

# RELEASE NOTES

MACKIE HDR24/96 REAL TIME OS™ • OCTOBER 16, 2002

VERSION 1.4

BUILD 419/420

These release notes describe issues for the HDR24/96 hard disk recorder version 1.4 that didn't make it into the Operation Manual.

## MANUALS

Current versions of the HDR24/96 manuals, marketing literature, and release notes can be downloaded from the Mackie website at <http://www.mackie.com>. Please note that the sibling HDR24/96 Technical Reference Manual is available on the Mackie website, which contains more detailed information about hard disk recording that may be of interest.

## SOFTWARE UPDATE INSTALLER DISKS

As new software releases become available, they can be downloaded from Mackie's web site by going to the HDR24/96 Product section, and clicking *Downloads*. If you don't know which software version you are currently running, check the build information in the About box under the GUI Windows menu, or check in the front panel System menu. Once you download the software release onto your Mac or PC, you need to decompress the file and create two installer diskettes. Instructions for creating the installer diskettes and installing the update can be found on the Downloads page.

## SERVICE

Units requiring service in the U.S. must be returned freight prepaid to Mackie. Call technical support to obtain a Return Material Authorization number before packing your HDR24/96 off to us. For service outside the U.S., contact your dealer for instructions.

## WHAT'S NEW IN 1.4

### • Support for HDR Pro™ (\$399 MSRP)

HDR Pro is a special build (build 419) of HDR software that allows HDR Projects to be exported as Mac-based Pro Tools® Sessions (Versions 3.x, 4.x, 5.x). It also permits importing a session created in a Mac-based Pro Tools system (versions 3.x, 4.x, and 5.x) into an HDR Project. HDR Pro exports all tracks, virtual takes (as regions in the region bin), and all edits directly into Pro Tools without having to import each audio file separately. In addition to the software, HDR Pro also includes an M90-fitted FireWire® drive bay for easy bi-directional plug'n'play capabilities to the Mac desktop.

Please visit [www.mackie.com](http://www.mackie.com) or your local Mackie dealer for more information on how you can get the new HDR Pro.

### • Exported file name differentiation (HDR Pro only)

When an HDR Project that contains imported audio files is exported to Pro Tools, the letter "i" is appended to the imported file names to prevent having multiple files in the Pro Tools Session with the same name.

### • OPT•24 selection

You can now use the OPT•24 in an HDR24/96 with no other cards installed in the Tape I/O slots.

## NEW SINCE 1.3

### • SDR24/96 compatibility

We have moved to a new project file format to provide compatibility with our new SDR24/96. This means that you can now use an SDR24/96 as an ancillary recorder to an HDR24/96-based studio. The Mackie Media M90's can be interchanged between our recorder products for complete compatibility across all recorders.

### • New Playlist management

The new Project file format (see above) also removes the need of having multiple Playlists within a Project. You can still save any number of Playlists, only now each Playlist is saved separately from the Project and is stored as its own Project file.

This adds a great convenience to using multiple versions of a Project, since each playlist is now its own file, can be renamed and manipulated as such, and provides greater flexibility for your editing pleasure.

### • Broadcast Wave support

The HDR24/96 now uses *Broadcast Wave* as its native recording format. Most importantly, we use the time stamp field of the broadcast wave extension. Any other program that supports broadcast wave can now import an HDR24/96 generated file and restore it to the correct location. In addition, you can right-click on any region within the HDR24/96 and select 'restore time stamp,' or hold the CTRL key down while dragging a time-stamped region from the region list, to restore a region to the location specified by its time stamp.

### • OPT•24 support

We have developed a new 24-channel I/O card for the HDR24/96 called the OPT•24, which is installed into a vacant PCI slot in the HDR24/96. The card has 24 inputs and 24 outputs via three sets of ADAT™ optical ports, and offers these inputs and outputs in addition to whatever other Mackie Tape I/O cards you have installed. With the OPT•24 installed, inputs can be selected as either ADAT optical or whatever other inputs are installed (via the Tape I/O cards). All outputs remain active all the time, regardless of the selected format. This is very convenient for connecting the HDR24/96 to multiple devices without requiring re-cabling and swapping of cards. For example, hook up your analog cards to your analog mixer, and use the new OPT•24 light pipe connections to hook up to your computer, and interface between both with simple pull-up and pull-down menus in the GUI. The OPT•24 is currently available from your local Mackie dealer or distributor.

### • Serial•9 support

Another new card has been developed to allow you to control your HDR24/96 using RS-422 (a.k.a. Sony 9-pin control). Control of the HDR24/96 is now possible from RS-422 controllers manufactured by third parties such as Sony, JL Cooper, MotionWorks, TimeLine, and others. The Serial•9 is currently available from your local Mackie dealer or distributor.

### • Render and Import Audio File

Added Render and Import Audio File functions to the Track menu in the LCD. These functions were previously only available from the HDR's graphic user interface (GUI). The Render function allows audio between two points in time to be re-recorded into contiguous audio files. Tracks are selected for rendering via the Record Arm buttons. The Import Audio file function allows an audio file (WAV or AIF) to be imported from the hard disk and placed either at the current locator or at the time stamp contained in the file.

### • Save As 1.2

Added the option to save a project in HDR v1.2 file format (.hdr). This is to maintain backward compatibility with HDRs not using version 1.3 Operating System. Be aware that doing this will overwrite any previous .hdr session found in the current project folder. To avoid overwriting previous data, back up any existing .hdr files in the project folder to a floppy disk before saving a current .prj project in the version 1.2 format.

### • Delete Project

Added Delete Project File to the Project menu in the LCD. Note that deleting a project file cannot be undone.

### SOFTWARE CORRECTIONS FOR 1.4

HDR24/96 Version 1.4 fixes a number of issues, including, but not limited to:

- **AIFF render**

We have fixed the problem where the dialog box does not display correctly when rendering a single track using the AIFF output format.

- **Cue point naming**

We have fixed the problem where a Cue Point cannot be named during playback.

- **Overwrite warning**

A warning dialog box now appears to prevent accidentally overwriting an existing Project file when opening an old HDR v1.2 Project and saving it in the new version.

### SOFTWARE CORRECTIONS FOR 1.3

HDR24/96 Version 1.3 fixes a number of issues, including, but not limited to:

- **Remote 48 power cycling**

We have fixed the problem of the garbled characters appearing on the Remote 48's LCD when the power is cycled.

- **Default fade preferences menu**

We have added a preferences page to the setup menu. On this page, you may now set up your preference for default cross-fade times and types. You can also set up preferences for fade in/out times and curves for complete control over your edits.

- **Improvements in locking to MTC source**

For slaving off an MTC source, on the MIDI Setup Page you may now engage an option that will stop the HDR24/96's transport when the MTC running into the recorder stops. Previously, when slaved off an MTC source, the HDR24/96 did not disengage when the MTC stopped.

- **Project file backup to floppy**

We have added a utility to the File Menu for backing up or restoring a Project file to and from a floppy drive. This allows the Project file (not the audio files) to be copied onto a floppy disk for archiving with a D8B file, sequencer file, or any other type of file you want associated with that Project.

**NOTE:** In order to open a Project file that has been restored from a floppy disk, all audio files used in the project must be located in the subdirectory called "Audio Files" within that project's folder.

### KNOWN ISSUES AS OF VERSION 1.4

Although we have worked hard to make the HDR24/96 as complete as possible, as with many complex software-based products, some issues have not yet been resolved in the current release. We have included a list of these issues, along with workarounds where applicable. Mackie will periodically release HDR24/96 software updates as these issues are resolved and implemented. Check the Mackie website often for software updates.

- Issue:** The HDR24/96 drops out of Record after chasing wild MTC for longer than approximately 10 minutes.  
**Workaround:** Use the HDR24/96 as the MTC master when doing long record passes with MTC. If word clock or video is available from the MTC master, synchronize the HDR24/96 clock with the MTC master. If SMPTE is available, use it instead of MTC (use an MTC-to-SMPTE converter).
- Issue:** The HDR24/96 will not recognize drives that are larger than 32GB.  
**Workaround:** No workaround at present. This is both a software and HDR24/96 BIOS issue.
- Issue:** Pre Roll and Song offset values may be altered by changing the Time Code Frame Rate of the Project.  
**Workaround:** None. After changing the Time Code Frame Rate, simply reset the Pre Roll and Song Offset values to the correct values.
- Issue:** The waveforms for signals that exceed 0 dBFS wrap around inside the Region instead of being truncated at the 0 dBFS level.  
**Workaround:** None.
- Issue:** Snapping to the Grid with Frames resolution does not work correctly when the Time Code Frame Rate is set to either 29.97, 29.97 Drop, or 24. At higher zoom levels, the snapping occurs at a time that does not correspond to the gridlines.  
**Workaround:** None.
- Issue:** FTP transfer can be unreliable on a busy Local Area Network.  
**Workaround:** Either use a peer-to-peer (crossover cable) connection, or temporarily disconnect your network hub from the LAN.
- Issue:** If two project files (playlists in version 1.2 or earlier versions of the OS) share the same audio files, purging audio in one project will delete the audio files used by the other. If this happens, the second project can be opened, but audio that was purged cannot be played back.  
**Workaround:** Backup the project folder before purging audio from a project.

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