

# **Previous DM1000V2 Editor** **version information**

## **V2.3.0**

### **New Feature**

- Now supports macOS 10.15, 11 (Intel/Apple silicon).

## **V2.2.2-3**

### **New Feature**

- Now supports macOS 10.14.

## **V2.2.2**

### **New Feature**

- Now supports Mac OS X Snow Leopard.

## **V2.2.1**

### **New Feature**

- Now can be launched from 64-bit Cubase 5 device menu with 64-bit Studio Manager V2 Host.

## **V2.2.1**

### **New Feature**

- Now supports Windows 7.

## **Known problem when used on Windows 7**

- Icons of the Editor files do not appear properly when the Editor is installed into the folder other than default.

## **Fixed Bugs**

- Made it possible to return to normal operation by operations such as clicking on the desktop, when your computer froze up during the use of the menu bar. The editor infrequently froze up depending on your computer or OS, if the cursor had been moved to the title bar the moment the menu was shown, or if the mouse had been moved left or right repeatedly with the menu shown on the display.
- OMNI IN port names can now be edited on the INPUT PATCH page of the Patch Editor window.

## **V2.2.1**

### **Improvement**

- The internal software structure is improved when the Editor is used on Cubase.

### **Fixed Bug**

- OMNI IN port names can now be edited on the INPUT PATCH page of the Patch Editor window.

## **V2.2.0**

### **Fixed bugs**

- The software is now compatible with Mac OS X 10.5.
- The software is now built as Universal Binary for compatibility with both Power PC and Intel-based Macintosh computers.
- Fixed a problem that occurred when scrolling on the Patch Editor window.
- Fixed a problem in which an effect setting on the device would sometimes differ from the one in the editor when the sampling rate for the device was changed.

- Fixed a problem in which the mouse cursor would not sometimes return to an arrow shape even if synchronization between the device and editor was completed.
- Fixed a problem in which a window hidden behind the Layer window would sometimes become active when clicking on the Layer window.

## **V2.1.3**

### **Fixed bugs**

- A bug regarding RECALL SAFE is fixed. When recalling a scene which contains different group assignments from the current scene, the group assignments change even if Recall Safe is set for these channels. The bug is fixed in this version.
- A bug regarding Scene Library Window is fixed. When changing a INPUT or OUTPUT PATCH LINK data in the Scene Library Window, the library is stored into an unexpected memory location. The bug is fixed in this version.
- A bug related to CubaseSX3 is fixed. When launching an Editor in Studio Manager launched by CubaseSX3, the space key does not work in CubaseSX3. The bug is fixed in this version.