# Previous DSP5D Editor for Win version information

## Editor V2.2.5 /Win

### New Feature

- Now supports Windows 8/7.

## Fixed Bug

- Fixed a problem in which the signal processing and screen statuses were not identical when patching the same port simultaneously to each Insert Out in the Input Patch library and Output Patch library by for example, recalling a library which inserts the same GEQ module.

## Editor V2.2.4 /Win

### Fixed bug

- Made it possible to return to normal operation by operations such as clicking on the desktop, when your computer froze up during the use of the menu bar. PM5DV2 Editor infrequently froze up depending on your computer or OS, if the cursor had been moved to the title bar the moment the menu was shown, or if the mouse had been moved left or right repeatedly with the menu shown on the display.

## Editor V2.2.3 /Win

### Fixed bug

- Made it possible to return to normal operation by operations such as clicking on the desktop, when your computer froze up during the use of the menu bar. PM5DV2 Editor infrequently froze up depending on your computer or OS, if the cursor had been moved to the title bar the moment the menu was shown, or if the mouse had been moved left or right repeatedly with the menu shown on the display.

## Editor V2.2.2 /Win

### Change

- The DSP5D Editor now supports the DSP5D update to the firmware V1.22.

# Fixed bug

- Fixed a problem which could occur in some edit boxes when trying to enter values directly from your keyboard.

## Editor V2.2.0 /Win

### Changes

- The DSP5D Editor now supports the DSP5D update to the firmware V1.20.

- It is now compatible with Mac OS X 10.5 Leopard.

- It is now compatible with Studio Manager V2.2.1 on Macintosh computers. However, if you are using Intel Mac, you will need to use Studio Manager via Rosetta.

### Fixed bugs

- Fixed a problem in which [PC->Console] could be selected on the Synchronization window when the cascade-connection was enabled.

- Fixed a problem in which the EDIT indication (".") did not show or a linked library was not stored by storing a scene even if the scene was edited while the cascade-connection was enabled.

- Fixed a problem in which the Output EQ library could not be stored/recalled when a GEQ module used for the internal effects was selected.

## Editor V2.1.1 /Win

### Change

- The DSP5D Editor is now compatible with the DSP5D firmware V1.11.

### Fixed bugs

- Fixed a problem in which the output patch could be undone from the Effect Editor window.

- The problem has been fixed so that the Ch Move function cannot be used now when INPUT PATCH or INPUT CH ON/OFF is locked on the PM5D SECURITY screen.

- Fixed a problem in which some library numbers on the User Defined Keys Setup window of the PM5DV2 Editor did not correspond to the PM5D settings.

- Fixed a problem in which PARAMETER2 could not be sometimes set properly on the User Defined Keys Setup window of the PM5DV2 Editor.