



Thank you for purchasing the CS1D.

About PM1D System Software V1.70

PM1D system software V1.70 includes the following additions and changes from V1.62.

● Support for LMY2-MLAB/LMY4-MLF cards

LMY2-MLAB/LMY4-MLF cards can now be recognized, and AI8-ML8AB/AI8-ML8F units can now be selected. In conjunction with this, the INPUT UNIT screen now operates as follows.

Operation in the INPUT UNIT screen

- When an LMY2-MLAB card is detected, the parameter display will be the same as for the LMY2-ML. When an LMY4-MLF card is detected, the gain adjustment knob (+10 to -68 dB, steps of 1 dB), +48V button (phantom power on/off), and \emptyset button (phase reversal on/off) for each channel will be displayed.
- If you want to make virtual connections so that eight LMY2-MLAB or LMY4-MLF cards are installed in an AI8 input unit, click the UNIT SELECT button to open the UNIT SELECT window. In this window, clicking the AI8-ML8AB button will specify virtual connections in which eight LMY2-MLAB boards are installed in the AI8, and clicking the AI8-ML8F button will specify virtual connections in which eight LMY4-MLF boards are installed in the AI8.
- If you want to virtually connect an LMY2-MLAB or LMY4-MLF to an AI8 input unit, click the card assignment button for the corresponding slot to open the CARD SELECT window. In this window, clicking the LMY2-MLAB button will virtually connect the LMY2-MLAB to the selected slot, and clicking the LMY4-MLF button will virtually connect the LMY4-MLF to the selected slot.

● Automatic correction of input from an LMY4-MLF card

Because signal processing on the LMY4-MLF card is nineteen samples ahead of other two-channel cards, a nineteen-sample delay is now automatically inserted into the input channel in order to match the input signal timing from other cards. This is valid only when the LMY4-MLF is assigned to an input channel. An "LMY4-MLF AUTO DELAY CORRECTION" option has been added to the INPUT UNIT screen to turn this function on/off.

Note:

- Automatic correction is not applied if the signal is assigned to the insert-in of an input channel, MIX channel, STEREO channel, or MATRIX channel.
- Automatic correction is not applied to the MIX SEND signal if the MIX SEND POINT is PRE EQ.
- Automatic correction is not applied if the DIRECT OUT POINT is PRE EQ.
- Automatic correction is not applied if the signal is assigned to SUB IN, MONITOR DIRECT IN, or COMM IN.

● VARI PAN LINK HOLD function added to the GLOBAL PASTE screen and CH COPY screen

Until now, using the Global Paste function to paste only the PAN/BAL or SEND parameter caused VARI PAN LINK to be forcibly defeated. However, V1.70 adds a VARI PAN LINK HOLD button that lets you specify whether VARI PAN LINK will be maintained when you paste the PAN/BAL or SEND parameter. This button can be operated only if the PAN/BAL button or SEND button is turned on in the PARAMETER SELECT area of the GLOBAL PASTE screen.

Note:

- When you paste the SEND parameter, the PAN parameter of MIX SEND will not be pasted if VARI PAN LINK HOLD is on and the paste-destination's VARI PAN LINK is on. If VARI PAN LINK HOLD is off, the paste-destination's VARI PAN LINK will be turned off, and the PAN parameter of MIX SEND will also be pasted.
- When you paste the PAN/BAL parameter, the PAN/BAL parameter will be pasted to the PAN of MIX SEND if VARI PAN LINK HOLD is on and the paste-destination's VARI PAN LINK is on. If VARI PAN LINK HOLD is off, the paste-destination's VARI PAN LINK will be turned off, and the PAN parameter of MIX SEND will not be pasted.
- Similarly, a VARI PAN LINK HOLD button has also been added to the CH COPY screen.

● Time code event correction

When scenes are being recalled via time code, there are situations in which (depending on the content of the scene) recall is not possible if recall is specified at an interval shorter than three frames, even if scene recall is occurring no more frequently than five scenes within three seconds. If a message of "TIME CODE: EVENT RECALL SKIPPED!" is displayed when the time code event is executed, try increasing the recall interval slightly. In addition, if scene data has become internally fragmented due to scene deletions or library store operations, recall operations may be slower than five scenes per three seconds. If you want to improve the response, use SELECT ALL to save the data to a memory card, upload the CS1D screen software once again, and then load the data file you saved.