d&b R1 V3 Release notes

The R1 Remote control software Version 3 is designed to operate d&b systems remotely using the d&b Remote network based on OCA (AES70) via Ethernet (D80, D20, 30D, 10D and DS100) technologies and CAN-Bus (D80, D20, 30D, 10D, D12, D6, E-PAC with Display). A detailed description of the d&b Remote network and CAN-Bus is given in the TI 312 d&b Remote network. An introduction to Ethernet networks is given in the TI 310 Ethernet networking.

OS requirement

Windows: Win7 or higher
MacOS: 10.7 or higher

Installation hints

- If your firewall application blocks “mDNSResponder.exe”, please allow access.

V3.6.11

Bug fixes:

- When recalling a snapshot containing relative fader positions, the previously stored positions are recalled.
- Opening a project file located in a folder which is protected by Windows 10 Defender “Controlled Folder Access” no longer leads to a blocked R1 instance. Saving a project to a protected folder is only possible when allowing access by using Windows 10 Defender functionality.

07/2019

V3.6.10

Bug fixes:

- AutoCreate algorithm fixed when building 3 x B2-SUB CSA SUB array.
- Matrix crosspoint control popup no longer closed when clicking inside input fields while zoom factor is higher than 100%.
- Matrix crosspoint control popup now accepts user input even if ISP signal is flashing or TAB key was pressed.
- Network utilization improved while creating System settings. This results in a reduced System settings creation time.
- R1 no longer crashes when recalling System settings with a lot of content.
- Meter controls within automatically created DS100 'Input', 'Output' and Soundscape 'En-Space zones & room' views redefined. Minimum and maximum are now aligned with the fader control next to the meter control. The marker position uses -2dBFS as default value.
- Meter controls within automatically created DS100 'Input' view updated to use 'Matrix input level meter post fader' instead of 'Matrix input level pre fader'.
- Snapshot recall with combined values for Input fallback/Input overwrite mode and state does no longer cause random fallback/overwrite state.

06/2019

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V3.6.7

Features:
- Support of B8-SUB loudspeaker.

Bug fixes:
- “Digital input lock” property of D20/D80/10D/30D as target for display controls added in R1 remote views.
- Display controls assigned to a group show a human readable content.
- Removing large group nodes no longer freezes R1.
- Matrix Crosspoint control no longer allows modification of width and height parameters. Instead, the actual width and height are calculated based on the input & output count.
- “Highlight channels” button in Groups view checks for the type of selection.
- Unexpected high CPU load while browsing Devices view fixed.
- Unintended “Project file changed” notification no longer shown if project file is located on a network share, iCloud, DropBox,... on MacOS.
- Check boxes in AutoCreate dialog now shown on MacOS Mojave.
- Switching views while an amplifier channel is selected in Devices view re-enabled when using MacOS Mojave.
- Switching DS100 Coordinate mapping entries in Devices view re-enabled in MacOS Mojave.
- Improved loading of a project file using double click on MacOS Mojave.

04/2019

V3.6.5

Bug fixes:
- Setting of maximum number of speakers for KSL8-Arc, KSL8-Line, KSL12-Arc and KSL12-Line setups in LoadMatch feature fixed.
- Inoperable device reset functionality re-enabled.
- DS100 Matrix Input / Matrix Output / En-Space Zone Eqs now show the actual filters of the connected device.
- Matrix crosspoint control with hidden output controls no longer causes a crash when clicking on an empty space within the crosspoints.

02/2019

V3.6.3

Features:
- Matrix crosspoint control improved.
- AutoCreate dialog improved.
- New En-Space room parameters ‘Predelay factor’ and ‘Rear level’ support added. (Requires DS100 firmware v1.08.00 or higher).
- Meter, LED and display control size redefined. Additional scale or way information will no longer affect the size of the control element itself.

Note: This redefined control size may require small layout adjustments in existing projects and templates.
Bug fixes:

- Locking mechanism added to prevent accidental overwriting when working with R1 & ArrayCalc on the same project at the same time. (Requires ArrayCalc v10.6.0 or higher)
- Way information on meter controls no longer overlaps.
- No more unintended password prompt when opening a project created using the Western Arabic numeric system on a computer that does not use the same setting.
- Adding multiple sound object controls using ‘Add to view’ no longer joins the items.
- Selecting a target in the remote control properties editor no longer changes the target filter.
- Manually adding an online DS100 to project blocked to prevent Soundscape parameter reset.

V3.4.4

Bug fixes:

- AutoCreate now creates relative controls adding a “rel.” prefix to the name.
- Copy & paste of a switch control targeting a snapshot no longer leads to a checkable button.
- Issue with overlapping 2-Way active information for Meter controls solved.

12/2018

V3.4.3

Bug fixes:

- Repositioning of controls using cursor keys or mouse improved on Remote and Positioning views.
- Initial AutoCreate check no longer reports every source as outdated.

11/2018

V3.4.2

Features:

- Support of KSL loudspeakers.
- Support of symmetrical pair links provided by ArrayCalc. **Note:** Enabling symmetrical pair linking in ArrayCalc will disable the ArrayVeriﬁcation function for the relevant source groups.
- Support of additional En-Space room #7 Modern – medium 2 (Bing Concert Hall, Stanford)
- AutoCreate feature extended to include the creation of a group tree and Remote views for DS100 / Soundscape.
- Size of meter and LED controls can now be reduced.

Bug fixes:

- AutoCreate algorithm improved to support asymmetrical SUB arrays.
- AutoCreate algorithm improved to support flown & stacked arrays.
- AutoCreate algorithm caption for ‘Digital input clock’ fixed.
- AutoCreate is no longer triggered for projects conﬁgured to start in Show mode.
- Column width of System check tables redefined to improve readability.
Wrong drawing of sound object positions on Positioning views fixed when these are based on rotated ArrayCalc venue elements.

Sound object controls can now be moved to negative coordinates using the keyboard.

Opening a Positioning view in Tuning mode now shows the ArrayCalc venue element with correct scaling.

Changing the sorting order within the Snapshots & System settings view now also applies to the list of snapshots and system settings.

Aborting the snapshot update no longer removes the snapshot itself. Matrix crosspoint control creation time decreased.

Minor speed improvements when loading files with many snapshot or system settings contents.

Reoccurring 'Project file changed' dialog on MacOs no longer appears when storing project locally.

V3.2.5

Bug fixes:

- R1 load time accelerated, if harmed by many log entries.
- Fixed preview pictures of Remote & Positioning views if they failed to appear.
- Removed graphical artifacts if resizing a Positioning view.
- Drawings of rotated Positioning views fixed.
- Modifications of picture controls do not lead to accidental resizing of them any more.

V3.2.4

Bug fixes:

- Crash caused when loading projects which are based on *.dbac2 files and were modified by R1V2 fixed.
- Switching to Online mode sped up for projects containing large amounts of snapshot contents.
- Wrong nominal position label of Array verification fixed.
- Adding / moving / scaling picture controls on Positioning & Remote views sped up.
- Illogical restrictions when moving groups in group tree removed.
- Crash when loading the same template file containing pictures twice.
- AutoCreate now uses SUB array name specified in ArrayCalc.
- Positioning view scaling is no longer reset when switching to another view while in Tuning mode.
- Analog/digital Input monitoring toggles for 10D/30D enabled in Devices view.

V3.2.0

Features:

- Log view added to display warnings and errors of devices that are part of the project.
- Redesign of Sound object controls.
- Grid can be added to Positioning view.
- Picture control can be added to Positioning view.
- Sound object controls can be added to Positioning view using drag & drop from the Matrix Input list on the left-hand side of the view.

**Bug fixes:**
- ArrayVerification algorithm for T10 setup improved.

**V3.0.11**

**Bug fixes:**
- Group tree validation after loading a project from ArrayCalc added. “Audio networking” renamed “DS data” to avoid confusion with the “Audio networking” option in ArrayCalc.
- System calibrate / check function no longer getting stuck.
- Missing channel controls after using Auto create fixed.
- Loss of relative control values in snapshots after using Update fixed.
- Remaining hourglass icon on “Digital clock selection” fixed.

**V3.0.10**

**Bug fixes:**
- Fixed crash when switching to the Home view after editing Remote control name.
- Fixed crash caused by undoing a join/split operation.
- Remote control template can now be properly assigned to a device target.
- Defining Remote control templates without a target fixed.
- Group targets can now be properly assigned to a selection of Remote controls.
- Minor issues in Meter Remote control fixed.

**V3.0.9**

**Bug fixes:**
- Missing option to assign mixed targets to templates fixed.

**V3.0.8 Beta**

**Bug fixes:**
- Swapping Coordinate mapping working again after reloading project.
- Coordinate mapping tab contents now properly displayed.
- Array verification no longer freezes.
- Issue with double-selected Sound object fixed.
- Correct scaling behavior in Positioning view.
- Group delay for Function groups correctly accepted now.

**V3.0.7 Beta**

**Features:**
- System check extended to include testing the DS100 output routing.
- R1 Help now includes TL 501 d&b Soundscape.
Bug fixes:
- Minor fixes for auto-creation of remote views.
- Channel name no longer lost when reopening the project.
- Selection in subfunction of DS subscribed channels function fixed.
- Copy&paste and drag&drop of a Matrix crosspoint control no longer causes loss of target information.

V3.0.4 Beta

Bug fixes:
- Increased overall stability.
- Support DS100 firmware prior to 1.00.06 removed. Please update your device using the R1 Service view.
- Correct update of DS100 coordinate mapping after entering new values while online.
- Issue with recalling & saving snapshots that contain Sound object positions fixed.

12/2017

V3.0.1 Beta

Features:
- ArrayCalc V10 and R1 V3 include support for the new integrated project file format (*.dbpr). This new project file format can be opened and saved in both ArrayCalc and R1.
- Support of DS100 Signal Engine with new views for Input, Output and matrix.
- Support of optional d&b Soundscape software features En-Scene and En-Space.
- Extended Snapshot editor to view and delete content.

For a detailed description of the new features and information regarding the recommended workflow, please also refer to the Software Newsletter.

12/2017