

Bug report for DDX3216

Bugs fixed in Version 1.06:

- ▲ MIDI page: swap symbols of STOP and RECORD.
- ▲ MMC internal clock source: sometimes timer does not have correct value (frames 28 when in 24) after auto on/off at 30, then to 24.
- ▲ Default snapshot can be overwritten.
- ▲ MMC internal clock source: the clock is 3% off due to a bug in the SMPTE chip. We use the ELAN clock for generation and we get a -0.025% error.
- ▲ Channel attenuator has been added, 2 commands, one sysex as direct parameter. With channel pressure MIDI command A0 active, it acts as a virtual channel input gain control, acting on all channels that are routed to the same MUTE group.
- ▲ Sysex and MIDI commands for controlling the channel input gains have been added.

Bugs fixed in Version 1.07:

- ▲ "Mute group freezes mixer" bug
 - The bug appears when, for example, channels 1 & 2 are selected to form a group and are muted afterwards. When, for example, channels 3 & 4 are added to the MUTE group then, the mixer section "freezes". This error happens due to a double selection of one of the pair channels (at MUTE group selection only).
- ▲ Program update through RS232 doesn't work from version 1.06 on due to a compiler error for the interrupt library, only for newly compiled AFTER official version 1.05 release.
- ▲ PC3216: when sending last block it thinks it is ready and, consequently, cleans everything up. However, when the DDX3216 receives the block and an error occurs, it requests it once more. Since the PC3216 does not comply, the last block is missing. An "end of transmission" command could solve this problem, but that could go wrong, too (and is, by the way, not compatible with DDX version 1.05). Thus, there is good reason to put in an extra timeout timer that will wait a sec for evt. request from DDX3216. When the timer expires, it will do what it was actually supposed to (check for more files to send etc.).

Bugs fixed in Version 1.08:

- ▲ If preset 3 has been recalled and you skip to another preset, the DDX3216 does not call up the preset desired and freezes. After reboot, however, the selected preset is called up. (The customer concerned uses 2 ADAT modules in the slots.) We have tried this on two consoles with the result that both of them have shown the same error. The problem occurs when:
 - the user selects a channel and mutes after faders = on
 - FX return 1R is routed to bus 15 & 16 at snap 3
 - mute FX return 1 is off at snap 3
 - mute FX return 1 is on at snap 2, 4 ...
- ▲ FX return numbers are not referred to as FX ret 1 ... 8 but FX ret 1L, 1R ... 4L, 4R (just cosmetics).

Bugs fixed in Version 1.09:

- ▲ Missed frame rate parameter when sending MTC (and locator positions). Logic sets back to 24fps because you do not send the SMPTE type in the 10 hours nibble MTC 1/4 frame at PLAY/REC is ok. MTC full frame at STOP was sent after setting STOP (no type info in that variable) and is now set with variable that holds the information when STOPPED.