# <u>Previous Dante Accelerator Driver</u> <u>for Mac version information</u>

# V2.5.1

#### **Specification Changes**

Now supports Nuendo 6.5.

#### **Known Issue**

 Dante Accelerator Driver may not work if the Thunderbolt Expansion Box is connected to a Mac computer after starting the Mac. Make sure to connect the Thunderbolt Expansion Box to the computer before starting it.

## **V2.5.0**

#### **Specification Changes**

- Mac Pro (Late 2013) is now supported. You will need the Thunderbolt Expansion Box to connect
  Dante Accelerator to the Thunderbolt port of a Mac computer. Following models to be verified for use
  with Dante Accelerator.
  - Sonnet Echo Express SE II / Echo Express III-D/ Echo Express/ Echo Express Pro
  - Magma ExpressBox 1T/3T (non-Thunderbolt 2 compliant model)

### **Known Issue**

 Dante Accelerator Driver may not work if the Thunderbolt Expansion Box is connected to a Mac computer after starting the Mac. Make sure to connect the Thunderbolt Expansion Box to the computer before starting it.

## **V2.0.0**

#### **Specification Changes**

- Now supports Dante Redundancy. (The secondary port became available.
- Changed the system requirements to the following. OS X 10.7.5 or 10.8.x.

## Fixed Bug

 Solved the problem in which the Dante Accelerator for which Pull up/Pull down is set to enable does not work properly in OS X 10.8.

#### **Known Issue**

None.

# V1.0.1

## **Specification Changes**

- Disabled the Pull up/Pull down settings in OS X 10.8 which does not support Pull up/Pull down.
- This driver does not support Dante Accelerator Firmware V1.0.0. Dante Accelerator Firmware V1.0.1
  or later is required for use.

#### **Fixed Bug**

 Solved the problem in which the audio sound would not play back properly when two audio applications were simultaneously using Dante Accelerator.

#### **Known Issue**

• If the buffer size is set to 2048 when the audio buses in the VST Connections of Nuendo are set to less than 32 channels in OS X 10.6.8, continual noise may occur. Set the value to something other than 2048.

# V1.0.0

1st. Release Version.