

RELEASE NOTES

MACKIE MDR24/96 REAL TIME OS™ • SEPTEMBER 17, 2002

VERSION 1.3
BUILD 408

These release notes describe issues for the MDR24/96 hard disk recorder version 1.3, build 403 that didn't make it into the Operation Manual.

MANUALS

Current versions of the MDR24/96 manuals, marketing literature, and release notes can be downloaded from the Mackie website at <http://www.mackie.com>. Please note that the 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 MDR24/96 Product section, and clicking *Downloads*. If you don't know which software version you are currently running, 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 MDR24/96 off to us. For service outside the U.S., contact your dealer for instructions.

WHAT'S NEW IN 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 MDR24/96-based studio. The Mackie Media Mgo'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 MDR24/96 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 MDR24/96 generated file and restore it to the correct location.

• OPT•24 support

We have developed a new 24-channel I/O card for the MDR24/96 called the OPT•24, which is installed into a vacant PCI slot in the MDR24/96. 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 MDR24/96 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 MDR24/96 using RS-422 (a.k.a. Sony 9-pin control). Control of the MDR24/96 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. 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) to the Project menu. This is to maintain backward compatibility with MDRs 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. Note that deleting a project file cannot be undone.

SOFTWARE CORRECTIONS FOR 1.3

MDR24/96 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.

• FTP server mode

FTP server operation has been optimized for better performance, eliminating conditions that prevented proper operation in certain cases.

KNOWN ISSUES AS OF VERSION 1.3

Although we have worked hard to make the MDR24/96 as complete as possible, as with many complex software-based products, some of the features had to be turned off in the current release. We have included a list of the features that are not yet implemented, along with workarounds where applicable. Mackie will periodically release MDR24/96 software updates as these features are fully tested and turned on. Check the Mackie website often for software updates.

1. **Issue:** The MDR24/96 Current Time display will display BBT time if an HDR24/96 Project that used BBT time is opened on the MDR24/96. The Select Start and End times (used in editing) remain unaffected.

Workaround: None, for now.

2. **Issue:** The MDR24/96 drops out of Record after chasing wild MTC for longer than approximately 10 minutes.

Workaround: Use the MDR24/96 as the MTC master when doing long record passes with MTC. If word clock or video is available from the MTC master, synchronize the MDR24/96 clock with the MTC master. If SMPTE is available, use it instead of MTC (use an MTC-to-SMPTE converter).

3. **Issue:** The MDR24/96 will not recognize drives that are larger than 32GB.
Workaround: No workaround at present. This is both a software and MDR24/96 BIOS issue.
4. **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.
5. **Issue:** Projects can span only 12 hours (from 00:00:00:00 to 11:59:59:29) when the Sample Rate is set to 88.2 or 96 kHz.
Workaround: None. Apply a Time Code Offset when chasing external time code whose range of values extends beyond 12 hours.
6. **Issue:** The message “Recorder Error: Some tracks had errors and will be corrected to the last known good state” appears during Looped Autopunch operations if recording is enabled between the punch out and loop end markers.
Workaround: Go into record mode before the punch out marker. This applies only when using the MDR24/96 with a Mackie Remote 24.
7. **Issue:** When Jogging/Shuttling the MDR24/96 from the D8B (via MMC), issuing a transport command from the MDR24/96 leaves the D8B in Jog/Shuttle mode.
Workaround: Toggle the Jog/Shuttle button on the D8B console surface.
8. **Issue:** Setup TCP allows illegal TCP/IP settings.
Workaround: Do not use values above 255 in the TCP/IP setup.
9. **Issue:** Editing tracks on an HDR24/96 Project that was saved with expanded track views will produce undesirable results.
Workaround: Collapse all expanded track views before saving the project on the HDR24/96 and transferring it to the MDR24/96.
10. **Issue:** You can select (non-existent) Tracks 13-24 for Mute and Edit operations in 96k Projects.
Workaround: None. This issue will not cause problems in your Project.
11. **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.