

# Previous R Series Firmware version information

## **R Series Firmware V4.10**

- 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 Feature**

- Now supports the AES67 standard for audio-over-IP interoperability.
- Now supports the "Dante Device Lock" function.

### **Improvement**

- Added error status indications with the [SYSTEM] indicator if the DIP-switch settings and the actual Dante settings are different.
- Changed the specification to decide the IP address after the DHCP server has been found when DIP switches 2 and 3 (IP Address Mode) are set to the DHCP mode. If you want to set the IP address automatically without a DHCP server, set the IP Address Mode to the Auto IP mode.

## **R Series Firmware V3.11**

### **New Feature**

- Supports the HA remote from TF series via NY64-D. The TF firmware must be updated to V2.00 or later.

### **Improvement**

- When a channel's +48V is on but +48V MASTER is off, the indicator now blinks for the notification.

### **Fixed bug**

- Solved a problem in which R Remote occasionally could not remote the R series units when a DHCP server is running.

However, if the DHCP server starts one minute or more later, the remote might fail. In that case, restart the R series units.

## R Series Firmware V2.00

### New Features

- CL-series firmware V2.03 is supported.
- QL-series firmware V1.07 is supported.
- The IP SELECT MODE function is assigned to DIP switches 2 and 3 as an IP address setup for remote control. There are three settings: AUTO IP (conventional setup), DHCP, and STATIC IP (192.168.0. "UNIT ID"). When using R REMOTE, set this to AUTO IP.
- Now supports a latency value of 2.0msec for Dante.

### Fixed bugs

- Solved a problem in which a SECONDARY PORT setting was changed using DIP switch 4, but the setting might not have been changed.
- Solved a problem in which updating the main firmware of the R series might go wrong. When you update, make sure that the updateV2.exe file is the most recent available.

### Known issue

- If the Dante Virtual Soundcard (DVS) is patched to the CL/QL series device using Dante Controller, the patching may not be recalled correctly when the CL/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 CL/QL series consoles.

When updating, perform the update as described in "[Ri8-D/Ro8-D Firmware Update Guide](#)."

### Notice

- When setting up latency on the Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- If the DIP switch REMOTE setting is switched between NATIVE and AD8HR, the device label is set to the default value, and the patch is also cleared.
- On the CL/QL, 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.

Make sure that the UNIT ID indicated by Y###- is not duplicated by any other R-series unit. (### will be the UNIT ID value).

However, as an example, a CL/QL series Console ID can have the same ID number as an R-series device.

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\* If you update the device from the V1.70 firmware, the DANTE firmware need not be updated. To update the MAIN firmware, perform operations of only the section “Updating the Ri/Ro firmware” in the “Ri8-D/Ro8-D Firmware Update Guide.” If you update the device from other than the V1.70 firmware, update the Ri/Ro device by following the guide thoroughly.

## R Series Firmware V1.70

- CL-series firmware V1.70 is supported.

### Fixed bugs

- Solved a problem in which, depending on the duration of a momentary power outage, the analog gain value could change, or the HA could no longer be controlled remotely.

### Known issue

- If the Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL 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 CL series consoles.

When updating, perform the update as described in [“Ri8-D/Ro8-D Firmware Update Guide.”](#)

### Notice

- When setting up latency on the Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- If the DIP switch REMOTE setting is switched between NATIVE and AD8HR, the device label is set to the default value, and the patch is also cleared.

- On the CL, 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.

Make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size. However, as an example, a CL console can have the same ID as an R-series device.

(### will be the UNIT ID value).

## R Series Firmware V1.60

### [Important Notice]

With V1.60 firmware, we found that CL consoles may partially lose HA gain control of R series units after being powered on for a long period of time. We have released the new firmware V1.61 in which the serious problem was fixed, and strongly recommend to update your CL/R series units with V1.61.

We sincerely apologize for the inconvenience.

## R Firmware V1.51

### Fixed bug

- Solved a problem in which, when the Ri8-D was in the AD8HR mode engaged was mounted on the EXTERNAL HA page of the CL series screen, the +48V Master icons would be shown for four virtual units, instead of the correct one.

## Notice

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