Previous DM3 Firmware version information

V1.13

New features in V1.10

- Now supports the new Tio1608-D2, allowing 96 kHz Dante patching and HA remote control.

Changes in V1.13

- This update is issued for production efficiency reasons only. If V1.12 firmware is already installed, it is not necessary to update DM3 to V1.13.

Improvements in V1.12

- Improved the process for setting the Administrator password.

Improvements in V1.10

- Selecting Unicast for meter communication with Editor/StageMix/MonitorMix enables meter communication across routers.

Fixed bugs in V1.12

- Fixed the problem in which, using the delay function of the STEREO Bus might generate background noise from the STEREO OUTPUT.

- Fixed the problem on Dante firmware V4.2.5.3 in which Dante firmware V4.2.4.8 included in DM3 V1.10 caused noise when patching multicast flows of 16 or more channels.
- Fixed a problem in which, in rare cases, the mute on a Rio or Tio I/O device would not be released when the device was set to Refresh mode, it was connected to a DM3 and the devices where powered up.
- Fixed a problem in which turning on Delay delayed the Delay Time by one sample from the set value.

Known issues

- After changing the region, date, and time settings in the Date/Time screen of the Setup menu, Dante patches with externally connected Dante I/O devices may not be changed, or HA parameters may not be remotely controlled. If this symptom occurs, please reboot the DM3 unit. This problem will be fixed in a future firmware update.

Notices for usage

- The Dante module will be reset to DAISY CHAIN mode following initialization. If Dante is used with a redundant connection, unplug the Dante network cables before initializing, reconfigure the Dante settings and then re-attach the network cables.

NOTICES

- DM3 consoles can control the HA parameters of the following I/O devices. The maximum number of controllers including other consoles and apps (MonitorMix, ProVisionaire Control, ProVisionaire Touch) which can control each I/O device simultaneously is as follows:

    - Tio1608-D2/Tio1608-D(V1.04 and later)/Rio3224-D2/Rio1608-D2/Rio3224-D/Rio1608-D/Ri8-D: Up to four controllers.
    - DM3 as an I/O device: Up to ten controllers.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency between the transmit device and the receive device, the largest (slowest) latency setting of the two devices will be applied.

V1.12

New features in V1.10

- Now supports the new Tio1608-D2, allowing 96 kHz Dante patching and HA remote control.

Improvements in V1.12

- Improved the process for setting the Administrator password.

Improvements in V1.10

- Selecting Unicast for meter communication with Editor/StageMix/MonitorMix enables meter communication across routers.

Fixed bugs in V1.12

- Fixed the problem in which, using the delay function of the STEREO Bus might generate background noise from the STEREO OUTPUT.
- Fixed the problem on Dante firmware V4.2.5.3 in which Dante firmware V4.2.4.8 included in DM3 V1.10 caused noise when patching multicast flows of 16 or more channels.

- Fixed a problem in which, in rare cases, the mute on a Rio or Tio I/O device would not be released when the device was set to Refresh mode, it was connected to a DM3 and the devices where powered up.
- Fixed a problem in which turning on Delay delayed the Delay Time by one sample from the set value.

Known issues

- After changing the region, date, and time settings in the Date/Time screen of the Setup menu, Dante patches with externally connected Dante I/O devices may not be changed, or HA parameters may not be remotely controlled. If this symptom occurs, please reboot the DM3 unit. This problem will be fixed in a future firmware update.

Notices for usage

- The Dante module will be reset to DAISY CHAIN mode following initialization. If Dante is used with a redundant connection, unplug the Dante network cables before initializing, reconfigure the Dante settings and then re-attach the network cables.

NOTICES

- DM3 consoles can control the HA parameters of the following I/O devices. The maximum number of controllers including other consoles and apps (MonitorMix, ProVisionaire Control, ProVisionaire Touch) which can control each I/O device simultaneously is as follows:
    - Tio1608-D2/Tio1608-D(V1.04 and later)/Rio3224-D2/Rio1608-D2/Rio3224-D/Rio1608-D/Ri8-D: Up to four controllers.
    - DM3 as an I/O device: Up to ten controllers.

- When setting up the latency in Dante Controller, and there is a discrepancy in latency between the transmit device and the receive device, the largest (slowest) latency setting of the two devices will be applied.

V1.10

New features in V1.10

- Now supports the new Tio1608-D2, allowing 96 kHz Dante patching and HA remote control.

Improvements in V1.10

- Selecting Unicast for meter communication with Editor/StageMix/MonitorMix enables meter communication across routers.

Known issues

- Using the delay function of the STEREO Bus may generate background noise from the STEREO OUTPUT. This problem will be fixed in a future firmware update.
- Dante firmware V4.2.4.8 included in DM3 V1.10 has a bug that causes noise when patching multicast flows of 16 or more channels. It is therefore recommended to avoid the use of multicast flows at this time. This bug will be addressed in the future, please check back for updated firmware in due course.
- The Dante module will be reset to DAISY CHAIN mode following initialization. If Dante is used with a redundant connection, unplug the Dante network cables before initializing, reconfigure the Dante settings and then re-attach the network cables.

NOTICES

- DM3 consoles can control the HA parameters of the following I/O devices. The maximum number of controllers including other consoles and apps (MonitorMix, ProVisionaire Control, ProVisionaire Touch) which can control each I/O device simultaneously is as follows:
    - Tio1608-D2/Tio1608-D(V1.04 and later)/Rio3224-D2/Rio1608-D2/Rio3224-D/Rio1608-D/Ri8-D: Up to four controllers.
    - DM3 as an I/O device: Up to ten controllers.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency between the transmit device and the receive device, the largest (slowest) latency setting of the two devices will be applied.