Previous RIVAGE PM Firmware version information

New features in V2.52

- Added the Theatre Mode. (Please refer to the V2.5 Supplemental Manual for details on Theatre Mode).
- You can now change the display contents of the USER DEFINED key and the USER DEFINED knob.
- Now supports the DDM (Dante Domain Manager).
  Make sure to use the following:
  - HY144-D firmware V4.0.10.1-2.0.8 or later
  - HY144-SRC firmware V4.0.10.2-2.0.8 or later
- You can now use the screen encoders to edit EQ and dynamics parameters on the SELECTED CHANNEL VIEW screen.
- In the SENDS ON FADER mode, the status of the ON key is now indicated on the channel name display of the panel.
- Now supports the input/output patches of the HY SLOT 4 (HY SLOT3 on the CSD-R7).
- You can now select HA settings from the TAKE FROM PORT/TAKE FROM CHANNEL.
- You can now use USER DEFINED keys, etc. to turn MIDI transmission and reception on and off.
- Now supports the Focus Library.
- Expanded the parameters contained in each bank of EQ and dynamics.
  - EQUALIZER : LPF, HPF
  - DYNAMICS : KEY IN SOURCE, FILTER

Improvements in V2.52

- The scene screens can now be displayed on multiple displays at the same time.
- Shortened the scene recall time.

- Shortened the screen transition time of some screens that were slow to display.

Fixed Bugs in V2.52

- Solved a problem in which the software on the console might occasionally hang up, if you exited the SENDS ON FADER mode immediately after operating the fader in the SENDS ON FADER mode, when AUTO CHANNEL SELECT of INPUT and OUTPUT or both were ON at SURFACE SETTINGS 2 on the PREFERENCES popup screen for setting preferences.
- Solved a problem in which the output patch setting to RPio622/222 remained, even if DSP-R10 or CSD-R7 was initialized.
- Solved a problem in which synchronization didn't happen automatically when the failover occurred while using the DSP mirroring.
- Solved a problem in which the meter didn't swing occasionally after restarting the system.
- Solved a problem in which the contents of one console were not updated if you operated the HA on Rio-D2 from two consoles.
- Solved a problem in which the RPio622/222 that set the Unit ID to S1 might occasionally not be recognized when the system started up.
- Solved a problem in which the fader was pulled back when the fader set for the recall safe was operated immediately after recalling a scene.
- Solved a problem in which the display became invalid when using the card inserted in the MY SLOT 2 of the RPio622/222 for the Port-to-port function.
- Solved a problem in which an invalid file path might be displayed on the SAVE / LOAD screen when inserting USB memory.
- Solved a problem in which the indicators wouldn't turn on even if the output channels were patched to multiple Dante ports when executing PORT IDENTIFY.
- Solved a problem in which the scene number looped when DEC RECALL was executed at the beginning of the scene list or INC RECALL was executed at the end of the scene list.
- Solved a problem in which the HA of the Dante device connected to the RIVAGE PM system occasionally could not be controlled.
- Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.
  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  > You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- When you turn on the power to the system while the HY144-D-SRC is connected to the DDM server, the card may not start occasionally. If this occurs, turn the power to the system off and then on again.

New features in V2.20

- Now supports the HY144-D-SRC Audio Interface Card. Please make sure to have the latest firmware version installed before use.

- Now supports the HY128-MD Audio Interface Card. Please make sure to have the latest firmware version installed before use.

- The Dante setup information saved in the console file can be loaded. (The console file saved on V2.02 or a later system contains the Dante setup information at that time).

- The WITH SENDS option can be selected when copying output channels with CH COPY on the CH JOB menu.

- The CUE function can be selected for MONITOR SOURCE DEFINE.

- The CUE INTERRUPT can be set independently for the MONITOR and the PHONES, respectively.

Improvements in V2.20

- Improved the display switching speed between the PLUG-IN screens.

- The messages can be displayed when duplicate output patches occur between multiple DSP engines.

- Improved the operations of the SEND ON FADER mode.

o Now you can turn on/off the operation that CUE state follows when changing the master buses in the SEND ON FADER mode.

- o Now you can enter the SENDS ON FADER mode without displaying the SENDS ON FADER popup screen by holding down the [Shift] key and pressing the [SENDS ON FADER] key.

- Now you can check if the DSP Mirroring function added in V2.02 is working.

Fixed Bugs in V2.20

- Solved a problem in which the audio signals were not occasionally input/output to the RPio622/222 and to the local I/O at start-up.

- Solved a problem in which scenes that could not be recalled were occasionally created when the focus recall was set.

- Solved a problem in which audio signals might not be output by moving the CUE target by screen operation when selecting LAST CUE as the cue mode.

- Solved a problem in which the initial value of BAND 1 was set for BAND 2-8 when the FREQUENCY of EQ was reset to the default value on the SELECTED CHANNEL VIEW screen.

- Solved a problem in which the meter would occasionally not move even though the audio signals were output after starting the system.

- Solved a problem in which the card was displayed as blank when inserting and synchronizing the WSG-Y16-V2 SoundGrid interface card in the Native mode.

- Solved a problem in which the SET BY SEL button could not be turned on by grayed out when creating a custom fader bank.

- Solved a problem in which the display is not updated on the patch grid screen for direct out.

- Solved a problem in which the mounting information remained in a different state between the RIVAGE PM Editor, the console and the DSP engine, when you mounted any plug-in via the console while Extracting is shown after syncing the RIVAGE PM Editor and the console.

- Solved a problem in which the CUE was fully cleared when entering the SENDS ON FADER mode.

- Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.
  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.

- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.

- When downgrading the firmware, be sure to initialize all systems after downgrading.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.

- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.

- The Dante cards HY144-D and HY144-D-SRC do not officially support the DDM (Dante Domain Manager). It will be included in a future version.

- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.

New features in V2.02

- Added the DSP Mirroring function that allows continuous operation with another DSP engine even if the DSP engine stopped due to a failure.

- Added the Dual Console function that enables you to connect two control surfaces to one DSP engine.

- Up to two instances of the RIVAGE PM Editor can be connected to each DSP engine.

- Now supports remote control via the RIVAGE PM StageMix. Up to two instances of RIVAGE PM StageMix can be connected to each Control Surface/Console.

- Up to four sets of DSP-R10 or four CSD-R7 can be connected to each I/O Network.

- Inserting a TWINLANe network card to the HY SLOT2 of the DSP-R10 allows configuration for the SUB I/O Network.

- Now supports Dante network remote control via the HY144-D card inserted to the HY SLOT3 of DSP-R10 or HY SLOT2 of CSD-R7.

- Now supports 5.1-channel surround pan/surround monitor.

- The Mix Minus option is now available for buses.

- SLOT BRIDGE has been added to the Port to Port function, which enables you to patch sounds across SLOTs.

- Enabled control of Time Code and Interval in the event list.

- Added the Preview function.

- Added the Channel Link function.

- Added the Channel Move function.

- Enabled control via the MIDI terminal or the GPI terminal of the DSP engine.

- Added the Portico5045 effect plug-in.

- The effect plug-in SEND rack and INSERT rack can be displayed separately.

- The patch to the effect plug-in mounted on the SEND rack can be operated from the patch grid.

- Added the CSV File Import/Export functions.

- The behavior of the channel [ON] key can be switched when using MUTE GROUP.

- Now supports the Rio3224-D2/Rio1608-D2(V1.10 or later), Rio3224-D/Rio1608-D/Ri8-D/Ro8-D(V4.50 or later).

- You can remotely control one Rio3224-D2/Rio1608-D2/Rio3224-D/Rio1608-D/Ri8-D/Ro8-D unit from four separate RIVAGE PM10/PM7/CL/QL units.

Improvements in V2.02

- Improved communication stability of the Console Network.

- Improved communication stability of the TWINLANe Network.

- Improved TWINLANe network card recognition at startup.

- Devices and modules running in incompatible versions can be detected in the FIRMWARE VER screen.

- Added assignable functions for USER DEFINED KEYS.

- CUE STACK is now available even if the CUE MODE is set to LAST CUE.

- Enabled Individual Pan in Stereo channels.

- Channel name will not be copied when pairing channels.

- Changed the default setting of the Input to Mix to POST.

- Changed the default setting of the individual parameters of Recall Safe to ON.

- Added the PLUG-IN GEQ ALLOCATION setting to the Recall Safe.

- Changed the default settings of the Oscillator to PINK NOISE, -40dB.

- Changed the resolution of the Delay knob.

Using RIVAGE PM Editor and RIVAGE PM StageMix simultaneously

When using RIVAGE PM Editor and RIVAGE PM StageMix simultaneously in the same NETWORK connector, set the COMMUNICATION QUALITY to STAGEMIX/EDITOR in the MISC tab of the NETWORK setting on the Control Surface. When selecting the "EDITOR/STAGEMIX" option, which results in greater communication load and slower performance of StageMix, enable IGMP Snooping on the Wi-Fi device.

Fixed Bugs in V2.02

- Solved a problem in which the "ring connection open!" was displayed with false detection picking up transient state at startup.

- Solved a problem in which Focus Recall was disabled after updating the same Scene two times.

- Solved a problem in which the Extracting status may continue to display "Extracting scene data...100%" after finishing SYNC.

- Solved a problem in which noise occurred at a specific frequency when using the DE-ESSER of the CHANNEL DYNAMICS.

- Solved some minor errors.