### d&b D\$100 Firmware V1.04.00, Release notes

A firmware update of the DS100 is performed using the d&b R1 V3 Remote control software and requires an Ethernet connection to R1.

Make sure the network does not get interrupted during the update procedure. The update procedure will take three to four minutes.

To do this, start R1, navigate to the Service view, select the Firmware tab and download the latest version.

#### Changes of V1.04.00 against previous V1.02.06

- En-Scene algorithm for Delay modes Tight and Full improved.
- En-Space algorithm for Delay mode Full improved.

04/2018

# Changes of V1.02.06 against previous V1.02.02 Bug fixes:

- Issue with manual Link-Local IP addresses fixed. It is no longer possible to set manual IP addresses outside the private network IP range. The permitted manual IP ranges are:
  - 10.0.0.0 10.255.255.255
  - 172.16.0.0 172.31.255.255
  - 192.168.0.0 192.168.255.255
- Issue with function group delays fixed.
- En-Space individual output gain and mute settings not working properly fixed.
- En-Space individual output pre-delays not correctly set fixed.

03/2018

# Changes of V1.02.02 against previous V1.02.01 Bug fixes:

- Fix for OSC En-Scene positioning message.

02/2018

### Changes of V1.02.01 against previous V1.00.06

- Pink noise generator for routing and System check added.
- Reproduction of fast moving sound objects improved.
- Matrix channel and crosspoint Mute functions now smoother.
- Several minor improvements.

02/2018

# Changes of V1.00.06 against previous V1.00.03 Bug fixes:

- Crash fixed when sending OSC positions for x and y separately.
- Minor optimizations.

12/2017

#### V1.00.03

First release of DS100 firmware enabling En-Scene, En-Space and manual matrix operation of DS100.

- Matrix input, output and crosspoint processing.
- En-Scene processing for different Function groups and Delay modes.
- En-Space convolver engine and zone mixer.
- En-Space room library V1.0.0 with six sampled concert halls.
- d&b OSC control protocol V1.0.

12/2017