageMix would not work.
- Solved a problem in which the gain reduction amounts of different output channels would sometimes be displayed on the DYNAMICS1/2 screen.

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* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.

- A device enrolled via DDM (Dante Domain Manager) rarely appears with a “VIRTUAL” indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- A message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" is rarely displayed if you turn on the console and other Dante devices simultaneously. In this case, restart the console.
- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from QL series consoles.
- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

NOTICES

- You can use the following amount of CL/QL/RIVAGE PM/R Remote units to remotely control each device unit (listed at left).
 - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
 - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM units plus six separate computers operating R Remote.
- You can connect a maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
 - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
 - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
 - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
 - Restriction of a device label
 - Y###- *****

- # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
- * indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
- For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.2.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

V5.51

Fixed bugs in V5.51

- Solved a problem in which the following error message would appear when switching between the FROM MIX tabs in the SELECTED CHANNEL VIEW screen for a MATRIX bus that was set to stereo or switching the screen to another MATRIX bus.
[lcd_message] Code=3293.
- Solved a problem in which, when a MIX bus was set to stereo, operating the ON button or send levels on the FROM MIX tab in the SELECTED CHANNEL VIEW screen for a MATRIX bus would adjust parameters of a different MIX bus.

New features in V5.50

- Now supports System Monitoring of ProVisionaire Touch.

Improvements in V5.50

- Changed the specification so that the temporary unmute would be cleared when you changed the setting for the mute group function.

Fixed bugs in V5.50

- Solved a problem in which the brightness of the panel LEDs became maximum after exiting the FADER CALIBRATION MODE screen.
- Solved a problem in which all the DANTE INPUT PATCH settings for the console's 64 channels that had already been made might be removed if you opened the startup menu screen by turning on the console while holding down the [STORE] key.
- Solved a problem in which CUE functions such as Specific CUE, Clear CUE and so on did not work correctly with MIDI Control Change messages in firmware V4.00 or later.
- Solved a problem in which operations that were not allowed to Guests were temporarily possible while the password input dialog was displayed after the console logged in with administrator privileges was restarted.
- Solved a problem in which the audio signal might not be sent to both L and R buses or the MIX buses could not be switched on or off if MIX buses that had different settings each other were set in stereo.
- Improved a symptom in which a faulty USB memory drive inserted into the console's USB port might cause the console to generate an error. Please see the following supplementary information.

Supplement

A console with version 5.10 or earlier firmware may become inoperable after a "kernel sysdwn" message that is caused by an inserted USB memory drive which cannot be recognized due to corrupt data or insufficient contact with the USB port.

To recover from this state, the console must be restarted. However, restarting the console will initialize all the data including Dante settings*, returning the console to its default settings.

This version reduces the frequency of occurrence but cannot completely eliminate it since the error is caused by the USB memory drives. Therefore, this issue may still occur if a faulty USB memory drive is used.

Ensure that any USB memory drive that will be used works properly beforehand and avoid removing or inserting the USB memory drive during shows.

Please perform back-ups on a regular basis to avoid any loss of data.

* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.

- Solved a problem in which all 24 devices might not be mounted if many mixer controllers such as CL/QL Editor and StageMix were connected to the console.
- Solved a problem in which the patching to the AES67 Flow was not displayed in the DANTE INPUT PATCH screen.
- Solved a problem in which only the Dante firmware failed to update when updating the CL/QL series firmware and the Dante firmware from USB memory.
- Solved a problem in which the operation was not reflected in the online CL/QL Editor when you operated the GEQ FLAT function on the CL/QL StageMix.
- Solved a problem in which parameter values of CL/QL series and MTX/MRX series might not match after synchronization with the MTX-MRX Editor.
- Solved a problem in which the DEVICE IDENTIFY button was activated if the blank column was selected in the DEVICE LIST field when you mounted a device manufactured by Shure.
- Solved a problem in which EQ types might not match each other if you select RESET BOTH to link 8Band PEQ in stereo.
- Solved some minor errors.

Known issue

- The following problems are found in version 8.1.1 of StageMix.
 - If the StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.
 - StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
- The console may become inoperable after a "kernel sysdwn" message due to an unexpected error.
 If this happens, the console needs to be restarted. However, since all the settings including Dante settings* will be initialized to the default, please back up data regularly.
 * It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.
- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- A message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" is rarely displayed if you turn on the console and other Dante devices simultaneously. In this case, restart the console.

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from QL series consoles.
- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

NOTICE

- You can use the following amount of CL/QL/RIVAGE PM10/PM7/R Remote units to remotely control each device unit (listed at left).
 - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
 - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM10/PM7 units plus six separate computers operating R Remote.
- You can connect maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
 - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
 - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
 - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
 - Restriction of a device label
 - Y###-*****
 - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
 - indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.

- For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

V5.10

New features in V5.10

- Added supported devices for DANTE I/O DEVICE.

[Supported devices information \(PDF\)](#)

- The amplifier (NEXO NXAMPmk2*) and Powered Speakers (Yamaha DZR-D series, DXS XLF-D series) can now be operated remotely.

* In order to operate the NXAMPmk2 remotely from the CL/QL series, the following settings are required.

- Update the LOAD 4 _ 21 or later firmware on the NXAMPmk2.
- Install the Default card (NXRM104) or the Dante card (NXDT104mk2) in the NXAMPmk2.

Improvements in V5.10

- NOTE OFF was output when the scene was updated while a NOTE ON MIDI message assigned by the USER DEFINED Key was being output. This has been changed so that NOTE OFF is not output.
- Corresponded to the hardware change of the Dante module due to some of the discontinued parts.

Fixed bugs in V5.10

- Fixed the problem in which, when turning on the CL/QL console, Dante-supported I/O devices that are mounted in the console on the DEVICE MOUNT tab of the DANTE SETUP screen are infrequently not properly mounted online.

Fixed bugs in V5.01

- Solved a problem in which the HA parameter of channel 1 of a device mounted on [#1] on the REMOTE HA ASSIGN screen would be reset to the initial value when one of the following I/O devices were mounted with the WITH RECALL parameter set to OFF on the REMOTE HA ASSIGN screen.
 - Tio1608-D
 - "RedNet 4", "RedNet MP8R" produced by Focusrite
 - "RMP-D8" produced by Rupert Neve Designs
- Solved a problem in which the console would not receive MIDI messages if the faders and encoder knob were operated simultaneously while receiving MIDI Control Change or MIDI Parameter Change messages.

New features in V5.00

- Added supported devices for DANTE I/O DEVICE.
- Now supports the INDIVIDUAL FADE TIME function to set the fade time for each channel when recalling a Scene.
- Added new "Portico 5045" (Primary Source Enhancer) Premium Rack device.

Improvements in V5.00

- Changed the contrast setting for Channel Name Display to improve visibility. If it does not suit your environment, please adjust the contrast in the SETUP menu.

Fixed bugs in V5.00

- Solved a problem in which the HA parameters of some INPUT channels assigned to RSeries (Rio/Ri/Rio-D2) return to current values of the R-Series when the power of the console is set to on, when a Scene is recalled, or when a file is loaded.
- Solved problems in which, when multiple Rio3224-D2/Rio1608-D2 devices are mounted, HA operation will be delayed, and the “No Response from I/O DEVICE” error will occur.
- Solved a problem in which, when a power-redundant error occurs in the Rio3224D2/Rio1608-D2, the SYSTEM/SYNC error message on the CL/QL unit mounted to the Rio3224-D2/Rio1608-D2 is incorrectly displayed as “DANTE SETTING MISMATCH.”
- Solved some minor problems.

Known issue

- A message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" is rarely displayed if you turn on the console and other Dante devices simultaneously. In this case, restart the console.
- In firmware V4.00 or later, we found a problem in which CUE functions such as Specific CUE, Clear CUE and so on do not work correctly when MIDI Control Change is received.

Operating Cue functions using CL/QL consoles output MIDI Control Change correctly.

Temporary Workaround

You can use MIDI Parameter Change to control the CUE functions.

This problem will be fixed in the next version of firmware V5.10.

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from QL series consoles.

- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

NOTICE

- You can use the following amount of CL/QL/RIVAGE PM10/PM7/R Remote units to remotely control each device unit (listed at left).
 - RMio64-D/RSio64-D/Tio1608-D(V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
 - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM10/PM7 units plus six separate computers operating R Remote.
- You can connect maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
 - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
 - Device labels need to be assigned manually to third-party products including DanteMY16-AUD2.
 - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
 - Restriction of a device label
 - Y###-*****
 - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
 - * indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
 - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.

- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

V5.01

Fixed bugs in V5.01

- Solved a problem in which the HA parameter of channel 1 of a device mounted on [#1] on the REMOTE HA ASSIGN screen would be reset to the initial value when one of the following I/O devices were mounted with the WITH RECALL parameter set to OFF on the REMOTE HA ASSIGN screen.
 - Tio1608-D
 - "RedNet 4", "RedNet MP8R" produced by Focusrite
 - "RMP-D8" produced by Rupert Neve Designs
- Solved a problem in which the console would not receive MIDI messages if the faders and encoder knob were operated simultaneously while receiving MIDI Control Change or MIDI Parameter Change messages.

New features in V5.00

- Added supported devices for DANTE I/O DEVICE.
- Now supports the INDIVIDUAL FADE TIME function to set the fade time for each channel when recalling a Scene.

- Added new “Portico 5045” (Primary Source Enhancer) Premium Rack device.

Improvements in V5.00

- Changed the contrast setting for Channel Name Display to improve visibility. If it does not suit your environment, please adjust the contrast in the SETUP menu.

Fixed bugs in V5.00

- Solved a problem in which the HA parameters of some INPUT channels assigned to RSeries (Rio/Ri/Rio-D2) return to current values of the R-Series when the power of the console is set to on, when a Scene is recalled, or when a file is loaded.
- Solved problems in which, when multiple Rio3224-D2/Rio1608-D2 devices are mounted, HA operation will be delayed, and the “No Response from I/O DEVICE” error will occur.
- Solved a problem in which, when a power-redundant error occurs in the Rio3224D2/Rio1608-D2, the SYSTEM/SYNC error message on the CL/QL unit mounted to the Rio3224-D2/Rio1608-D2 is incorrectly displayed as “DANTE SETTING MISMATCH.”
- Solved some minor problems.

Known issue

- We found a problem in Dante firmware versions 4.0.8.2-4.0.3.7-2.0.1 and 4.0.8.2-4.0.3.7-2.0.6 that are compatible with CL/QL firmware V4.50, V4.51, V5.00, and V5.01.
- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

When turning on the CL/QL console, Dante-supported I/O devices that are mounted in the console on the DEVICE MOUNT tab of the DANTE SETUP screen are infrequently not properly mounted online.

When these devices are offline, Dante patch settings and HA parameter adjustments are not possible. If “VIRTUAL” remains displayed for these devices for about several minutes after the power is on, reboot the console. This problem will be solved in the next Dante firmware.

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from QL series consoles.
- Loading of a file created by CL series version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data.

NOTICE

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit (listed at left).

RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units.

RMio64-D: Maximum of six CL/QL/R Remote units.

Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote. Rio3224-D2/Rio1608-D2: Maximum of four CL/QL units plus five separate computers operating R Remote.

- You can connect maximum of ten iOS devices operating MonitorMix.

When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.

- The following device labels are used for detecting a SUPPORTED DEVICE. (Except Dante non-supported devices)

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

indicates any desired character (alphabetical uppercase or lowercase, numerals, or (hyphen) may be used) Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other Rseries unit, even if it is a different size.

- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:

If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.

If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.

- File Converter V4.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

V4.51

New features in V4.50

- Now supports the Dante Domain Manager.
- Now supports the Rio3224-D2 and Rio1608-D2.

Improvements in V4.50

- The Dante status display has been improved.
- The Premium Rack Edit screen will remain open when recalling a Scene selected the same module.

In previous versions, the Edit screen was closed when a Scene was recalled.

Improvements in V4.51

- Improved to recognize Dante Virtual Soundcard (DVS) V4.0.3.1 or later as a "SUPPORTED DEVICE".

Fixed bugs in V4.50

- Solved a problem in which, when you change the configuration of the Dante network under specific conditions, an error message is displayed and the unit needs to be restarted.

- Solved a problem in which audio signal is output at unity level momentarily when you operate mute channel ON/OFF or CUE while DCA muting the INPUT BUS/MIX BUS that is being sent to MATRIX 7/8.
- Solved a problem in which the sound of the OpenDeck Plug-in does not sound under the initial setting.
- Solved a problem in which the High band gain is set to 0 dB when loading an EQ Library made before V4 and earlier.
- Solved a problem that changes are not reflected in the EQ graph of Overview when the Band Bypass of EQ is changed.
- Solved a problem in which StageMx cannot be synchronized if offset is applied to CH LINK in such as RECALL SAFE for a stereo MIX BUS etc. set via the BUS SETUP.
- Solved a problem in which the clock was changed to INT48K when switching the clock from Dante to external input under V4.1.
- Solved a problem in which setting changes cannot be finished when the UNIT ID and the SECONDARY are changed at the same time.
- Solved a problem in which the CL/QL unit may become inappropriate due to misrecognitions, or due to poor contact etc., when inserting a USB memory.
- Solved a problem in which “No response from I/O device” message was displayed incorrectly.
- Solved a problem in which CUE CLEAR of the QL unit also cleared CUE B when setting the CUE B to Remote mode.
- Solved a problem in which the [Next]/[Prev] functions set with USER DEFINED Keys did not work when closing the RECORDER screen.

Fixed bugs in V4.51

- Solved a problem in which, on QL V4.50, immediately after initializing the console and the Dante module by booting while holding down the A/B SEL keys, Dante Input/Output Patch of I/O devices (including Dante Virtual Soundcard) might not be made correctly from the console.

V4.10

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit

(listed at left).

RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units

RMio64-D: Maximum of six CL/QL/R Remote units

Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote.

- You can connect maximum of ten iOS devices operating MonitorMix.

New features in V4.10

- Now supports the AES67 standard for audio-over-IP interoperability.
- Now supports the "Dante Device Lock" function.
- You can now control the Shure ATX400, QLXD4 and ULXD4 devices, which do not support Dante.
- You can now set "DHCP" and "STATIC IP" for the use of remote control.

Make sure to assign the IP address for device control to a different subnet from that for mixer control.

If both addresses are set to the same subnet, the device control and the mixer control will not work.

- Now supports Audinate Dante-MY16-AUD2 and d&b audiotechnik DS10.

Assign the following device labels by Dante Controller to detect as a SUPPORTED DEVICE.

Y###-***** # is a UNIT ID, a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

- You can now set an EQ type to entire channels at once.
- Added a function to display the status of the internal Sampling Rate Converter in MY8-AE96S MY card inserted into the RSio64-D.

Improvements in V4.10

- Color name is also shown on the Channel Color Select buttons.
- When the Dante network does not link as Gigabit Ethernet, a message will appear on the lower part of the LCD.
- The selection of EQ band is now linked between the panel and the touch screen.
- In the RTA screen, visibility of frequency analysis has been improved by adding the “Changing the scale” parameter and the “Gain offset” parameter.
- The channel name and the effect type are now displayed on the PATCH/NAME popup window, the CH SELECT popup window and the PORT SELECT popup window.
- You can now switch the EQ type of the PRECISE type EQ to “Shelving-type” or “Filter” by pressing and turning the Q knob.
- The range of the fader calibration is now extended on the point of 0db.

Fixed bugs in V4.10

- Solved a problem in which, when a RSio64-D is not mounted, loading a console file (for which the RSio64-D had previously been mounted) would initialize the user patch settings, since the console could not retrieve the device settings correctly.
- Solved a problem in which defeating a 31-band GEQ LINK setting would also defeat the link setting on adjacent racks.

V4.04

Fixed bugs in V4.04

- Solved a problem with EQ-1A in Premium Rack, that might rarely cause a noise when operating the LO BOOST parameter, and a mute under certain conditions.
- Solved a problem in which the CL/QL console might lose the HA control of Tio1608-D.
- Solved a problem that would not properly update the channel ON key indications on the panel when recalling scenes from a device other than the console.

V4.02

Fixed bugs in V4.02

- Solved the following problems that would occur when connecting Shure ULXD receivers.
 - When connecting, depending on the used band (P51, R51, and Q51), the GROUP/CH indication would be changed to unassigned on the receiver LCD.
 - When connecting, the wireless frequency would be changed if operated over the P51 band

(Germany and China only) within 710 - 770 MHz, which resulted in the wireless disconnection.
- Solved a problem that would not correctly recall the DCA fader positions if recalling the scenes in which the Focus was off and the DCA Level/On was set to off.

V4.01

Fixed bugs in V4.01

- Solved a problem in which, under certain conditions, fader values would not be changed when the faders were moved manually.
- Solved a problem in which V4.00 console was not able to load the data which had been made on the QL V1.0x or CL V1.70/V2.0x, and would show the warning message "Out of Range".

V4.00

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit

(listed at left).

RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units

RMio64-D: Maximum of six CL/QL/R Remote units

Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote.

- You can connect maximum of ten iOS devices operating MonitorMix.

New Features in V4.00

- Added new “Precise,” “Aggressive,” and “Smooth” Channel EQ algorithms.
- Added new “MBC4” (multiband compressor) Premium Rack device.
- Now supports controlling and monitoring for Shure ULXD4D and ULXD4Q Digital Wireless Receivers.
- Added the Solo Mode (solo in place) to control input and output solo functions via the CUE keys.
- Added the Second Cue Bus function which allows the MATRIX 7/8 bus to be used as a CUE B bus.
- Now supports the “MonitorMix” iPhone application which allows wireless control of send levels to the mix bus. Up to ten devices running MonitorMix can be used simultaneously.
- Now supports GEQ gain control from the TOUCH AND TURN knobs.
- Now supports the Tio1608-D I/O Rack head amp control.
- The COMPRESSOR and the EXPANDER of the DYNAMICS1 now support Key in Filter.
- Added the MUTE GROUP ASSIGN, BUS SETUP, and SURROUND SETUP options to the FOCUS RECALL/RECALL SAFE/GLOBAL PASTE. Also added the LR nominal setting of each input channel to the TO ST as a target parameter.
- Now the MASTER channel of the FADER BANK A now supports the custom fader function.
- Added AVIOM D400 and Yamaha MRX7-D to the supported Dante devices.

Improvements in V4.00

- The version number, when the memorized contents of each category correspond to that version’s specifications, is shown in the FILE LOAD function.
- You can now stack the OUT and DCA IN with LAST CUE, just as with the MIX CUE.

Fixed bugs in V4.00

- Solved a problem in which the SCENE 000 data was transferred via MIDI when recalling a Library of the Buss Comp 369.

- Solved a problem in which, when performing Ch Move for a channel which is a member of a Ch Link, the channel parameters might (in some cases) be altered according to Ch Link A settings, rather than maintaining the correct settings of the channel.

Known issue

- When an RSio64-D is not mounted, loading a console file which includes the information for mounting with an RSio64-D would cause initialization of the user patching. The problem occurs because the console could not get the device information properly.
- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###- *****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit.

- In the QL firmware V1.08 or later, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, but be aware of the following restrictions:
 - In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to

Port functionality (default settings). Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed).

- If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear. In that case, please check the patch settings including Port to Port.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are recalled vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V3.0.0, compatible with CL firmware V2.00, V3 and V4.00, and QL firmware V3 and V4.00, has been made available for use.

V3.11

Fixed bugs in V3.11

- Solved a problem in which the HELP content disappears from the internal memory after restarting the console even if the HELP file was loaded.
- Solved a problem in which faders resist any manual adjustment when scenes are recalled with the faders made safe by Focus.
- Solved a problem in which the WORD CLOCK screen incorrectly shows DANTE SLAVE in some cases.

V3.10

- You can remotely control one RSio64-D unit from a maximum of two CL/QL/R Remote units.
- You can remotely control one RMio64-D unit from a maximum of six CL/QL/R Remote units.

- You can remotely control one Rio/Ri/Ro unit from a maximum of two computers operating R Remote.

You can also remotely control from four separate CL/QL units.

New Features in V3.10

- Now supports the RSio64-D control.
 - You can now remotely control supported third-party head amps (HA) from the console.
 - Functions related to cascade connections have been added.
 - You can now select CENTER NOMINAL or LR NOMINAL for the pan setting of monaural input channels.
 - You can now appropriately switch PAN mode and PAN knob settings due to changes in the stereo input signal processing of L-MONO, R-MONO and LR-MONO.
- For details, refer to the QL5/QL1 V3.10 Supplementary Manual.

Improvements

- You can now update the Dante firmware by using the USB memory.
- The files for updating CL and QL have been changed from the same name "C-MD1.BIN" to separate names. This will prevent updating with the wrong file. You can now manually remount when the USB memory is not recognized.
- You can now manually remount when the USB memory is not recognized.

Fixed bugs

- Solved a problem in which the levels were not the same when odd-numbered/even-numbered MIX and MATRIX buses with different levels were linked to use as a stereo bus.
- Solved a problem in which if GPI OUT was set for the current scene, GPI operated when the scene was recalled by using PREVIEW mode.
- Solved a problem in which if GPI OUT was set for that scene after storing a scene, GPI OUT was output also when a library was recalled.
- Solved a problem in which it appeared that RMio64-D, as a member of the NUAGE Workgroup Manager, could operate from QL. (In actuality, you cannot operate from QL while it is a member of the NUAGE Workgroup Manager.)

Known issue

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.
- We found a bug in which the HELP content disappears from the internal memory after restarting the console even if the HELP file was loaded. In order to work around the bug, please load the HELP file twice in a row.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit.

- In the QL firmware V1.08 or later, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, but be aware of the following restrictions:
 - In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to Port functionality (default settings). Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed).

- If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear. In that case, please check the patch settings including Port to Port.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are recalled vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V3.0.0, compatible with CL firmware V2.00, V3.00 and V3.10, and QL firmware V3.00 and V3.10, has been made available for use.

V3.02

Fixed bugs in V3.02

- Fixed a problem in which the Mute Group and channel muting are cancelled when a DCA Group is also muted on the channels where the Mute Group and/or channel muting were already applied.
- Fixed a problem in which the mono channel's pan worked as balance if the fader level was -132dB and a channel library was recalled to the channel.

V3.01

Fixed bugs in V3.01

- Solved a problem in which GAIN KNOB FUNCTION was changed back to ANALOG GAIN on the PREFERENCE page of the USER SETUP window if DIGITAL GAIN had been set, when storing/recalling scenes, switching the bank of USER DEFINED keys, restarting the console, or some other operations.

V3.00

New Features

- Now supports 5.1 surround panning.
- In addition to surround mixing, basic surround monitoring has been added.
- Now supports the acclaimed buss compressor (Buss Comp 369) in the Premium Rack.
- Now supports Mix Minus function, which removes a specific channel signal from the signals sent to the MIX/MATRIX buses.
- Now supports Frame Delay for input channels and output ports within the DELAY SCALE window.
- You can now select 8-band Parametric EQ (PEQ) in the GEQ RACK and EFFECT RACK.
- A real time analyzer (RTA) is now provided to support room tuning and other operations.
- Four banks are now provided for User Defined Keys with indication of which bank is chosen on the screen in the bottom right corner.
- DCA assignment has been added to the parameters for Recall Safe, Focus Recall, and Global Paste.
- User Defined Knobs can now control effect parameters.
- Now supports the RMio64-D control.
- Channel Link is now available for outputs.
- Two internal oscillators can now be set to different frequencies for odd and even numbered channels.
- You can now convert signals received at a stereo channel into mono with a single action.
- The send levels for all channels now can be shown in the METER display when SENDS ON FADERS is engaged.
- You can now set the console to Preferred Master directly from the touch screen, without the need for Dante controller.

- DANTE SETUP is now available at the parameter of the user level setup.
- You can now view that the status indicator appears on the touch screen when the operation switches from the primary to the secondary Dante audio network.
- Now supports the Fader Cue Release function.
- You can now view the delay value in the Tap Tempo pop-up window.
- You can now unmute a muted channel in the DCA group temporarily.
- New functions have been added that can be assigned to the USER DEFINED keys, the USER DEFINED knobs and the MIDI control changes.
- Focusrite RED NET4 and RED NET MP8R have been added as Dante devices which can be detected / patched in the QL series.
- You can now create a read-only scene memory.
- You can now assign the Stereo/Mono bus master, Mix bus master, and Matrix bus master channels to DCA group(s)

For details, refer to the QL5/QL1 reference manual.

The Help file has been updated to V3. You can download the file from the Yamaha Pro Audio website. (English version only. Other languages are scheduled to be supported in the future.)

Improvements

- When you initialize the unit including the Dante audio network setting or update the firmware, the initial setting of "Preferred Master" was changed to ON (from V1.08). This setting is not affected by the console setting and restart. With the initial setting, if you change the word clock setting to other than DANTE for a CL/QL unit, the console will preferentially become the clock master, which would prevent clock errors. If needed, you can manually select the clock master by enabling "Preferred Master" on a single device (the others off), which is always powered on while the system is operational.

Fixed Bugs

- Solved a problem in which the console might have very rarely shut down and the message "_Kernel_sysdown()" appeared.

Solved a problem in which the message "No Response from I/O DEVICE." or "No Response from External HA." appeared under the following conditions:

- 16 or more R units and Dante-MY16-AUD were in the same Dante network.
- 3 or more R units were each mounted on 4 consoles.
- Solved a problem in which the HA control was restricted, when you had patched only one of the stereo input channels (ST IN L or ST IN R).
- Solved a problem in which AG->DG LINK did not work correctly and the adjustment level returned to the previous gain on the CL/QL series that was not set to WITH RECALL, when you remotely controlled the HA device from multiple CL/QL series.
- Solved a problem in which other parameters than THRESHOLD did not work correctly in the Dynamics 1/2, when you linked more channels by the channel link operation.
- Solved a problem in which no audio signal would pass in the R series that were automatically mounted in the initial state, even if the patching with the Dante audio network was executed.
- Solved a problem in which the operation of entering a title on the SCENE STORE pop-up window was possible only in a touch screen, when you assigned the function for storing a scene to GPI IN.
- Solved a problem in which the unlatched operation was valid, even if the latch was selected, when you assigned the HELP function to the GPI IN. The GPI IN could not recall directly the Help for a specific controller in the screen.
- Solved a problem in which the song did not disappear from the song file list when you deleted a song in the Recorder.

Known issue

- If Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.
- StageMix cannot start recording when playable audio files are not found in the USB flash drive inserted into the console and the song list on the RECORDER screen is empty. In that case, perform recording only once from the console, for example, to prepare a playable audio file, then operate StageMix.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF) *indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit.

- In the QL firmware V1.08 or later, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, but be aware of the following restrictions:
 - In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to Port functionality (default settings).
 - Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed).
 - If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear. In that case, please check the patch settings including Port to Port.
- Custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are recalled vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
 - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled .If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
 - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- You can use the Console File Converter V2.3.0 for the CL firmware V1.70 and also the QL firmware V1.01. However, you cannot convert the setting file of V3 to the other console.

V1.08

Fixed Bugs

- Solved a problem in which the output signal changed in 1dB steps, if you adjusted the parameter TOTAL in 0.1dB steps by rotating the knob while pressing and holding it down, when M.BAND DYNA. or M.BAND COMP. was selected as the effect type.

Solved a problem in which the HA parameters of the input channels to which Recall Safe was applied were incorrectly recalled when you recalled Scene 000.

- Solved a problem in which discrepancies might occur in the positions of the faders, if you recalled a scene while operating faders of the channel that Recall Safe was applied to.
- Solved a problem in which the delay time of the R channel could not be changed, when STEREO DELAY or ECHO was selected as the effect type.

Known issue

- If the Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF) *indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit.

- In the QL firmware V1.08, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, but be aware of the following restrictions
 - In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to Port functionality (default settings).
 Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed). - If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear. In that case, please check the patch settings including Port to Port.

V1.07

New Features

- Now supports the Help function.
Please download from the Yamaha Pro Audio website to use Help files.

Improvements

- When you initialize the unit, the initial setting of the WORD CLOCK is now changed to DANTE 48k in order to be synchronized to the same clock between devices in the system where multiple CL/QL units are used even with the initial settings.
- When you initialize the unit including the Dante audio network setting or updated the firmware, the initial setting of "Preferred Master" is now changed to ON. This setting will not be affected by the console setting and restart, and can be changed on Dante Controller software when needed. With the initial setting, if you change the word clock setting to other than DANTE for a CL/QL unit, the console will preferentially become the clock master, which would prevent clock errors. If needed, you can manually select the clock master on Dante Controller by enabling "Preferred Master" on a single device (the others off), which is always powered on while the system is operational.
- When you change to the output channels from the input channels in the bank select key, the SEND field of the SELECTED CHANNEL VIEW screen will change to the MATRIX tab from the MIX tab.
Then, MIX tab is now displayed when you return to the input channel.

- A pink frame is now shown around the SEND knob in the SELECTED CHANNEL VIEW screen that you can operate by using the [TOUCH AND TURN] knob in the conjunction to press the MIX/ MATRIX bus key in the SENDS ON FADER section.
- In the Initialized state, the STEREO channel L/R are now assigned to the OUTPUT PATCH window of the I/O device #1.
- Now supports Ro8-D SYNC, SYSTEM indicators.

Fixed Bugs

- In the QL firmware V1.07, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, and the following bugs were solved:
 - Solved a problem in which "With Recall" could not be enabled on external consoles, when QL's internal HA settings were recalled by the scene on the QL itself.
 - Solved a problem in which the corresponding HA settings on the remote QL would not correctly recall, when you recalled an Input Channel Library.

Solved a problem in which the function of Rio's HA REMOTE did not work correctly if you changed the DANTE PATCH from an external device when you turned OFF the MIXER SETUP of the USER LEVEL.

- Solved a problem in which the DIRECT PLAY of RECORDER allocated to the USER DEFINED key or the CH OPERATION in the USER LEVEL page was not set correctly, when you were logged in as a guest.
- Solved a problem in which the changing link parameters in the link group might be applied in another group.
- Solved a problem in which the set value of the gain was not pasted correctly, when you executed the paste operation where the Gain Compensation was changed from ON to OFF in the Global paste.

Known issues

- If the Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.
- If the setup of REDUNDANT/DAISY CHAIN is changed while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio

will once again pass after the Dante device is connected or after the power for the QL series device has been restarted.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF) *indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit.

- In the QL firmware V1.07, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.03 or later) consoles, but be aware of the following restrictions:

In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to Port functionality (default settings).

Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed).

- If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear. In that case, please check the patch settings including Port to Port.

V1.02

Improvements

- In the QL firmware V1.01, a message was displayed to restart after initialization. This is no longer required. However, in the case of initializing the Dante Setup, be sure to disconnect all Dante devices before initialization.

Fixed Bugs

- Solved a problem in which the DANTE PATCH would not be reflected when you reconnected the "VIRTUAL" I/O device, which was previously set up but did not exist on the network for some time.
- Solved a problem in which the IN indicator would not light in the INSERT field on the SELECTED CHANNEL VIEW screen.
- Solved a problem in which the key-in meters for MIX OUT 13-16 would not work on the KEY IN SOURCE SELECT window of the dynamics.
- Solved a problem in which the patching would not be reflected, if you loaded (or synchronized from QL Editor) a setting file in which an empty premium rack was mounted.

Known issues

- If the Dante Virtual Soundcard (DVS) is patched to the QL series device using Dante Controller, the patching may not be recalled correctly when the QL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from QL series consoles.
- If the setup of REDUNDANT/DAISY CHAIN is changed while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for the QL series device has been restarted.
- In some specific network switching conditions, a QL series device may link at 100Mbps instead of the expected 1Gbps. This could be due to the self-checking function of some switches. Use the Device Status screen of Dante Controller to check the link speed of each device. If it shows up as 10 or 100, then disconnect the network cable for this device and reconnect it to correct the problem. To avoid the problem in most cases, first allow the network switches to fully boot up before turning the power on for the QL series devices.

NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-*****

is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF) *indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.

- In the QL firmware V1.02, you can remotely control the internal HA of a QL series by using the Port to Port function, from additional QL series or CL series (firmware V2.0 or later) consoles, but be aware of the following restrictions:

- In the case of QL5, you can remotely control the internal HA from external consoles only when Input 1-32 are patched to Dante Output 33-64 respectively, using the Port to Port functionality (default settings).

Likewise, in case of QL1, it works only when Input 1-16 are patched to Dante Output 17-32 (the default patching needs to be changed).

- If the HA channel is incorrectly patched from the QL console, through Dante, to the other console, the A.GAIN knob display of the corresponding channel will disappear when trying to operate it. In that case, please check the patch settings including Port to Port.

- The QL's internal HA settings can only be recalled by the scene on the QL itself: "With Recall" for the QL cannot be enabled on external consoles.

- If you recall an Input Channel Library, it will not correctly recall the corresponding HA settings on the remote QL.

V1.01

first release version (preinstalled version)