Previous RIVAGE PM Firmware version information

V7.10

New features in V7.10

- Shure SLXD4+ and SLXD4D+ wireless microphone systems have been added to the DANTE SUPPORTED DEVICE list.
- Added OSC commands for the following parameters.
    - Input Channel Digital Gain
        - OSC Address is as follows -
        - MIXER: Current/InCh/DigitalGain
    - Input Channel Phase
        - OSC Address is as follows -
        - MIXER: Current/InCh/Phase

Improvements in V7.10

- Supported the change of AFC Image product name to Sound xR Image.
- CS-R10/CS-R10-S/CSD-R7 now support internal OS V4.00 (installed at factory).
- CS-R5 now supports internal OS V4.05 (installed at factory).

Fixed bugs in V7.10

- Solved a problem where the drag operation behavior of the MIX/MATRIX Send Popup was abnormal.
- Solved a problem in DCA's SENDS ON FADER mode where, if a MIX bus is selected from another BAY using its SEL key, the DCA faders would not set to the center.

- Solved a problem where scene recall could not be executed via OSC command if the scene comment contained 65 characters or more.
- Solved a problem where, immediately after loading the project file, internal parameter values were not reflected in the lamp's lit state.
- Solved a problem where, when using the SENDS ON FADER function to control Send Pan from an input channel for stereo-configured MIX buses, the Send Pan value in the channel name area may not display correctly when adjusted using the channel strip encoder.
- Solved a problem where rapidly pressing the PASTE button or PASTE key multiple times may, in very rare cases, result in an unexpected software malfunction and the following message being displayed "Software exception detected!"
- Solved a problem where, when using an Outboard Insert Patch using HY144-D inserted into HY Slot 4, any preceding plugin in the insert chain was bypassed.
- Solved a problem where the display at the bottom of the channel name area for faders assigned as MONITOR and CUE did not correctly display fader level operation.
- Solved a problem where, when recalling a Focus Library, scene names, comments, and timestamps were rewritten.
- Solved a problem where, after launching the console, pressing a user-defined key assigned to SENDS ON FADER would not select the specified bus.

Known issues

- An issue has been identified in RIVAGE PM V7.10 that prevents the load impedance setting of Rio-D2 from being changed from the console.

  Please change the load impedance setting from the Rio-D2 front panel when required.
- It may not be possible to establish a successful ADM-OSC control connection with the target Immersive Sound device. This issue will be fixed in a future firmware release.

- In a RIVAGE PM system with the Rio series mounted, the Dante INPUT PATCH might disappear upon powering on. Additionally, when this issue occurs, the current HA GAIN parameters on the control surface may be reflected in the Dante I/O devices, regardless of the RECALL SAFE setting. This issue can be avoided by turning on the power of the Rio series before turning on the RIVAGE PM system.
- When a configuration file created with RIVAGE PM Editor, including settings for mounting the Rio series, is loaded into the RIVAGE PM system, the mounted Rio series will remain in “Discovering” status and does not become controllable. However, control over parameters such as HA Gain is still possible. Restarting the power of the Rio series resolves this problem.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20. When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus

Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- After downgrading CS-R5 to firmware versions prior to V7.01, an ‘Aborted' popup may be shown when running Touch Screen Calibration. Even in this case, calibration will run correctly and settings will be saved.
- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.

- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.

- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V7.00

New features in V7.00

- Added DCA Sends on Faders. When the Preference is enabled in Setup, this allows DCA Faders to control Channel To Sends levels for the selected Mix for channels assigned to a DCA, when the DCA fader is in Sends On Faders.
- Added Mix to Mix routing capability that allows a Mix Bus to be sent to subsequent MIX Buses in the next block of 12 Mixes and higher. Please note that Mix to Mix routing is not Delay Compensated.
- Added support for sending OSC messages to external devices using the Scene List. Up to 10 devices are supported.
- Added support for the following Immersive Sound Devices and Format - AFC Image using DME processors, d&b Soundscape, and ADM-OSC.
- NEXO DME10 has been added to the DANTE SUPPORTED DEVICE list in the DEVICE SELECT pop-up screen.
- Shure SLX-D wireless microphone system has been added to the DANTE SUPPORTED DEVCE list. Shure ULXD4D G57 Band, and ULXD4Q G57 Band systems are also now supported.
- Added the Ping Pong Drive delay plug-in.

Improvements in V7.00

- The functionality of Dynamic EQ6 has been improved by adding further user settings and a History graph meter. Range can now be directly edited using dedicated touch points for each EQ band on the graph display.
- Rio-D3 output parameters now follows the With Recall setting.
- Added the following individual selectable parameters for Recall Safe, Focus Recall, and Global Paste settings - Channel Dynamics ON, Channel EQ ON, To Mix Sends ON/PAN/LEVEL/Pre Post/Follow, and PAN/TO ST.
- Added Mute Group Names as a selectable parameter for Recall Safe, Focus Recall, and Global Paste.
- The Control Surface Default Gateway IP address can now be viewed and edited in the CONSOLE IP SETTING screen.
- The network communication load for MonitorMix connections has been reduced.
- Metering is now displayed in StageMix when using across subnets.
- When loading project files, audio is now muted for safety.
- When launching Editor on PC by directly opening a project file, With System Settings On/Off can now be selected.
- The configurable range of device IDs for mounting PY64-D with RIVAGE PM has been increased to 0x000–0xFFF.

Fixed bugs in V7.00

- Solved a problem in which Rio-D2 could not be remotely controlled correctly in environments with multiple Rio-D2 and Rio-D3 connected.
- Solved a problem in which assigning Dynamics Threshold to an Assignable Encoder could result in a very rare Software Exception.

- Solved a problem which affected CS-R3 units marked with "B" next to the model number on the serial number label only, where the Pre Delay value of theY7 plug-in was not applied correctly if entered numerically.
- Solved a problem in which RPio could not be updated via the Main I/O Network when connected to a Sub TWINLANe network.
- Solved a problem where RIVAGE PM displayed a Duplicate message when the Dante port of DM7 and the Dante port of PY64-D were connected to the same network as RIVAGE PM.
- Solved a rare problem where a crash could be caused by repeatedly recalling scenes.

Known issues

- It may not be possible to establish a successful ADM-OSC control connection with the target Immersive Sound device. This issue will be fixed in a future firmware release.
- When using the SENDS ON FADER function to control Send Pan from an input channel for stereo-configured MIX buses, the Send Pan value in the channel name area may not display correctly when adjusted using the channel strip encoder. This does not affect the resultant audio output. The correct Pan Send value is displayed in all other cases.
- Rapidly pressing the PASTE button multiple times may, in very rare cases, result in an unexpected software malfunction and the following message being displayed "Software exception detected!" Should this occur, please reset the control surface using the rear panel switch.
- In a RIVAGE PM system with the Rio series mounted, the Dante INPUT PATCH might disappear upon powering on. Additionally, when this issue occurs, the current HA GAIN parameters on the control surface may be reflected in the Dante I/O devices, regardless of the RECALL SAFE setting. This issue can be avoided by turning on the power of the Rio series before turning on the RIVAGE PM system.

- When a configuration file created with RIVAGE PM Editor, including settings for mounting the Rio series, is loaded into the RIVAGE PM system, the mounted Rio series will remain in “Discovering” status and does not become controllable. However, control over parameters such as HA Gain is still possible. Restarting the power of the Rio series resolves this problem.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20. When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.

4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]
- If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.71

New features in V6.71

- PY64-D audio interface card added to DANTE SUPPORTED DEVICE list.

New features in V6.70

- Now supports Rio3224-D3 and Rio1608-D3. To ensure correct HA control operation, please use Rio-D3 firmware V1.02 or later.
- Added Digital Audio Labs Livemix PRO Personal Monitor System devices to the DANTE SUPPORTED DEVICE list.

Improvements in V6.70

- Delay frame rates of 50fps, 59.94fps, and 60fps on Input/Output channels etc. are now supported.
- The resolution of Dynamic EQ6 parameters, such as Freq, Gain, and Q have been adjusted to match those of the channel EQ.
- DIMMER ON TALKBACK on the Monitor screen and DIM LEVEL FOR BUSES on the Talkback screen can now be set independently, and the default value of DIM LEVEL FOR BUSES is now 0dB.

Fixed bugs in V6.71

- Solved a problem in which, in a dual console environment, the following error message “Cannot recall! (Sync not Finished)” was occasionally displayed and scene recall was not possible.
- Solved a problem in which, if any scenes were stored during a period of high system processing/communication load, those scenes would not be recallable and the following error message “Cannot recall! (Internal error)” would be displayed when recall was attempted.
- Solved a problem in which incorrect signal level might be applied for Mix to Matrix sends when Pan Mode was set to PAN,

- Solved a problem in which the console's GPI settings would sometimes change unintentionally if RECORDER DIRECT PLAY was assigned to a USER DEFINED key which was then used for a RECORDER operation.

Fixed bugs in V6.70

- Solved a problem that prevented some WAV files from loading correctly for the USB Recorder.
- Solved a problem in which, when a channel fade status was changed from ON to OFF due to a scene recall and that channel had Recall Safe or Isolate enabled, the fader of that channel would not move from minus infinity until the next time the fader layer was switched.
- Solved a problem in which changing the OUTPUT LOAD IMPEDANCE setting caused the AES/EBU output audio level to be attenuated.
- Solved a problem in which the User folder might occasionally be displayed in the folder path of the SAVE/LOAD screen in RIVAGE PM V6.60, and a USB storage device was inserted or removed.

Known issues

- In a RIVAGE PM system with the Rio series mounted, the Dante INPUT PATCH might disappear upon powering on. Additionally, when this issue occurs, the current HA GAIN parameters on the control surface may be reflected in the Dante I/O devices, regardless of the RECALL SAFE setting. This issue can be avoided by turning on the power of the Rio series before turning on the RIVAGE PM system.
- When a configuration file created with RIVAGE PM Editor, including settings for mounting the Rio series, is loaded into the RIVAGE PM system, the mounted Rio series will remain in “Discovering” status and does not become controllable. However, control over parameters

such as HA Gain is still possible. Restarting the power of the Rio series resolves this problem.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
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Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
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- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.70

New features in V6.70

- Now supports Rio3224-D3 and Rio1608-D3. To ensure correct HA control operation, please use Rio-D3 firmware V1.02 or later.

- Added Digital Audio Labs Livemix PRO Personal Monitor System devices to the DANTE SUPPORTED DEVICE list.

Improvements in V6.70

- Delay frame rates of 50fps, 59.94fps, and 60fps on Input/Output channels etc. are now supported.
- The resolution of Dynamic EQ6 parameters, such as Freq, Gain, and Q have been adjusted to match those of the channel EQ.
- DIMMER ON TALKBACK on the Monitor screen and DIM LEVEL FOR BUSES on the Talkback screen can now be set independently, and the default value of DIM LEVEL FOR BUSES is now 0dB.

Fixed bugs in V6.70

- Solved a problem that prevented some WAV files from loading correctly for the USB Recorder.
- Solved a problem in which, when a channel fade status was changed from ON to OFF due to a scene recall and that channel had Recall Safe or Isolate enabled, the fader of that channel would not move from minus infinity until the next time the fader layer was switched.
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parameters on the control surface may be reflected in the Dante I/O devices, regardless of the RECALL SAFE setting. This issue can be avoided by turning on the power of the Rio series before turning on the RIVAGE PM system.

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screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

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- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.61

Fixed bugs in V6.61

- Solved a problem found in V6.60, in which the VSS4HD and NonLin2 plugins did not work correctly.
- Solved a problem found in V6.60, in which some parameters of the following plug-ins – Interphase/VSS4HD/NonLin2, etc. could not be selected for control using the Touch and Turn encoder.
- Solved a problem found in V6.60, in which the Reverb Time of the REV-X plug-in was shown incorrectly.

New features in V6.60

- Added Dynamic EQ6 plug-in.
- Added control of HA parameters for DM7/DM7 Compact.
- Added Digital Audio Labs Livemix Personal Monitor System devices to DANTE SUPPORTED DEVICE list.
- Now supports Waves WSG-Y16 V3 mini-YGDAI I/O Card.

Improvements in V6.60

- When multiple USB memory drives are connected to a console surface, it is now possible to switch between different USB volumes in the SAVE/LOAD menu.
- The default setting of +48V Main on the control surface has been changed to ON.
- The default setting of MONITOR SOURCE DEFINE has been changed to ST A.

Fixed bugs in V6.60

- Solved a problem in RIVAGE PM5 or RIVAGE PM3 V6.01 or later versions, where operating the Fn Encoder Knob to which a parameter such as HA Gain, HPF, LPF or Fader Level was

assigned, would cause that parameter to jump to an unexpected value, when any wireless receiver was mounted as a Dante I/O device and wireless control was assigned to that channel.

- Solved a problem in RIVAGE PM V6.01 or later versions where in rare cases, the following error message may have been displayed - “Software Exception has been detected”, when selecting FET Limiter or Diode Bridge compressors for Channel Dyn2, followed by switching the Selected channel from Input to Output whilst in the DYNAMICS1/2 pop-up.
- Solved a problem in which recalling a Dante Preset from Dante Controller PC application software when the RIVAGE PM system contains a high number of mounted Dante I/O devices, could result in some channels being unpatched and HA parameters would not be displayed correctly in the SELECTED CHANNEL and 12-Channel VIEWS. Please note that following a Dante Preset recall, it may take approximately 1 minute for the system to fully refresh all Dante patch and channel HA information.
- Solved a problem with the H3000Live plug-in that caused incorrect metering to be displayed.
- Solved a problem in which recalling a channel library to a channel patched to an RPio input port would cause the HA parameter values to be recalled to a lower-numbered channel, when that channel was patched to an input port of a different io device with the same port number as the original channel.
- Solved a problem in which when a User Defined Key was used as the Trigger of a Macro, pressing the USER DEFINED key would not execute the Macro following a Scene Recall.
- Corrected the default parameter values for the Dynamics type of Matrix channels.
- Fixed a problem in which the SELECTED CHANNEL VIEW screen and the OUTPUT PATCH screen might display incorrect values for the Patch or Port names when a Dante I/O device

is patched to an output channel. If the problem has already occurred, it can be resolved by updating to V6.60 or later and unmounting and remounting the Dante I/O device.

Known issues

- When the SAVE/LOAD screen is displayed in RIVAGE PM V6.60, and a USB storage device is inserted, after it is removed the Windows User folder may very rarely be displayed in the folder path.
    - If this happens, the problem can be temporarily avoided by re-displaying the SAVE/LOAD screen in a different bay (not applicable to CS-R3).
    - To otherwise resolve the problem, the console will either need to be rebooted, or reset using the button on the rear panel.
- In a RIVAGE PM system with the Rio series mounted, the Dante INPUT PATCH might disappear upon powering on. Additionally, when this issue occurs, the current HA GAIN parameters on the control surface may be reflected in the Dante I/O devices, regardless of the RECALL SAFE setting.

  This issue can be avoided by turning on the power of the Rio series before turning on the RIVAGE PM system.
- When a configuration file created with RIVAGE PM Editor, including settings for mounting the Rio series, is loaded into the RIVAGE PM system, the mounted Rio series will remain in “Discovering” status and does not become controllable. However, control over parameters such as HA Gain is still possible. Restarting the power of the Rio series resolves this problem.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.
- When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]
- If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.60

New features in V6.60

- Added Dynamic EQ6 plug-in.
- Added control of HA parameters for DM7/DM7 Compact.

- Added Digital Audio Labs Livemix Personal Monitor System devices to DANTE SUPPORTED DEVICE list.
- Now supports Waves WSG-Y16 V3 mini-YGDAI I/O Card.

Improvements in V6.60

- When multiple USB memory drives are connected to a console surface, it is now possible to switch between different USB volumes in the SAVE/LOAD menu.
- The default setting of +48V Main on the control surface has been changed to ON.
- The default setting of MONITOR SOURCE DEFINE has been changed to ST A.

Fixed bugs in V6.60

- Solved a problem in RIVAGE PM5 or RIVAGE PM3 V6.01 or later versions, where operating the Fn Encoder Knob to which a parameter such as HA Gain, HPF, LPF or Fader Level was assigned, would cause that parameter to jump to an unexpected value, when any wireless receiver was mounted as a Dante I/O device and wireless control was assigned to that channel.
- Solved a problem in RIVAGE PM V6.01 or later versions where in rare cases, the following error message may have been displayed - “Software Exception has been detected”, when selecting FET Limiter or Diode Bridge compressors for Channel Dyn2, followed by switching the Selected channel from Input to Output whilst in the DYNAMICS1/2 pop-up.
- Solved a problem in which recalling a Dante Preset from Dante Controller PC application software when the RIVAGE PM system contains a high number of mounted Dante I/O devices, could result in some channels being unpatched and HA parameters would not be displayed correctly in the SELECTED CHANNEL and 12-Channel VIEWS. Please note that following a Dante Preset recall, it may take approximately 1 minute for the system to fully refresh all Dante patch and channel HA information.

- Solved a problem with the H3000Live plug-in that caused incorrect metering to be displayed.
- Solved a problem in which recalling a channel library to a channel patched to an RPio input port would cause the HA parameter values to be recalled to a lower-numbered channel, when that channel was patched to an input port of a different io device with the same port number as the original channel.
- Solved a problem in which when a User Defined Key was used as the Trigger of a Macro, pressing the USER DEFINED key would not execute the Macro following a Scene Recall.
- Corrected the default parameter values for the Dynamics type of Matrix channels.
- Fixed a problem in which the SELECTED CHANNEL VIEW screen and the OUTPUT PATCH screen might display incorrect values for the Patch or Port names when a Dante I/O device is patched to an output channel. If the problem has already occurred, it can be resolved by updating to V6.60 or later and unmounting and remounting the Dante I/O device.

Known issues

- A problem has been found where the Dante INPUT PATCH may disappear on power-up in a system with a Rio series mounted on the RIVAGE PM. This problem may also cause the Dante I/O devices to reflect the current HA GAIN parameter settings of the control surface, regardless of the RECALL SAFE setting. This problem can be avoided by powering up the Rio Series first and then the RIVAGE PM
- A problem has been found where the mounted Rio series remains in the “Discovering” state and does not become controllable when a configuration file created in the RIVAGE PM Editor that contains settings for mounting the Rio series is loaded into the RIVAGE PM system. The HA Gain and other parameters are still controllable even in this state. This problem can be resolved by restarting the Rio series.

- In RIVAGE PM V6.60, some parameters of the following plug-ins - Interphase/VSS4HD/NonLin2, etc. cannot be selected for control using the Touch and Turn encoder. Please operate these parameters by touching the on-screen control and dragging up or down to adjust the value. These parameters can also be operated by attaching a Mouse to a USB port.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.
- When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    5. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    6. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).

7. If that doesn’t solve the problem, restart the console.
8. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]
- If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

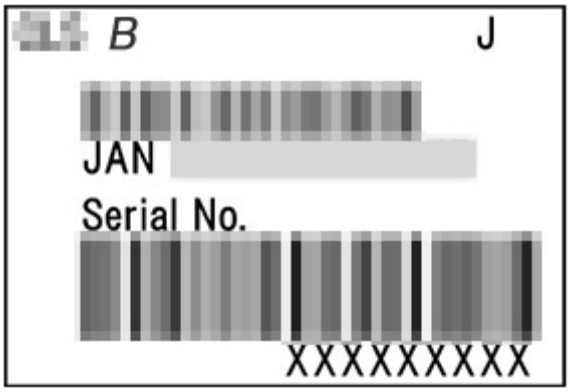
V6.11

Fixed bugs in V6.11

- Fixed a problem where Channel Dynamics parameters in the console's current state might be changed in RIVAGE PM V6.01 when a console setting file created with firmware prior to V5 was loaded into V6.01. This could happen regardless of Recall Safe and Focus Recall settings.
- Fixed a problem in which, when either HY144-D or HY144-D-SRC cards were inserted in HY Slot1 and multiple Dante I/O devices such as Rio-D2/D were mounted, control of HA gain, patch settings, etc. might become disabled.
- Fixed a problem where Channel Dynamics parameters might be changed to the default values when an Actor Library saved on firmware prior to V5 was recalled to V6.01.

Changes in V6.10

- Adds support for a new internal circuit board due component changes. Product produced with this board has a "B" marked next to the model number on the serial number label, and these products cannot be downgraded to firmware versions earlier than V6.10. This applies to CS-R10, CS-R10-S, CSD-R7, and CS-R3.



- Changed the display color of some error and warning messages.

Improvements in V6.10

- Added support for the latest variants and frequency ranges of Shure RF products (QLX-D, ULX-D, AXT Digital).

Fixed bugs in V6.10

- Fixed a bug that caused distortion when using the FET channel compressor on specific stereo channels in multiples of 6 (channels 6+7, 12+13, 18+19 and so on).
- Fixed a problem in which the gain metering of the Dugan Automixer was incorrectly displayed.
- Fixed a problem with the DaNSe effect plug-in in which audio parameters edited following the LEARN function being activated, would result in delayed processing of those parameters. The application speed of the LEARN function itself has been shortened.
- Fixed a problem in which the mouse pointer would appear when editing plug-in parameters by touch-and-drag even when no mouse was connected.
- Fixed a problem in which touching a knob of a plug-in would unintentionally change the parameter value.
- Fixed a problem in a RIVAGE PM V6.01 system with DSP-RX where BPM values were not synchronized with plug-in parameters such as DELAY TIME even if the Sync button of the plug-in was switched on.

Known issues

- A problem has been found in RIVAGE PM5 or RIVAGE PM3 V6.0.1 or later versions where operating the Fn knob to which HA Gain, HPF, or LPF is assigned can cause the parameter to jump to an unexpected value when a Shure wireless receiver is mounted as a Dante I/O device. Please do not assign these functions to the Fn knob.

- A problem has been found in RIVAGE PM V6.01 or later versions where in rare cases the "Software Exception has been detected" error message may appear when selecting FET Limiter or Diode Bridge for the Dyn2 channel and switching the channels from Input to Output on the DYNAMICS1/2 pop-up screen that can be displayed by pressing the DYNAMICS field on the SELECTED CHANNEL VIEW. If this occurs, press the [RESET] switch on the control surface.
- A problem has been found in a system with multiple Dante I/O devices mounted on the RIVAGE PM, where some channels appear to be unpatched and their HA cannot be controlled from the SELECTED CHANNEL VIEW when a preset file is loaded from the connected Dante Controller PC application software. However, the HA can still be controlled from the Dante I/O device control screen, and audio is processed without any problems. This can be resolved by rebooting the HY144-D and HY144-D-SRC from Dante Controller.
- A problem has been found where the Dante INPUT PATCH may disappear on power-up in a system with a Rio series mounted on the RIVAGE PM. This problem may also cause the Dante I/O devices to reflect the current HA GAIN parameter settings of the control surface, regardless of the RECALL SAFE setting. This problem can be avoided by powering up the Rio Series first and then the RIVAGE PM
- A problem has been found where the mounted Rio series remains in the “Discovering” state and does not become controllable when a configuration file created in the RIVAGE PM Editor that contains settings for mounting the Rio series is loaded into the RIVAGE PM system. The HA Gain and other parameters are still controllable even in this state. This problem can be resolved by restarting the Rio series.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
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- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

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  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
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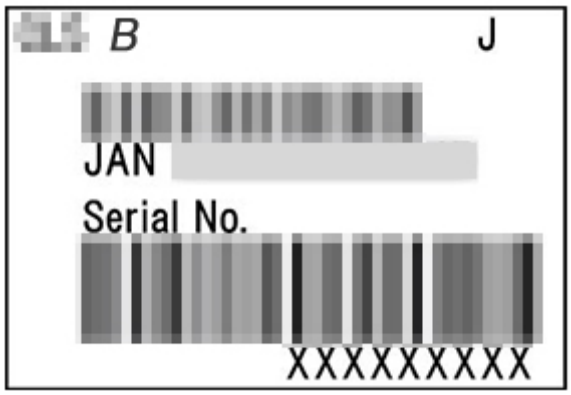
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.10

Changes in V6.10

- Adds support for a new internal circuit board due component changes. Product produced with this board has a "B" marked next to the model number on the serial number label, and

these products cannot be downgraded to firmware versions earlier than V6.10. This applies to CS-R10, CS-R10-S, CSD-R7, and CS-R3.



Improvements in V6.10

- Added support for the latest variants and frequency ranges of Shure RF products (QLX-D, ULX-D, AXT Digital).

Fixed bugs in V6.10

- Fixed a bug that caused distortion when using the FET channel compressor on specific stereo channels in multiples of 6 (channels 6+7, 12+13, 18+19 and so on).
- Fixed a problem in which the gain metering of the Dugan Automixer was incorrectly displayed.
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    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
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- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V6.01

New features in V6.01

- Genius.lab* functionality has been added.

  * Genius.lab is a functionality that allows you to freely set up a sequence of actions (= macros) to be executed when certain conditions are met.

- Interphase* plug-in has been added.

  *Interphase is a plug-in that adjusts the time and polarity between two channels using Delay, Polarity, and an All-Pass filter. By adjusting these parameters, the two channels can be time and polarity aligned.
- FET LIMITER and DIODE BRIDGE compressor options have been added to Channel DYNAMICS types.
- A MIX BALANCE parameter has been added to all channel DYNAMICS types.
- DM3, DM7/DM7 Compact, DME7, and Tio1608-D2 have been added to the SUPPORTED DEVICE list in the DANTE DEVICE SELECT pop-up screen.
- A mode has been added to Store and Recall CUSTOM FADER LAYER channel assignments with Scenes.
- The NOMINAL POSITION of PAN can now be selected between LR NOMINAL and CENTER NOMINAL.
- A PHASE reverse switch has been added to all MIX buses, MATRIX buses, and STEREO buses.
- Output load impedance of OMNI OUT and RY16-DA can now be selected from 600Ω and 10kΩ.

Improvements and Changes in V6.01

- Improved behavior regarding synchronization of BPM and tap tempo of plug-ins.
- A PHONES LEVEL LINK button has been added to the MONITOR SETTING pop-up screen.
- When a USER DEFINED key is used to enter the SENDS ON FADER mode to a specified bus, the mix select pop-up screen will no longer open.
- Word clock leader indication for the DSP icon has been added on the SYSTEM screen.

- In THEATRE MODE, the state of the CH ON FOLLOWS DCA ASSIGN setting now remains in place following a power cycle.
- Changed the display on the OVERVIEW screen and DYNAMICS1/2 pop-up screens (CH 1-72, CH73-144, MIX, MTRX/ST) to show dynamics on/off status.
- The output port on the OUTPUT tab of the DANTE PATCH pop-up screen now displays the name of the channel being patched.
- RY cards that do not have an INPUT PORT cannot be set to TWINLANe assignment ON.
- Plug-in parameters can now be changed by touch-and-drag on screen.
- Fader Banks to be displayed in RIVAGE PM Editor can now be assigned for Recall Safe/Focus Recall and Global Paste.

Fixed bugs in V6.01

- Fixed a problem in which DANTE PATCH could be changed when loading a settings file, even though the DANTE PATCH (NAME) BY - DANTE CONTROLLER was selected.
- Fixed a problem that caused a DANTE DEVICE to remain Virtual in certain rare cases when a settings file was loaded.
- Fixed a problem in which, in a system with multiple DSP engines, the TWINLANe network assignment might be removed when one of the DSP engines was restarted.
- Fixed a problem in which the lowest event in the event list was executed if there was a glitch (discontinuity) in timecode into the system.
- Fixed a bug that caused faders to move incorrectly in rare cases when switching fader layers on the CS-R3.
- Fixed a problem in which the global pasting of stereo input channels would cause the L-ISA-related parameters of the L channel to be copied over to the R channel and become identical.

- Fixed a problem in which the network or connected device status of a card mounted in the HY slot was incorrectly displayed as an error in rare cases during system startup.
- Fixed a problem that caused an incorrect Cooling Fan State:[Error] log entry to be generated as the system was turned off.
- Fixed a problem in which PROGRAM CHANGE was output from the MIDI OUT of the console when a scene was recalled in PREVIEW mode.
- Fixed a problem with the RIVAGE PM Editor in which the BAY MODE setting for CUE A/B was not reflected in the SELECTED CHANNEL VIEW.
- Fixed a problem, on CS-R3 only, in which pressing the HOME key when nothing is bookmarked to the key caused the currently selected channel to be unselected, and the system might then be forced to restart when displaying the EQ pop-up screen in this state.
- Fixed a problem where one type of Output Bus could be wrongly copied to a different type of Output Bus by using the COPY & PASTE keys on the console's top panel.

Known issues

- Activating the LEARN function of the DaNSe plug-in may lead to a delay in processing audio parameters that are edited during the processing of the LEARN function itself in V6.01. The result of LEARN may also take longer than usual to be applied. This will be fixed in a future update.
- The gain metering function of the Dugan Automixer is not operating correctly in V6.01, although the actual performance of the automixer is correct. This will be fixed in a future update.
- The FET LIMITER does not operate correctly when used on stereo channels numbered in multiples of 6 (channels 6+7, 12+13, 18+19 and so on.) in V6.01.

  This will cause distortion on those channels. This will be fixed in a future update.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.14

Fixed bugs in V5.14

- Solved a problem in which, on CS-R5 only, faders sometimes did not move to correct positions when switching between fader layers.
- Solved some problems related to mp3 file playback from an inserted USB drive.

Improvements and Changes in V5.13

- Now supports updated parts. Hardware revised due to these changes have "A" marked next to the model number on the serial number label. These products cannot be downgraded to versions earlier than V5.13.
- Added support for the latest Shure product variants and new RF Bands for the QLX-D, ULX-D and Axient Digital product lines.
- Incorrect subnet masks can no longer be set.
- In the setting screen of the HY slot in which a WSG-HY128 card is installed, "This card has no contents" is now displayed to indicate that this card has no settings that can be edited from the console.

Fixed Bugs in V5.13

- Fixed a crash caused by inconsistencies in the stereo pair status of MATRIX busses following a scene recall.
- Fixed a bug in which audio could momentarily pass when scene recall changed the DCA assignment of a certain channel and increased the send level to a bus, despite the DCA fader being at -inf.
- Fixed a bug in which renumbering a scene could cause the selected scene to jump to the beginning of the scene list when the renumbered scene was recalled.
- Fixed a bug in which the APPLY button would not work in the ACTOR screen until the Actor Library screen was opened and closed after starting the system in THEATRE MODE, if an edit mark (*) was displayed in the Library.
- Fixed a bug in which the DANTE SETUP screen was accessible even if a HY144-D/-SRC card was not installed in that HY slot.

- Fixed a bug in which RIVAGE PM Editor could not be initialized if the user folder path (such as account name) contained double-byte characters.

Fixed Bugs in V5.12

- Fixed a problem in which some scenes would not recall with V5.10 and V5.11, and the following error message was displayed: "Cannot recall!! (Sync Not Finished)". Please note, this same error massage may still be displayed when attempting to recall certain scenes after executing Global Paste. In this case please wait for the paste to complete and then proceed as normal.
- Fixed a problem which resulted in an incorrect channel status for AES/EBU signals output from the following MY cards when installed in DSP-RX/RX-EX engines: MY8-AE, MY8-AE96, MY8-AE96S and MY16-AE.
- Fixed a very rare problem in which control surface software would abnormally terminate when Mix Minus was in use and a specific bus was selected as a send destination on a Channel Overview screen.

New features in V5.10

- Factory preset libraries have been added to the following effect plug-ins.

  Dual Pitch, Gate Reverb, Reverb, REV-X

  Amp Simulate, Analog Delay, Auto Pan, Chorus, Delay LCR

  DynaFilter, DynaFlange, DynaPhaser, Early Reflections

  Flange, Max100, ModFilter, Mono Delay, Phaser, Ring Mod

  Rotary, Stereo Delay, Symphonic, Tremolo, VintagePhaser
- RUio16-D has been added to the Supported Devices list in SYSTEM CONFIG.

Improvements and Changes in V5.10

- Made the following improvements to Global Paste -

    - Scene recall and other related operations can now be actioned during Global Paste processing.
    - If a destination scene that has not yet been pasted to is recalled during Global Paste processing, the scene data prior to processing will be recalled.
    - Added an Automatic follow for Current Scene button to the GLOBAL PASTE destination scene list.
    - The destination scene selection is now automatically cleared after Global Paste is executed for manually selected destination scenes. This does not apply to Scene Groups.
- Improved overall scene recall performance.
- Some GUI improvements for CS-R10, CS-R10-S, and CSD-R7 control surfaces.
- Manual channel fader operations now result in smoother audio level changes.
- When Plug-ins mounted in a recalled Scene are the same as in the previous Scene and a plug-in view is displayed during a scene recall, the plug-in view will remain constant during the recall.
- PRE D.GAIN meter point has been changed so that the PLAYBACK signal level during Virtual Sound Check will be displayed.
- “DSP ACTIVATE A/B” has been removed from the USER DEFINED KEY menu, to avoid operational errors.
- When different input ports are patched to INPUT A and INPUT B, the unselected input ports will not contribute to the 256 limit for input patches on the TWINLANe card.
- The PRE D.GAIN meter on the SELECTED CHANNEL VIEW screen is now always displayed, even when a source with no Head Amp is patched to the channel.

Fixed Bugs in V5.11

- Solved a problem in which CUE keys were not lit/unlit correctly when CUE OPERATION MODE was set to BAY and the CUE A/B settings were varied among the bays.

Fixed Bugs in V5.10

- Solved a problem with multiple DSP engines connected (V5.00 to V5.03), in which output patches to a RY16-DA card could be repeatedly re-patched when conflicting patches are made from multiple DSP engines to the same RY16-DA card.
- Solved a problem with CS-R3, in which two SEND LEVEL knobs would appear on the OVERVIEW screen after the console is power cycled or a settings file is loaded, instead of showing PAN & SEND for stereo MIX or MATRIX buses.
- Solved a problem with the CS-R10-S, CSD-R7 and CS-R3 that could cause the DCA/MUTE assignment to appear incorrectly on the OVERVIEW screen.
- Solved a problem that could cause MIDI Rx messages to be missed.
- Solved a problem in which MIDI Control Changes assigned to input channel HPF and LPF may not be transmitted.
- Solved a problem in which SRC was controllable for MY cards which do not include SRC functions.
- Solved a problem in which the RTA would disappear if channels were switched frequently within a short period of time while the RTA was being displayed.
- Solved a problem in which audio output from MONITOR A/B would stop for several seconds during the first DSP switchover after power-on of the DSP mirroring system.
- Solved a problem in which, when MONITOR or CUE was assigned to a custom fader, the numeric display in the channel name area would not be updated until the fader was released.

Known Issue

- On CS-R3 only, a problem has been found in which pressing the HOME key when nothing is bookmarked to the key can cause the current selected channel to be un-selected and the system may then be forced to restart. If you have pressed the HOME key, continue by pressing a SEL key to select one of the channels. To avoid this issue, please be sure to add a bookmark to the HOME key.
- A problem was found with multiple DSP engines connected. Rebooting any DSP engine can affect output patches of other DSP engines even if WITH RECALL is disabled for any RY16-DA card via the rebooted DSP engine. This issue can occur upon initial reboot of a DSP engine after initializing the system or loading a project file. Should it occur, please recall an appropriate scene on the DSP engine with WITH RECALL enabled for RY16-DA cards in order to restore the correct patching.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
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- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

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- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.

- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
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- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
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- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.

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- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.13

Improvements and Changes in V5.13

- Now supports updated parts. Hardware revised due to these changes have "A" marked next to the model number on the serial number label. These products cannot be downgraded to versions earlier than V5.13.
- Added support for the latest Shure product variants and new RF Bands for the QLX-D, ULX-D and Axient Digital product lines.
- Incorrect subnet masks can no longer be set.
- In the setting screen of the HY slot in which a WSG-HY128 card is installed, "This card has no contents" is now displayed to indicate that this card has no settings that can be edited from the console.

Fixed Bugs in V5.13

- Fixed a crash caused by inconsistencies in the stereo pair status of MATRIX busses following a scene recall.
- Fixed a bug in which audio could momentarily pass when scene recall changed the DCA assignment of a certain channel and increased the send level to a bus, despite the DCA fader being at -inf.
- Fixed a bug in which renumbering a scene could cause the selected scene to jump to the beginning of the scene list when the renumbered scene was recalled.

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- Fixed a problem in which some scenes would not recall with V5.10 and V5.11, and the following error message was displayed: "Cannot recall!! (Sync Not Finished)". Please note, this same error massage may still be displayed when attempting to recall certain scenes after executing Global Paste. In this case please wait for the paste to complete and then proceed as normal.
- Fixed a problem which resulted in an incorrect channel status for AES/EBU signals output from the following MY cards when installed in DSP-RX/RX-EX engines: MY8-AE, MY8-AE96, MY8-AE96S and MY16-AE.
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- RUio16-D has been added to the Supported Devices list in SYSTEM CONFIG.

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    - Scene recall and other related operations can now be actioned during Global Paste processing.
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- When Plug-ins mounted in a recalled Scene are the same as in the previous Scene and a plug-in view is displayed during a scene recall, the plug-in view will remain constant during the recall.
- PRE D.GAIN meter point has been changed so that the PLAYBACK signal level during Virtual Sound Check will be displayed.
- “DSP ACTIVATE A/B” has been removed from the USER DEFINED KEY menu, to avoid operational errors.

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Known Issue

- On CS-R5 only, a problem has been found in which faders sometimes do not move to correct positions when switching between fader layers. To avoid this issue, please be sure to update the FADER TOUCH SENSITIVITY value to 1 (weakest) every time the console is started. Even if the value is 1 at start-up, change it to 2 and then back to 1. This issue will be fixed in the next version.
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- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.12

Fixed Bugs in V5.12

- Fixed a problem in which some scenes would not recall with V5.10 and V5.11, and the following error message was displayed: "Cannot recall!! (Sync Not Finished)". Please note, this same error massage may still be displayed when attempting to recall certain scenes

after executing Global Paste. In this case please wait for the paste to complete and then proceed as normal.

- Fixed a problem which resulted in an incorrect channel status for AES/EBU signals output from the following MY cards when installed in DSP-RX/RX-EX engines: MY8-AE, MY8-AE96, MY8-AE96S and MY16-AE.
- Fixed a very rare problem in which control surface software would abnormally terminate when Mix Minus was in use and a specific bus was selected as a send destination on a Channel Overview screen.

New features in V5.10

- Factory preset libraries have been added to the following effect plug-ins.

  Dual Pitch, Gate Reverb, Reverb, REV-X

  Amp Simulate, Analog Delay, Auto Pan, Chorus, Delay LCR

  DynaFilter, DynaFlange, DynaPhaser, Early Reflections

  Flange, Max100, ModFilter, Mono Delay, Phaser, Ring Mod

  Rotary, Stereo Delay, Symphonic, Tremolo, VintagePhaser
- RUio16-D has been added to the Supported Devices list in SYSTEM CONFIG.

Improvements and Changes in V5.10

- Made the following improvements to Global Paste -
  - Scene recall and other related operations can now be actioned during Global Paste processing.
  - If a destination scene that has not yet been pasted to is recalled during Global Paste processing, the scene data prior to processing will be recalled.
  - Added an Automatic follow for Current Scene button to the GLOBAL PASTE destination scene list.

    - The destination scene selection is now automatically cleared after Global Paste is executed for manually selected destination scenes. This does not apply to Scene Groups.
- Improved overall scene recall performance.
- Some GUI improvements for CS-R10, CS-R10-S, and CSD-R7 control surfaces.
- Manual channel fader operations now result in smoother audio level changes.
- When Plug-ins mounted in a recalled Scene are the same as in the previous Scene and a plug-in view is displayed during a scene recall, the plug-in view will remain constant during the recall.
- PRE D.GAIN meter point has been changed so that the PLAYBACK signal level during Virtual Sound Check will be displayed.
- “DSP ACTIVATE A/B” has been removed from the USER DEFINED KEY menu, to avoid operational errors.
- When different input ports are patched to INPUT A and INPUT B, the unselected input ports will not contribute to the 256 limit for input patches on the TWINLANe card.
- The PRE D.GAIN meter on the SELECTED CHANNEL VIEW screen is now always displayed, even when a source with no Head Amp is patched to the channel.

Fixed Bugs in V5.11

- Solved a problem in which CUE keys were not lit/unlit correctly when CUE OPERATION MODE was set to BAY and the CUE A/B settings were varied among the bays.

Fixed Bugs in V5.10

- Solved a problem with multiple DSP engines connected (V5.00 to V5.03), in which output patches to a RY16-DA card could be repeatedly re-patched when conflicting patches are made from multiple DSP engines to the same RY16-DA card.

- Solved a problem with CS-R3, in which two SEND LEVEL knobs would appear on the OVERVIEW screen after the console is power cycled or a settings file is loaded, instead of showing PAN & SEND for stereo MIX or MATRIX buses.
- Solved a problem with the CS-R10-S, CSD-R7 and CS-R3 that could cause the DCA/MUTE assignment to appear incorrectly on the OVERVIEW screen.
- Solved a problem that could cause MIDI Rx messages to be missed.
- Solved a problem in which MIDI Control Changes assigned to input channel HPF and LPF may not be transmitted.
- Solved a problem in which SRC was controllable for MY cards which do not include SRC functions.
- Solved a problem in which the RTA would disappear if channels were switched frequently within a short period of time while the RTA was being displayed.
- Solved a problem in which audio output from MONITOR A/B would stop for several seconds during the first DSP switchover after power-on of the DSP mirroring system.
- Solved a problem in which, when MONITOR or CUE was assigned to a custom fader, the numeric display in the channel name area would not be updated until the fader was released.

Known Issue

- On CS-R5 only, a problem has been found in which faders sometimes do not move to correct positions when switching between fader layers. To avoid this issue, please be sure to update the FADER TOUCH SENSITIVITY value to 1 (weakest) every time the console is started. Even if the value is 1 at start-up, change it to 2 and then back to 1. This issue will be fixed in the next version.

- On CS-R3 only, a problem has been found in which pressing the HOME key when nothing is bookmarked to the key can cause the current selected channel to be un-selected and the system may then be forced to restart. If you have pressed the HOME key, continue by pressing a SEL key to select one of the channels. To avoid this issue, please be sure to add a bookmark to the HOME key.
- A problem was found with multiple DSP engines connected. Rebooting any DSP engine can affect output patches of other DSP engines even if WITH RECALL is disabled for any RY16-DA card via the rebooted DSP engine. This issue can occur upon initial reboot of a DSP engine after initializing the system or loading a project file. Should it occur, please recall an appropriate scene on the DSP engine with WITH RECALL enabled for RY16-DA cards in order to restore the correct patching.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.

- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.

- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V 5.11

New features in V5.10

- Factory preset libraries have been added to the following effect plug-ins.

  Dual Pitch, Gate Reverb, Reverb, REV-X

  Amp Simulate, Analog Delay, Auto Pan, Chorus, Delay LCR

  DynaFilter, DynaFlange, DynaPhaser, Early Reflections

  Flange, Max100, ModFilter, Mono Delay, Phaser, Ring Mod

  Rotary, Stereo Delay, Symphonic, Tremolo, VintagePhaser
- RUio16-D has been added to the Supported Devices list in SYSTEM CONFIG.

Improvements and Changes in V5.10

- Made the following improvements to Global Paste -
  - Scene recall and other related operations can now be actioned during Global Paste processing.
  - If a destination scene that has not yet been pasted to is recalled during Global Paste processing, the scene data prior to processing will be recalled.
  - Added an Automatic follow for Current Scene button to the GLOBAL PASTE destination scene list.

    - The destination scene selection is now automatically cleared after Global Paste is executed for manually selected destination scenes. This does not apply to Scene Groups.
- Improved overall scene recall performance.
- Some GUI improvements for CS-R10, CS-R10-S, and CSD-R7 control surfaces.
- Manual channel fader operations now result in smoother audio level changes.
- When Plug-ins mounted in a recalled Scene are the same as in the previous Scene and a plug-in view is displayed during a scene recall, the plug-in view will remain constant during the recall.
- PRE D.GAIN meter point has been changed so that the PLAYBACK signal level during Virtual Sound Check will be displayed.
- “DSP ACTIVATE A/B” has been removed from the USER DEFINED KEY menu, to avoid operational errors.
- When different input ports are patched to INPUT A and INPUT B, the unselected input ports will not contribute to the 256 limit for input patches on the TWINLANe card.
- The PRE D.GAIN meter on the SELECTED CHANNEL VIEW screen is now always displayed, even when a source with no Head Amp is patched to the channel.

Fixed Bugs in V5.11

- Solved a problem in which CUE keys were not lit/unlit correctly when CUE OPERATION MODE was set to BAY and the CUE A/B settings were varied among the bays.

Fixed Bugs in V5.10

- Solved a problem with multiple DSP engines connected (V5.00 to V5.03), in which output patches to a RY16-DA card could be repeatedly re-patched when conflicting patches are made from multiple DSP engines to the same RY16-DA card.

- Solved a problem with CS-R3, in which two SEND LEVEL knobs would appear on the OVERVIEW screen after the console is power cycled or a settings file is loaded, instead of showing PAN & SEND for stereo MIX or MATRIX buses.
- Solved a problem with the CS-R10-S, CSD-R7 and CS-R3 that could cause the DCA/MUTE assignment to appear incorrectly on the OVERVIEW screen.
- Solved a problem that could cause MIDI Rx messages to be missed.
- Solved a problem in which MIDI Control Changes assigned to input channel HPF and LPF may not be transmitted.
- Solved a problem in which SRC was controllable for MY cards which do not include SRC functions.
- Solved a problem in which the RTA would disappear if channels were switched frequently within a short period of time while the RTA was being displayed.
- Solved a problem in which audio output from MONITOR A/B would stop for several seconds during the first DSP switchover after power-on of the DSP mirroring system.
- Solved a problem in which, when MONITOR or CUE was assigned to a custom fader, the numeric display in the channel name area would not be updated until the fader was released.

Known Issue

- A problem was found with multiple DSP engines connected. Rebooting any DSP engine can affect output patches of other DSP engines even if WITH RECALL is disabled for any RY16-DA card via the rebooted DSP engine. This issue can occur upon initial reboot of a DSP engine after initializing the system or loading a project file. Should it occur, please recall an appropriate scene on the DSP engine with WITH RECALL enabled for RY16-DA cards in order to restore the correct patching.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V 5.10

New features in V5.10

- Factory preset libraries have been added to the following effect plug-ins.

  Dual Pitch, Gate Reverb, Reverb, REV-X

  Amp Simulate, Analog Delay, Auto Pan, Chorus, Delay LCR

DynaFilter, DynaFlange, DynaPhaser, Early Reflections

Flange, Max100, ModFilter, Mono Delay, Phaser, Ring Mod

Rotary, Stereo Delay, Symphonic, Tremolo, VintagePhaser

- RUio16-D has been added to the Supported Devices list in SYSTEM CONFIG.

Improvements and Changes in V5.10

- Made the following improvements to Global Paste -
    - Scene recall and other related operations can now be actioned during Global Paste processing.
    - If a destination scene that has not yet been pasted to is recalled during Global Paste processing, the scene data prior to processing will be recalled.
    - Added an Automatic follow for Current Scene button to the GLOBAL PASTE destination scene list.
    - The destination scene selection is now automatically cleared after Global Paste is executed for manually selected destination scenes. This does not apply to Scene Groups.
- Improved overall scene recall performance.
- Some GUI improvements for CS-R10, CS-R10-S, and CSD-R7 control surfaces.
- Manual channel fader operations now result in smoother audio level changes.
- When Plug-ins mounted in a recalled Scene are the same as in the previous Scene and a plug-in view is displayed during a scene recall, the plug-in view will remain constant during the recall.
- PRE D.GAIN meter point has been changed so that the PLAYBACK signal level during Virtual Sound Check will be displayed.

- “DSP ACTIVATE A/B” has been removed from the USER DEFINED KEY menu, to avoid operational errors.
- When different input ports are patched to INPUT A and INPUT B, the unselected input ports will not contribute to the 256 limit for input patches on the TWINLANe card.
- The PRE D.GAIN meter on the SELECTED CHANNEL VIEW screen is now always displayed, even when a source with no Head Amp is patched to the channel.

Fixed Bugs in V5.10

- Solved a problem with multiple DSP engines connected (V5.00 to V5.03), in which output patches to a RY16-DA card could be repeatedly re-patched when conflicting patches are made from multiple DSP engines to the same RY16-DA card.
- Solved a problem with CS-R3, in which two SEND LEVEL knobs would appear on the OVERVIEW screen after the console is power cycled or a settings file is loaded, instead of showing PAN & SEND for stereo MIX or MATRIX buses.
- Solved a problem with the CS-R10-S, CSD-R7 and CS-R3 that could cause the DCA/MUTE assignment to appear incorrectly on the OVERVIEW screen.
- Solved a problem that could cause MIDI Rx messages to be missed.
- Solved a problem in which MIDI Control Changes assigned to input channel HPF and LPF may not be transmitted.
- Solved a problem in which SRC was controllable for MY cards which do not include SRC functions.
- Solved a problem in which the RTA would disappear if channels were switched frequently within a short period of time while the RTA was being displayed.
- Solved a problem in which audio output from MONITOR A/B would stop for several seconds during the first DSP switchover after power-on of the DSP mirroring system.

- Solved a problem in which, when MONITOR or CUE was assigned to a custom fader, the numeric display in the channel name area would not be updated until the fader was released.

Known Issue

- A problem was found in RIVAGE PM V5.10, in which CUE keys are not lit/unlit correctly when CUE OPERATION MODE is set to BAY and the CUE A/B settings are varied among the bays.

  This is a problem only with CUE key lighting on the channel strip section, while the actual audio and SELECTED CHANNEL VIEW work properly.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating console or DSP firmware, the progress bar may stop or the update may close with an error. If this continues for 10 minutes or longer, turn the power to the device off and on, and then retry the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up

screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).

2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
3. If that doesn’t solve the problem, restart the console.
4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If there are multiple DSPs in the same TWINLANe ring, or multiple HY144-D or HY144-D-SRC cards in the same Dante network in one DSP, only one of the cards should be enabled for SYNC TO EXTERNAL and that card should be set as the PTP LEADER.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.03

New features in V5.00

- Added the “Rupert Neve Designs Portico II Master Buss Processor” plug-in.
- Added the following features to Global Paste to achieve simpler and easier operation.
    - The Parameters can be selected while mixing, using SET BY EDIT.
    - Multiple combinations of destination scenes can be set, using SCENE GROUPS.
    - Global Paste can be assigned to the USER DEFINED keys.
- Added the following features to the mirroring functions to improve operability.
    - An RPio can be the word clock leader to prevent loss of word clock source in the event of a DSP engine failure.
    - The DSPs can be connected by GPI for high-speed switchover.
    - The processing of the standby DSP engine to follow the active DSP engine is sped up.
- The system can monitor and control Nuendo Live multi-track recording software.
- Added various wireless mic systems and amplifiers that can be controlled and monitored from the RIVAGE PM Dante device rack.
- Now supports OSC (Open Sound Control).
- Now supports the control of AFC Image, allowing object operations and scene recalls.
- Added LPF / HPF and ATT to 8Band PEQ, monitor and cue EQs. Multi-touch operation is now available on these screens.
- Now supports the SMPTE mode* of Dante Domain Manager (DDM) (ST2110 clocking).

  The word clock and preferred leader cannot be changed during DDM enrollment.

  * In DDM SMPTE mode, the domain is configured for SMPTE ST2110 clocking, providing audio interoperability between Dante and non-Dante ST2110-30 devices.

Improvements in V5.02

- The following improvements are made to OSC commands.
    - Parameters with non-constant step sizes are set to a possible approximate value when the specified value cannot be set.
    - The setting values of MIXER: Current/Cue/CueMode are changed from “MIX, LAS” to “MIX, LAST”.
    - The X range of Input Channel Link and Output Channel Link parameters is changed to “1 to 52”.

Improvements in V5.00

- RIVAGE PM Editor for Win now supports AMD CPUs.

Fixed Bugs in V5.03

- Solved a problem with V5.02 in which, regarding RIVAGE PM DSP-RX, DSP-RX-EX, DSP-R10, and CSD-R7, MonitorMix cannot connect with the DSP engine. Update MonitorMix to V1.3.1 or later before using it.
- Solved a problem in which, in rare cases, signals from an RY16-ML-SILK may not be input to the DSP engine while the host RPio622/RPio222 is otherwise working normally.
- Solved a problem in which RIVAGE PM would return an incorrect value after receiving the following OSC command - "get MIXER: Current/St/Role". This OSC command requests a setting value indicating if STEREO bus B is set as STEREO or MONO/C.

Fixed Bugs in V5.02

- Solved a problem in which the changes made to Master Early parameters of VSS4HD did not affect the sound when a LIBRARY was recalled.

- Solved a problem in which the console and editor would freeze when the Location Type of the VSS4HD plug-in was operated with a mouse wheel, or when a Library was recalled with the Location menu open.
- Solved a problem in which the console and editor may not be operable for a while when PREVIEW was turned on.
- Solved a problem in which RPio622 / RPio222 did not sync automatically when loading a settings file created with V4 or an earlier version.
- Solved a problem in which Focus Recall settings for a scene was invalidated when the scene was stored immediately after the recall was undone.
- Solved a problem in which OSC data was not sent from DSP-R10.
- Solved a problem in which OSC data was dropped or a “DSP Disconnected” error occurred in the system when a large amount of OSC data was received.

Fixed Bugs in V5.01

- Solved a problem found in V5.00, in which the VSS4HD and NonLin2 plugins did not work correctly.
- Solved a problem found in V5.00, in which the L-ISA Immersive Sound control did not work correctly.
- Solved a problem found in V5.00, in which a User Defined Key that was assigned to either a channel on/off, input A/B, or surround pan on/off function would temporarily not work or would show an incorrect status after a scene was recalled.
- Solved a problem found in V5.00, in which incorrect EQ BANK A/B information was displayed when the EQ popup window of an input/output channel was open and the selected channel was then changed.

Changes in V5.01

- Added OSC commands for the following parameters;
    - CUE A/B for MIX Channels

      OSC address

      MIXER: Current/Cue/Mix/On
    - Channel Link Group for MATRIX channels

      OSC address

      MIXER: Current/OutputChLink/Mtrx/Assign
    - Insert On for Input, Mix, Matrix and Stereo Output channels

      OSC address

      MIXER:Current/InCh/Insert/On

      MIXER:Current/Mix/Insert/On

      MIXER:Current/Mtrx/Insert/On

      MIXER:Current/St/Insert/On
- Removed the following OSC command for an unnecessary parameter;

  OSC address

  MIXER: Current/Cue/FaderCueRelease

Fixed Bugs in V5.00

- Solved a problem in which MIDI NOTE ON/OFF might not be transmitted correctly if a User Defined Key to which MIDI Note ON was assigned was rapidly pressed several times.
- Solved a problem in which “DSP Disconnected!” was displayed under certain rare conditions.
- Solved a problem in which a CS-R3 fader that had been moved by its motor might return to its previous position after manually moving it.

- Solved a problem in which, when using the PM Editor with two screens, a screen that was not operated would not reflect the HA parameter switches between INPUT A and B made on the other screen.
- Solved a problem in which the RPio would not output the sound after manually switching the DSP engine while mirroring.
- Solved a problem in which the faders on a bay that was not used for DCA roll-out operation would not move smoothly.
- Solved a problem in which the send level of either stereo L or R channel could not be adjusted when moving from the MATRIX field on the SELECTED CHANNEL VIEW screen to the SENDS TO pop-up screen and selecting the stereo bus as the source.
- Solved a problem in which settings for ANALOG GAIN including Phantom Power and so on would unexpectedly be pasted to the destination channel(s) if an INPUT CHANNEL without ANALOG GAIN was copied using the CH COPY function.
- Solved a problem in which output patches of HY card slot 2 were not taken over automatically by a changeover from A (active DSP engine) to B (standby DSP engine) when the HY card slot 2 of the RPio was set to ROUTING MODE2 in the mirroring.
- Solved a problem in which changing the selected channel while the Dynamics KEY IN CUE was active, would cause a momentary disengagement of the cue and a brief leak of audio from the assigned Monitor Source into the cue bus.
- Solved a problem in which the image of an inserted MY card such as the MY8-AD24 or the AVIOM M16/o-Y1 was not displayed on the console.
- Solved a problem in which frequent editing of scenes while mirroring or in a system with multiple controllers (console and PM Editor, dual consoles, etc.) could create scenes that could not be recalled.

- Solved a problem in which Midi Program Change Assignments might not be correctly displayed after loading file data.

Known Issue

- A problem was found in V5.00 or later version of the RIVAGE PM series CS-R3 control surface, in which, after the console is power cycled or a settings file is loaded, the OVERVIEW window shows two SEND LEVEL knobs instead of PAN & SEND for sending to stereo MIX buses or MATRIX buses.

  To adjust the pan setting, use the SENDS TO window or SENDS FROM window.

  Please note that this problem occurs only in the CS-R3: it does not occur in the CS-R10, CS-R10-S, CSD-R7, CS-R5, RIVAGE PM Editor, or RIVAGE PM StageMix.
- A problem was found in V5.00 or later version of the RIVAGE PM series CS-R10-S, CSD-R7, or CS-R3 control surface, in which the DCA ASSIGN and MUTE ASSIGN settings of the input and output channels on the OVERVIEW window are not displayed correctly: they do not reflect the recalled Scene settings or the loaded settings file, resulting in inconsistency with the actual assignment. The DCA channels on the OVERVIEW window, the INPUT/OUTPUT channels on the SELECTED CHANNEL VIEW window, and the settings on the DCA GROUP ASSIGN window are shown correctly.

  Please note that this problem does not occur with the CS-R10, CS-R5, or RIVAGE PM Editor.
- Regarding all versions of RIVAGE PM Firmware, including V5.00, we found a problem in which, after the first switch over of a mirroring system, the monitor A/B will not produce any sound for several seconds.

  Temporary countermeasure:

Execute a manual switchover after turning on the power of both DSP A/B. After that, the problem will not occur again, until the DSP is rebooted.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.
  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
- The RIVAGE PM provides an input module which allows patching of different input ports to INPUT A and INPUT B, with switching between them.

  When patches are made via an HY256-TL or HY256-HL-SMF card (TWINLANe card) using this feature, the unused patches (either INPUT A or INPUT B) will not be summed to the total number of patches shown in INPUT and SLOT IN of the TWINLANe card on the SYSTEM CONFIG > DSP window.

  Therefore, a warning message may not appear even if the total number of input patches for INPUT A/B, INSERT IN, SUB IN, etc. exceeds the maximum of 256 channels.

  Even if the warning message does not appear, the RIVAGE PM system does not allow more than 256 input patches from one TWINLANe card.
- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.

- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

    You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not

change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.

- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the leader on the Dante network.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.02

New features in V5.00

- Added the “Rupert Neve Designs Portico II Master Buss Processor” plug-in.
- Added the following features to Global Paste to achieve simpler and easier operation.
    - The Parameters can be selected while mixing, using SET BY EDIT.
    - Multiple combinations of destination scenes can be set, using SCENE GROUPS.
    - Global Paste can be assigned to the USER DEFINED keys.
- Added the following features to the mirroring functions to improve operability.
    - An RPio can be the word clock leader to prevent loss of word clock source in the event of a DSP engine failure.
    - The DSPs can be connected by GPI for high-speed switchover.
    - The processing of the standby DSP engine to follow the active DSP engine is sped up.
- The system can monitor and control Nuendo Live multi-track recording software.

- Added various wireless mic systems and amplifiers that can be controlled and monitored from the RIVAGE PM Dante device rack.
- Now supports OSC (Open Sound Control).
- Now supports the control of AFC Image, allowing object operations and scene recalls.
- Added LPF / HPF and ATT to 8Band PEQ, monitor and cue EQs. Multi-touch operation is now available on these screens.
- Now supports the SMPTE mode* of Dante Domain Manager (DDM) (ST2110 clocking).

  The word clock and preferred leader cannot be changed during DDM enrollment.

  * In DDM SMPTE mode, the domain is configured for SMPTE ST2110 clocking, providing audio interoperability between Dante and non-Dante ST2110-30 devices.

Improvements in V5.02

- The following improvements are made to OSC commands.
  - Parameters with non-constant step sizes are set to a possible approximate value when the specified value cannot be set.
  - The setting values of MIXER: Current/Cue/CueMode are changed from “MIX, LAS” to “MIX, LAST”.
  - The X range of Input Channel Link and Output Channel Link parameters is changed to “1 to 52”.

Improvements in V5.00

- RIVAGE PM Editor for Win now supports AMD CPUs.

Fixed Bugs in V5.02

- Solved a problem in which the changes made to Master Early parameters of VSS4HD did not affect the sound when a LIBRARY was recalled.

- Solved a problem in which the console and editor would freeze when the Location Type of the VSS4HD plug-in was operated with a mouse wheel, or when a Library was recalled with the Location menu open.
- Solved a problem in which the console and editor may not be operable for a while when PREVIEW was turned on.
- Solved a problem in which RPio622 / RPio222 did not sync automatically when loading a settings file created with V4 or an earlier version.
- Solved a problem in which Focus Recall settings for a scene was invalidated when the scene was stored immediately after the recall was undone.
- Solved a problem in which OSC data was not sent from DSP-R10.
- Solved a problem in which OSC data was dropped or a “DSP Disconnected” error occurred in the system when a large amount of OSC data was received.

Fixed Bugs in V5.01

- Solved a problem found in V5.00, in which the VSS4HD and NonLin2 plugins did not work correctly.
- Solved a problem found in V5.00, in which the L-ISA Immersive Sound control did not work correctly.
- Solved a problem found in V5.00, in which a User Defined Key that was assigned to either a channel on/off, input A/B, or surround pan on/off function would temporarily not work or would show an incorrect status after a scene was recalled.
- Solved a problem found in V5.00, in which incorrect EQ BANK A/B information was displayed when the EQ popup window of an input/output channel was open and the selected channel was then changed.

Changes in V5.01

- Added OSC commands for the following parameters;
    - CUE A/B for MIX Channels

      OSC address

      MIXER: Current/Cue/Mix/On
    - Channel Link Group for MATRIX channels

      OSC address

      MIXER: Current/OutputChLink/Mtrx/Assign
    - Insert On for Input, Mix, Matrix and Stereo Output channels

      OSC address

      MIXER:Current/InCh/Insert/On

      MIXER:Current/Mix/Insert/On

      MIXER:Current/Mtrx/Insert/On

      MIXER:Current/St/Insert/On
- Removed the following OSC command for an unnecessary parameter;

  OSC address

  MIXER: Current/Cue/FaderCueRelease

Fixed Bugs in V5.00

- Solved a problem in which MIDI NOTE ON/OFF might not be transmitted correctly if a User Defined Key to which MIDI Note ON was assigned was rapidly pressed several times.
- Solved a problem in which “DSP Disconnected!” was displayed under certain rare conditions.
- Solved a problem in which a CS-R3 fader that had been moved by its motor might return to its previous position after manually moving it.

- Solved a problem in which, when using the PM Editor with two screens, a screen that was not operated would not reflect the HA parameter switches between INPUT A and B made on the other screen.
- Solved a problem in which the RPio would not output the sound after manually switching the DSP engine while mirroring.
- Solved a problem in which the faders on a bay that was not used for DCA roll-out operation would not move smoothly.
- Solved a problem in which the send level of either stereo L or R channel could not be adjusted when moving from the MATRIX field on the SELECTED CHANNEL VIEW screen to the SENDS TO pop-up screen and selecting the stereo bus as the source.
- Solved a problem in which settings for ANALOG GAIN including Phantom Power and so on would unexpectedly be pasted to the destination channel(s) if an INPUT CHANNEL without ANALOG GAIN was copied using the CH COPY function.
- Solved a problem in which output patches of HY card slot 2 were not taken over automatically by a changeover from A (active DSP engine) to B (standby DSP engine) when the HY card slot 2 of the RPio was set to ROUTING MODE2 in the mirroring.
- Solved a problem in which changing the selected channel while the Dynamics KEY IN CUE was active, would cause a momentary disengagement of the cue and a brief leak of audio from the assigned Monitor Source into the cue bus.
- Solved a problem in which the image of an inserted MY card such as the MY8-AD24 or the AVIOM M16/o-Y1 was not displayed on the console.
- Solved a problem in which frequent editing of scenes while mirroring or in a system with multiple controllers (console and PM Editor, dual consoles, etc.) could create scenes that could not be recalled.

- Solved a problem in which Midi Program Change Assignments might not be correctly displayed after loading file data.

Known Issue

- A problem was found in which, in rare cases, signals from an RY16-ML-SILK may not be input to the DSP engine while the host RPio622/RPio222 is otherwise working normally. If this happens, reboot the RPio622/RPio222 that is causing the problem. This issue will be fixed in future versions.
- A problem was found in V5.00 or later version of the RIVAGE PM series CS-R3 control surface, in which, after the console is power cycled or a settings file is loaded, the OVERVIEW window shows two SEND LEVEL knobs instead of PAN & SEND for sending to stereo MIX buses or MATRIX buses.

  To adjust the pan setting, use the SENDS TO window or SENDS FROM window.

  Please note that this problem occurs only in the CS-R3: it does not occur in the CS-R10, CS-R10-S, CSD-R7, CS-R5, RIVAGE PM Editor, or RIVAGE PM StageMix.
- A problem was found in V5.00 or later version of the RIVAGE PM series CS-R10-S, CSD-R7, or CS-R3 control surface, in which the DCA ASSIGN and MUTE ASSIGN settings of the input and output channels on the OVERVIEW window are not displayed correctly: they do not reflect the recalled Scene settings or the loaded settings file, resulting in inconsistency with the actual assignment. The DCA channels on the OVERVIEW window, the INPUT/OUTPUT channels on the SELECTED CHANNEL VIEW window, and the settings on the DCA GROUP ASSIGN window are shown correctly.

  Please note that this problem does not occur with the CS-R10, CS-R5, or RIVAGE PM Editor.

- Regarding all versions of RIVAGE PM Firmware, including V5.00, we found a problem in which, after the first switch over of a mirroring system, the monitor A/B will not produce any sound for several seconds.

  Temporary countermeasure:

  Execute a manual switchover after turning on the power of both DSP A/B. After that, the problem will not occur again, until the DSP is rebooted.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up

screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- The RIVAGE PM can only play back MP3 and WAV files whose file name is no longer than 60 single-byte characters or 20 double-byte characters excluding the extension. Please note that a file name exceeding this limit will not appear in the list on the RECORDER window.
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  Therefore, a warning message may not appear even if the total number of input patches for INPUT A/B, INSERT IN, SUB IN, etc. exceeds the maximum of 256 channels.

  Even if the warning message does not appear, the RIVAGE PM system does not allow more than 256 input patches from one TWINLANe card.

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

    You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.

- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the leader on the Dante network.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.01

New features in V5.00

- Added the “Rupert Neve Designs Portico II Master Buss Processor” plug-in.
- Added the following features to Global Paste to achieve simpler and easier operation.
    - The Parameters can be selected while mixing, using SET BY EDIT.
    - Multiple combinations of destination scenes can be set, using SCENE GROUPS.
    - Global Paste can be assigned to the USER DEFINED keys.
- Added the following features to the mirroring functions to improve operability.
    - An RPio can be the word clock leader to prevent loss of word clock source in the event of a DSP engine failure.
    - The DSPs can be connected by GPI for high-speed switchover.
    - The processing of the standby DSP engine to follow the active DSP engine is sped up.

- The system can monitor and control Nuendo Live multi-track recording software.
- Added various wireless mic systems and amplifiers that can be controlled and monitored from the RIVAGE PM Dante device rack.
- Now supports OSC (Open Sound Control).
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- Now supports the SMPTE mode* of Dante Domain Manager (DDM) (ST2110 clocking).

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  * In DDM SMPTE mode, the domain is configured for SMPTE ST2110 clocking, providing audio interoperability between Dante and non-Dante ST2110-30 devices.

Improvements in V5.00

- RIVAGE PM Editor for Win now supports AMD CPUs.

Fixed Bugs in V5.01

- Solved a problem found in V5.00, in which the VSS4HD and NonLin2 plugins did not work correctly.
- Solved a problem found in V5.00, in which the L-ISA Immersive Sound control did not work correctly.
- Solved a problem found in V5.00, in which a User Defined Key that was assigned to either a channel on/off, input A/B, or surround pan on/off function would temporarily not work or would show an incorrect status after a scene was recalled.
- Solved a problem found in V5.00, in which incorrect EQ BANK A/B information was displayed when the EQ popup window of an input/output channel was open and the selected channel was then changed.

Changes in V5.01

- Added OSC commands for the following parameters;
    - CUE A/B for MIX Channels

      OSC address

      MIXER: Current/Cue/Mix/On
    - Channel Link Group for MATRIX channels

      OSC address

      MIXER: Current/OutputChLink/Mtrx/Assign
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      MIXER:Current/InCh/Insert/On

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- Removed the following OSC command for an unnecessary parameter;

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  MIXER: Current/Cue/FaderCueRelease

Fixed Bugs in V5.00

- Solved a problem in which MIDI NOTE ON/OFF might not be transmitted correctly if a User Defined Key to which MIDI Note ON was assigned was rapidly pressed several times.
- Solved a problem in which “DSP Disconnected!” was displayed under certain rare conditions.
- Solved a problem in which a CS-R3 fader that had been moved by its motor might return to its previous position after manually moving it.

- Solved a problem in which, when using the PM Editor with two screens, a screen that was not operated would not reflect the HA parameter switches between INPUT A and B made on the other screen.
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- Solved a problem in which the faders on a bay that was not used for DCA roll-out operation would not move smoothly.
- Solved a problem in which the send level of either stereo L or R channel could not be adjusted when moving from the MATRIX field on the SELECTED CHANNEL VIEW screen to the SENDS TO pop-up screen and selecting the stereo bus as the source.
- Solved a problem in which settings for ANALOG GAIN including Phantom Power and so on would unexpectedly be pasted to the destination channel(s) if an INPUT CHANNEL without ANALOG GAIN was copied using the CH COPY function.
- Solved a problem in which output patches of HY card slot 2 were not taken over automatically by a changeover from A (active DSP engine) to B (standby DSP engine) when the HY card slot 2 of the RPio was set to ROUTING MODE2 in the mirroring.
- Solved a problem in which changing the selected channel while the Dynamics KEY IN CUE was active, would cause a momentary disengagement of the cue and a brief leak of audio from the assigned Monitor Source into the cue bus.
- Solved a problem in which the image of an inserted MY card such as the MY8-AD24 or the AVIOM M16/o-Y1 was not displayed on the console.
- Solved a problem in which frequent editing of scenes while mirroring or in a system with multiple controllers (console and PM Editor, dual consoles, etc.) could create scenes that could not be recalled.

- Solved a problem in which Midi Program Change Assignments might not be correctly displayed after loading file data.

Known Issue

- Regarding all versions of RIVAGE PM Firmware, including V5.00, we found a problem in which, after the first switch over of a mirroring system, the monitor A/B will not produce any sound for several seconds.

  Temporary countermeasure:

  Execute a manual switchover after turning on the power of both DSP A/B. After that, the problem will not occur again, until the DSP is rebooted.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
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- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).

2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
3. If that doesn’t solve the problem, restart the console.
4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the leader on the Dante network.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V5.00

New features in V5.00

- Added the “Rupert Neve Designs Portico II Master Buss Processor” plug-in.
- Added the following features to Global Paste to achieve simpler and easier operation.
    - The Parameters can be selected while mixing, using SET BY EDIT.
    - Multiple combinations of destination scenes can be set, using SCENE GROUPS.
    - Global Paste can be assigned to the USER DEFINED keys.
- Added the following features to the mirroring functions to improve operability.
    - An RPio can be the word clock leader to prevent loss of word clock source in the event of a DSP engine failure.
    - The DSPs can be connected by GPI for high-speed switchover.
    - The processing of the standby DSP engine to follow the active DSP engine is sped up.
- The system can monitor and control Nuendo Live multi-track recording software.
- Added various wireless mic systems and amplifiers that can be controlled and monitored from the RIVAGE PM Dante device rack.
- Now supports OSC (Open Sound Control).
- Now supports the control of AFC Image, allowing object operations and scene recalls.
- Added LPF / HPF and ATT to 8Band PEQ, monitor and cue EQs. Multi-touch operation is now available on these screens.
- Now supports the SMPTE mode* of Dante Domain Manager (DDM) (ST2110 clocking).

  The word clock and preferred leader cannot be changed during DDM enrollment.

  * In DDM SMPTE mode, the domain is configured for SMPTE ST2110 clocking, providing audio interoperability between Dante and non-Dante ST2110-30 devices.

Improvements in V5.00

- RIVAGE PM Editor for Win now supports AMD CPUs.

Fixed Bugs in V5.00

- Solved a problem in which MIDI NOTE ON/OFF might not be transmitted correctly if a User Defined Key to which MIDI Note ON was assigned was rapidly pressed several times.
- Solved a problem in which “DSP Disconnected!” was displayed under certain rare conditions.
- Solved a problem in which a CS-R3 fader that had been moved by its motor might return to its previous position after manually moving it.
- Solved a problem in which, when using the PM Editor with two screens, a screen that was not operated would not reflect the HA parameter switches between INPUT A and B made on the other screen.
- Solved a problem in which the RPio would not output the sound after manually switching the DSP engine while mirroring.
- Solved a problem in which the faders on a bay that was not used for DCA roll-out operation would not move smoothly.
- Solved a problem in which the send level of either stereo L or R channel could not be adjusted when moving from the MATRIX field on the SELECTED CHANNEL VIEW screen to the SENDS TO pop-up screen and selecting the stereo bus as the source.
- Solved a problem in which settings for ANALOG GAIN including Phantom Power and so on would unexpectedly be pasted to the destination channel(s) if an INPUT CHANNEL without ANALOG GAIN was copied using the CH COPY function.

- Solved a problem in which output patches of HY card slot 2 were not taken over automatically by a changeover from A (active DSP engine) to B (standby DSP engine) when the HY card slot 2 of the RPio was set to ROUTING MODE2 in the mirroring.
- Solved a problem in which changing the selected channel while the Dynamics KEY IN CUE was active, would cause a momentary disengagement of the cue and a brief leak of audio from the assigned Monitor Source into the cue bus.
- Solved a problem in which the image of an inserted MY card such as the MY8-AD24 or the AVIOM M16/o-Y1 was not displayed on the console.
- Solved a problem in which frequent editing of scenes while mirroring or in a system with multiple controllers (console and PM Editor, dual consoles, etc.) could create scenes that could not be recalled.
- Solved a problem in which Midi Program Change Assignments might not be correctly displayed after loading file data.

Known Issue

- A problem was found in V5.00 where a User Defined Key that is assigned to either a channel on/off, input A/B, or surround pan on/off function, will temporarily not work or will show incorrect status after a scene is recalled. This can be solved by directly operating the function assigned to the User Defined Key, or by changing the bank of the User Defined Key, and then reverting to the original bank.

  * This occurs only in V5.00, and neither occurs in V4.72 nor in earlier versions.
- A problem was found in V5.00 in which the screen will not show correct information of BANK A/B when a channel is changed while the EQ popup window of an input/output channel is displayed. This can be solved by closing the EQ popup window or selecting another tab, then reopening the EQ popup window.

* It occurs only in the default mode of V5.00, so it does not occur in Theatre mode and not in any mode with V4.72 and earlier versions.

- Regarding all versions of RIVAGE PM Firmware, including V5.00, we found a problem in which, after the first switch over of a mirroring system, the monitor A/B will not produce any sound for several seconds.

  Temporary countermeasure:

  Execute a manual switchover after turning on the power of both DSP A/B. After that, the problem will not occur again, until the DSP is rebooted.

Notices in version updating

- When updating CS-R5 from V4.00, the touch panels may not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to V5.00.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).

2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
3. If that doesn’t solve the problem, restart the console.
4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs and the DSP engine B is set to active while the DSP engine A is the word clock leader and is still powered on, the Word Clock leader will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the leader on the Dante network.
- The Dante Domain Manager (DDM) SMPTE flow is displayed as AES67 to patch. There is no problem in the actual operation.

V4.72

Changes in V4.71

- Adds support for a modified production process for CS-R5. It doesn’t provide any new features.

New features in V4.70

- Added a new plug-in - “Bricasti Design Y7 Stereo Reverb Processor”.
- Improved the Event List functionality so that the order of timecode events can be freely changed.

Fixed Bugs in V4.72

- Fixed a problem with V4.02 or later firmware, in which a combination of specific operations would cause the LCD touch screen(s) to become inoperable and display the following error message “Software exception has been detected. PLEASE RESTART THIS CONSOLE AS SOON AS POSSIBLE.”.

Fixed Bugs in V4.71

- Fixed the problem in which audio input to MY-SLOT 1 of CS-R5 and CS-R3 was 1.3dB higher in level than MY-SLOT 2.

Fixed Bugs in V4.70

- Solved a problem with V4.02, V4.12, and V4.20 of DSP-RX and CSD-R7, in which the input level meters may not operate correctly on the pop-up screen whilst editing some plug-ins with no audio input present.
- Solved a problem in which a mirrored active DSP engine that had been switched from a standby state might not respond to MIDI/GPI inputs.
- Solved a problem in which it might take some time for the CUE audio to be switched when using the MBC4 plug-in.

- Solved a problem in which the lamp under the armrest did not light up when restarting CS-R10/CS-R10-S running V4.02 or later version.
- Solved a problem in which the display might not show the correct HA gain value when operating the HA gain of an input channel patched to a RPio running V4.02 or later version.
- Solved some other minor errors.

Known Issues

- If an INPUT CHANNEL without ANALOG GAIN is copied using the CH COPY function, settings for ANALOG GAIN including Phantom Power and so on will unexpectedly be pasted to the destination channel(s).
- When DSP MIRROR MODE1: TWINLANe MIRROR is used, and HY card slot 2 of RPio is set to ROUTING MODE2, output patches of HY card slot 2 are not taken over automatically by a changeover from A (active DSP) to B (standby DSP).

  The workaround is the following.

  - Manually Switch the unit B to the active state.
  - Set the same patch to unit B.
  - Switch unit A back to the active state.
- MIDI NOTE ON/OFF may not be transmitted correctly if the MIDI Note ON is assigned to a User Defined Key and is rapidly pressed several times.

Notices in version updating

- When updating CS-R5 from V4.00, first update to V4.02 and then update to V4.20. If CS-R5 is updated directly to V4.20, the touch panels will not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to the V4.20.

- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- No tally signal is output from a fader moved by MIDI control change.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:
- You must restart your computer to apply these changes [Restart Now] [Restart Later]

- If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the master on the Dante network.

V4.21

Changes in V4.21

- Adds support for a modified production process for CS-R5. It doesn’t provide any new features.

New features in V4.20

- Now supports the WSG-HY128 HY interface card provided by Waves.

New features in V4.12

- Now supports CS-R3 control surface.
- Now supports DSP "Parameter Mirror" mode which synchronizes parameters between two DSP engines for systems that do not use TWINLANe.

  NOTE

  - Switching the active DSP engine state while running parameter mirroring causes a very short interruption to sound output from an attached control surface.
- SURFACE SETTINGS banks can now be assigned to USER DEFINED keys.

- Added the ON button on the INSERT screen.
- For details, refer to the RIVAGE PM series operation manual.

New features in V4.02

- Now supports the CS-R5 control surface and the DSP-RX(-EX) DSP engines.
- RIVAGE PM7 system Input channel count increased from 120 to 144 and Matrix channel count increased from 24 to 36.
- Added the new Reverb Plug-in “Eventide SP2016”.
- Added support for remote control from “MonitorMix” app (V1.3 or later) for iOS or Android.
- Added improved flexibility of HY slots -
    - HY144-D, HY144-D-SRC and HY128-MD cards can now be used in any HY slot of all DSP engines (including CSD-R7)
    - Up to 48 Dante devices can now be mounted and controlled from a DSP Engine hosting two or more HY cards featuring Dante.

    ### NOTE

    When using two or more HY144-D/HY144-D-SRC cards in the same DSP engine, it is recommended to connect them both to the same Dante network. To remotely control HA of devices in different Dante networks via multiple HY-Dante cards, specify a unique subnet (network address) to each Dante network.

    Make sure that all Dante Control IDs of HY144-D/HY144-D-SRC cards (including those inserted in the same DSP engine), and CL/QL series CONSOLE IDs that are connected to the same network, are unique (or switched OFF).
- Improved operability -
    - Expanded custom fader bank capacity to 5 banks (which allows 30 custom layers per fader bay).

    - EQ screen frequency response graph view can now be visually expanded and multi-touch operation can be used (Only applies to CS-R5 and CS-R3).
    - In the SELECTED CHANNEL VIEW screen, EQ, DYNAMICS, and SEND parameters can now be controlled by the 12 encoders below the screen.
    - The order of DYNAMICS parameters has been improved, so OUTGAIN, ATTACK and RELEASE are found in logical positions, for example.
    - You can now move to the EDIT screen for the corresponding function by pressing an encoder in the Selected Channel section of the panel.
    - Added AUTO A.G./D.G. Function to channel strip encoders.
    - It is now possible to switch SEND blocks on the Overview screen and the SEND FROM/TO screen.
    - In addition, the screen layout has been updated.
- Improved visibility
    - Expanded the meter area and increased resolution.
    - Expanded the channel name area.
- Improved maintenance features
    - Expanded the LOG function.
    - The status of the entire system can now be monitored using the SYSTEM CONFIG screen.
- Inserts via the TWINLANe network are now available for all channels.
- Bay Link operation has been improved with more options in the SURFACE SETTINGS Preferences menu.
- The file name extension for all console files has been changed to ".RIVAGEPM".

- In Surround Mode, the option USE PHONES B FOR SURROUND MONITOR has been added.
- Rupert Neve Designs RMP-D8, Focusrite Rednet 4/MP8R, and Yamaha Tio1608-D devices can now be remote controlled via the Dante network.
- Added support for L-ACOUSTICS "L-ISA" desk link function.

For details, refer to the RIVAGE PM series operation manual.

Version 4 or newer for DSP-R10 contains software produced by a third party.

For information about the license, refer to *** (product name)_OSSLicense_e.pdf, which is included in the downloaded file.

Fixed Bugs in V4.20

- Solved a problem in which, with V4.02 and V4.12 of DSP-RX(-EX) and CSD-R7, the device may need to be restarted if control of L-ACOUSTICS Immersive Sound System “L-ISA” was enabled.

Fixed Bugs in V4.12

- Solved some minor errors.

Fixed Bugs in V4.02

- Solved a problem in which the current event number in the event list may not be retained when the power was turned on for RIVAGE PM10/PM7.

  ### Limitations

  If the timecode is restarted with a valid TIME CODE SOURCE selected, the timecode value will be reset to 0 after the restart, and the event list will return to the beginning.
- Solved a problem that channel colors were not correctly displayed when recalling a scene with changed channel colors.

- Solved a problem in which the wrong scene title and number may be displayed in the SCENE MEMORY LCD after the [INC] key or [DEC] key was rapidly pressed multiple times.
- Solved the problem in which, after exiting the Preview mode, a different scene number would flash in the SCENE field and the SCENE field would not show the current scene number.
- Solved the problem in which Dante I/O devices that were mounted by selecting from -ONLINE- DEVICE LIST may not become connected but be indicated as "Virtual."
- Solved the problem in which all the port names could not be obtained for a Dante device with 33 or more inputs/outputs that was mounted to HY144-D/HY144-D-SRC.
- Solved some other minor errors.

Known Issues

- With V4.02, V4.12, and V4.20 of DSP-RX, and CSD-R7, in rare cases, the input level meter moves on the pop-up screen for editing some plug-ins, even when audio is not input.
- When DSP MIRROR MODE1: TWINLANe MIRROR is used, and HY card slot 2 of RPio is set to ROUTING MODE2, output patches of HY card slot 2 are not taken over automatically by a changeover from A (active DSP) to B (standby DSP).

  The workaround is the following.

  - Manually Switch the unit B to the active state.
  - Set the same patch to unit B.
  - Switch unit A back to the active state.
- MIDI NOTE ON/OFF may not be transmitted correctly if the MIDI Note ON is assigned to a User Defined Key and is rapidly pressed several times.

Notices in version updating

- When updating CS-R5 from V4.00, first update to V4.02 and then update to V4.20. If CS-R5 is updated directly to V4.20, the touch panels will not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to the V4.20.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in 'Standby' state. Please set DSP-RX(-EX) to 'Active' state and then proceed with the update.
- The project file saving method has been changed from V1.20.
  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- No tally signal is output from a fader moved by MIDI control change.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  > You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the master on the Dante network.

V4.13

Changes in V4.13

- Adds support for a modified production process for CS-R5. It doesn’t provide any new features.

New features in V4.12

- Now supports CS-R3 control surface.

- Now supports DSP "Parameter Mirror" mode which synchronizes parameters between two DSP engines for systems that do not use TWINLANe.

  NOTE

  - Switching the active DSP engine state while running parameter mirroring causes a very short interruption to sound output from an attached control surface.
- SURFACE SETTINGS banks can now be assigned to USER DEFINED keys.
- Added the ON button on the INSERT screen.
- For details, refer to the RIVAGE PM series operation manual.

New features in V4.02

- Now supports the CS-R5 control surface and the DSP-RX(-EX) DSP engines.
- RIVAGE PM7 system Input channel count increased from 120 to 144 and Matrix channel count increased from 24 to 36.
- Added the new Reverb Plug-in “Eventide SP2016”.
- Added support for remote control from “MonitorMix” app (V1.3 or later) for iOS or Android.
- Added improved flexibility of HY slots -
  - HY144-D, HY144-D-SRC and HY128-MD cards can now be used in any HY slot of all DSP engines (including CSD-R7)
  - Up to 48 Dante devices can now be mounted and controlled from a DSP Engine hosting two or more HY cards featuring Dante.

  NOTE

  When using two or more HY144-D/HY144-D-SRC cards in the same DSP engine, it is recommended to connect them both to the same Dante network. To remotely control HA of devices in different Dante networks via multiple HY-Dante cards, specify a unique subnet (network address) to each Dante network.

Make sure that all Dante Control IDs of HY144-D/HY144-D-SRC cards (including those inserted in the same DSP engine), and CL/QL series CONSOLE IDs that are connected to the same network, are unique (or switched OFF).

- Improved operability -
    - Expanded custom fader bank capacity to 5 banks (which allows 30 custom layers per fader bay).
    - EQ screen frequency response graph view can now be visually expanded and multi-touch operation can be used (Only applies to CS-R5 and CS-R3).
    - In the SELECTED CHANNEL VIEW screen, EQ, DYNAMICS, and SEND parameters can now be controlled by the 12 encoders below the screen.
    - The order of DYNAMICS parameters has been improved, so OUTGAIN, ATTACK and RELEASE are found in logical positions, for example.
    - You can now move to the EDIT screen for the corresponding function by pressing an encoder in the Selected Channel section of the panel.
    - Added AUTO A.G./D.G. Function to channel strip encoders.
    - It is now possible to switch SEND blocks on the Overview screen and the SEND FROM/TO screen.
    - In addition, the screen layout has been updated.
- Improved visibility
    - Expanded the meter area and increased resolution.
    - Expanded the channel name area.
- Improved maintenance features
    - Expanded the LOG function.

    - The status of the entire system can now be monitored using the SYSTEM CONFIG screen.
- Inserts via the TWINLANe network are now available for all channels.
- Bay Link operation has been improved with more options in the SURFACE SETTINGS Preferences menu.
- The file name extension for all console files has been changed to ".RIVAGEPM".
- In Surround Mode, the option USE PHONES B FOR SURROUND MONITOR has been added.
- Rupert Neve Designs RMP-D8, Focusrite Rednet 4/MP8R, and Yamaha Tio1608-D devices can now be remote controlled via the Dante network.
- Added support for L-ACOUSTICS "L-ISA" desk link function.

For details, refer to the RIVAGE PM series operation manual.

Version 4 or newer for DSP-R10 contains software produced by a third party.

For information about the license, refer to *** (product name)_OSSLicense_e.pdf, which is included in the downloaded file.

Fixed Bugs in V4.12

- Solved some minor errors.

Fixed Bugs in V4.02

- Solved a problem in which the current event number in the event list may not be retained when the power was turned on for RIVAGE PM10/PM7.

Limitations

If the timecode is restarted with a valid TIME CODE SOURCE selected, the timecode value will be reset to 0 after the restart, and the event list will return to the beginning.

- Solved a problem that channel colors were not correctly displayed when recalling a scene with changed channel colors.
- Solved a problem in which the wrong scene title and number may be displayed in the SCENE MEMORY LCD after the [INC] key or [DEC] key was rapidly pressed multiple times.
- Solved the problem in which, after exiting the Preview mode, a different scene number would flash in the SCENE field and the SCENE field would not show the current scene number.
- Solved the problem in which Dante I/O devices that were mounted by selecting from -ONLINE- DEVICE LIST may not become connected but be indicated as "Virtual."
- Solved the problem in which all the port names could not be obtained for a Dante device with 33 or more inputs/outputs that was mounted to HY144-D/HY144-D-SRC.
- Solved some other minor errors.

Known Issues

- With V4.02 and V4.12 of DSP-RX(-EX) and CSD-R7, the device may need to be restarted if control of L-ACOUSTICS Immersive Sound System “L-ISA” is enabled. Do not turn on the “L-ISA” button in the IMMERSIVE SOUND tab of the NETWORK screen. Should this problem occur, please follow these steps - reconfigure the DSP's ID, restart the DSP and synchronize in the direction from the console to the DSP.
- When DSP MIRROR MODE1: TWINLANe MIRROR is used, and HY card slot 2 of RPio is set to ROUTING MODE2, output patches of HY card slot 2 are not taken over automatically by a changeover from A (active DSP) to B (standby DSP).

  The workaround is the following.

  - Manually Switch the unit B to the active state.
  - Set the same patch to unit B.

    - Switch unit A back to the active state.
- MIDI NOTE ON/OFF may not be transmitted correctly if the MIDI Note ON is assigned to a User Defined Key and is rapidly pressed several times.

Notices in version updating

- When updating CS-R5 from V4.00, first update to V4.02 and then update to V4.12. If CS-R5 is updated directly to V4.12, the touch panels will not respond when the update is completed. If this happens, skip the proper shutdown procedure and turn the power switches off and back on again. The console will operate normally once correctly updated to the V4.12.
- When updating CS-R5 or DSP-RX(-EX) from V4.00 or V4.02, the progress bar may stop or an error may prevent the updating process. If this continues for ten minutes or longer, turn the power off and on again, then re-start the firmware update.
- It is not possible to update DSP-RX(-EX) when using DSP Mirroring and the engine is in ‘Standby’ state. Please set DSP-RX(-EX) to ‘Active’ state and then proceed with the update.
- The project file saving method has been changed from V1.20.
  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up

screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog “Console Network ring connection open! Check cable connection.” may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.
- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- No tally signal is output from a fader moved by MIDI control change.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).

3. If that doesn’t solve the problem, restart the console.
4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the master on the Dante network.

V4.02

New features in V4.02

- Now supports the CS-R5 control surface and the DSP-RX(-EX) DSP engines.
- RIVAGE PM7 system Input channel count increased from 120 to 144 and Matrix channel count increased from 24 to 36.

- Added the new Reverb Plug-in “Eventide SP2016”.
- Added support for remote control from “MonitorMix” app (V1.3 or later) for iOS or Android.
- Added improved flexibility of HY slots -
    - HY144-D, HY144-D-SRC and HY128-MD cards can now be used in any HY slot of all DSP engines (including CSD-R7)
    - Up to 48 Dante devices can now be mounted and controlled from a DSP Engine hosting two or more HY cards featuring Dante.

NOTE

When using two or more HY144-D/HY144-D-SRC cards in the same DSP engine, it is recommended to connect them both to the same Dante network. To remotely control HA of devices in different Dante networks via multiple HY-Dante cards, specify a unique subnet (network address) to each Dante network.

Make sure that all Dante Control IDs of HY144-D/HY144-D-SRC cards (including those inserted in the same DSP engine), and CL/QL series CONSOLE IDs that are connected to the same network, are unique (or switched OFF).

- Improved operability -
    - Expanded custom fader bank capacity to 5 banks (which allows 30 custom layers per fader bay).
    - EQ screen frequency response graph view can now be visually expanded and multi-touch operation can be used (Only applies to CS-R5).
    - In the SELECTED CHANNEL VIEW screen, EQ, DYNAMICS, and SEND parameters can now be controlled by the 12 encoders below the screen.
    - The order of DYNAMICS parameters has been improved, so OUTGAIN, ATTACK and RELEASE are found in logical positions, for example.

    - You can now move to the EDIT screen for the corresponding function by pressing an encoder in the Selected Channel section of the panel.
    - Added AUTO A.G./D.G. Function to channel strip encoders.
    - It is now possible to switch SEND blocks on the Overview screen and the SEND FROM/TO screen.
    - In addition, the screen layout has been updated.
- Improved visibility
    - Expanded the meter area and increased resolution.
    - Expanded the channel name area.
- Improved maintenance features
    - Expanded the LOG function.
    - The status of the entire system can now be monitored using the SYSTEM CONFIG screen.
- Inserts via the TWINLANe network are now available for all channels.
- Bay Link operation has been improved with more options in the SURFACE SETTINGS Preferences menu.
- The file name extension for all console files has been changed to ".RIVAGEPM".
- In Surround Mode, the option USE PHONES B FOR SURROUND MONITOR has been added.
- Rupert Neve Designs RMP-D8, Focusrite Rednet 4/MP8R, and Yamaha Tio1608-D devices can now be remote controlled via the Dante network.
- Added support for L-ACOUSTICS "L-ISA" desk link function.

For details, refer to the RIVAGE PM series operation manual.

Version 4 or newer for DSP-R10 contains software produced by a third party.

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Fixed Bugs in V4.02

- Solved a problem in which the current event number in the event list may not be retained when the power was turned on for RIVAGE PM10/PM7.

  ### Limitations

  If the timecode is restarted with a valid TIME CODE SOURCE selected, the timecode value will be reset to 0 after the restart, and the event list will return to the beginning.

- Solved a problem that channel colors were not correctly displayed when recalling a scene with changed channel colors.
- Solved a problem in which the wrong scene title and number may be displayed in the SCENE MEMORY LCD after the [INC] key or [DEC] key was rapidly pressed multiple times.
- Solved the problem in which, after exiting the Preview mode, a different scene number would flash in the SCENE field and the SCENE field would not show the current scene number.
- Solved the problem in which Dante I/O devices that were mounted by selecting from -ONLINE- DEVICE LIST may not become connected but be indicated as "Virtual."
- Solved the problem in which all the port names could not be obtained for a Dante device with 33 or more inputs/outputs that was mounted to HY144-D/HY144-D-SRC.
- Solved some other minor errors.

Known Issues

- MIDI NOTE ON/OFF may not be transmitted correctly if the MIDI Note ON is assigned to a User Defined Key and is rapidly pressed several times.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- An error dialog "Console Network ring connection open! Check cable connection." may rarely be displayed when the sampling rate is changed on the WORD CLOCK screen. However, it does not affect the actual operation.

- When INPUT patching is performed with the maximum number of channels of the HY256-TL or HY256-TL-SMF card exceeding 256, it appears to be correctly patched but no patch is established and no audio is input.
- No tally signal is output from a fader moved by MIDI control change.
- In rare cases, a “DSP Disconnected!” message could be shown. If the message appears, take the following course of action:
    1. Re-Sync manually. Check this first for the fastest possible recovery (Doesn’t apply to RIVAGE PM7).
    2. If that doesn’t solve the problem, use the [RESET] button on the back of the console (Operations 1 and 2 do not mute the audio).
    3. If that doesn’t solve the problem, restart the console.
    4. If that doesn’t solve the problem, restart the DSP Engine (Doesn’t apply to RIVAGE PM7) (Operations 3 and 4 mute the audio).
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used. The console does not need to be restarted.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.

- The channel name LCD cannot display unsupported characters such as Japanese kanji used in the Dante channel labels.
- If a DSP engine hosts one or more Dante cards (HY144-D and HY144-D-SRC in Synchronous (144io Sync SRC) mode), only check the “Enable Sync to External” option for the card that operates as the master on the Dante network.

V3.05

Fixed Bugs in V3.05

- Solved a problem in which current scene mix data would return to the default settings if the USER DEFINED key or GPI was used to execute INC RECALL or DEC RECALL after a scene was deleted.
- Solved a problem in which using the Global Paste function to the SUB IN of paired buses would change the R channel settings to those for the L channel.
- Solved a problem regarding a DANTE SETUP popup display.

Fixed Bugs in V3.04

- Solved a rare problem which could occur after scenes or libraries were stored or updated many times in a short period of time. The "DSP Disconnected!" message was shown and no further change could be made to the DSPs.
- Solved an unlikely problem in which the "Scene empty!" message was shown and a scene could not be recalled.
- Solved a problem in which executing UPDATE UNDO after a scene was updated and another scene was recalled would overwrite the currently recalled scene with the data before the update and the corresponding scene would not revert to the previous settings.
- Solved a problem in which the "Dante communication error" message was shown and HA of the Dante I/O devices could not be controlled while an HY144-D card was in use.

- Solved a problem in which turning the power ON to CSD-R7 might not start the DSP engine and the "Console DSP not responding! Try updating console firmware." message appeared.
- Solved a problem in which the Event List would be kept on standby at the beginning of the event list until the next time code event was executed if the time code was once stopped and restarted.
- Solved a problem in which the CONSOLE LOCK image could no longer be loaded or changed if the CONSOLE LOCK file had been write-protected (indicated by a LOCK icon next to the file).

Fixed Bugs in V3.03

- Solved a problem in which the Recall Safe function for Plug-in Allocation did not work properly to an outboard insert patch.
- [RIVAGE PM7] Solved a problem in which an error message, stating that internal DSP has been disconnected, may be incorrectly displayed.

Fixed Bugs in V3.02

- Solved a problem in which restarting the console while a plug-in output was patched to SUB IN would cause the patch not to function properly.
- Solved a problem in which the system infrequently crashed when a USER DEFINED key to which a function that required a SEL key operation was assigned was pressed.

Fixed Bugs in V3.01

- Solved a problem in which the control surface might freeze when channel parameters were copied using the [COPY] and [PASTE] keys in the Selected Channel section.
- Solved a problem in which rebooting the Rio-D2 series unit whose START UP MODE was set to REFRESH or REFRESH w/o MUTE in the REMOTE ONLY state would not establish the connection to the Rio-D2 series with the message “Connecting” left on the screen.

- Solved some minor errors.

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).
- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.
- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.
- Attenuator for each EQ bank.
- Display of the EQ type in the EQ graph.
- Alert message when loading data different from the current system configuration.
- WITH SYSTEM SETTING button for loading the following settings when loading ALL data.
    - Wordclock setting
    - DANTE SETUP (including device mounting, patching, and port names)
    - RY-Slot settings of RPio622/RPio222 (including card settings)
    - Network settings (HY-Slot and RIVAGE PM StageMix)
    - +48V MASTER
- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels

    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.
- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.
- Determination via the [ENTER] key instead of the ON button when entering settings via the keyboard.
- Added assignable functions for the USER DEFINED keys, USER DEFINED knobs, and the [Fn] key.
    - USER DEFINED keys
        - SPECIFIC CH of INPUT A/B
        - BAY ALL for the SET BY SEL, SET NORMAL VALUE, and OSCILLATOR
        - SOLO ON
    - USER DEFINED knobs
        - SPECIFIC CH of CH FADER
    - [Fn] key
        - VSC ON

Improvements in V3.00

- Operability and visibility of settings on the FOCUS, GLOBAL PASTE and RECALL SAFE screens.
- Operability of settings on the CUSTOM FADER BANK popup screen.

- Operability of direction of data synchronization on the DEVICE SYNC screen.
- Display of the channel name on such as the Patch screen or METER screen to improve operability and visibility.
- Reduced variation of MIDI/GPI output time in a scene recall.
- Changed the signal level from a stereo MIX channel to the STEREO bus to nominal when PAN is set to maximum.
- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.
- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
- Solved a problem of the THEATRE MODE in which EQ or DYNAMICS differed when channels were paired via a scene recall.
- Solved a problem in which signals from RPio622/RPio222 might not have been input.
- Solved a problem in which the console firmware might have frozen when saving or loading the console data to a USB flash drive.
- Solved a problem in which patched channel names would not appear on the Automixer screen.
- Solved some minor errors.

Known Issues

- It was discovered that after exiting the Preview mode, a different scene number flashes in the SCENE field and the SCENE field does not show the current scene number. If this happens, pressing the [INC] and [DEC] keys simultaneously will show the current scene number.
- If the devices are selected from -ONLINE- DEVICE LIST to change the Dante I/O devices to be mounted, the devices may not become connected and indicate as "Virtual." If "Virtual" is kept showing, unmount the devices and then mount them again.
- It was discovered that if a Dante device with 33 or more inputs/outputs were mounted to HY144-D/HY144-D-SRC, all the port names could not be obtained. This issue will be fixed in a future version.
- In rare cases, a “DSP Disconnected!” message could be shown for reasons other than the ones that have been fixed so far. If the message appears, take the following course of action:

  1. Re-Sync manually. Check this first for the fastest possible recovery. (Only applies to RIVAGE PM10)

  2. If that doesn’t solve the problem, reset by the [RESET] button on the back of the console (these operations do not mute the audio).

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.

- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.
- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V3.04

Fixed Bugs in V3.04

- Solved a rare problem which could occur after scenes or libraries were stored or updated many times in a short period of time. The "DSP Disconnected!" message was shown and no further change could be made to the DSPs.
- Solved an unlikely problem in which the "Scene empty!" message was shown and a scene could not be recalled.
- Solved a problem in which executing UPDATE UNDO after a scene was updated and another scene was recalled would overwrite the currently recalled scene with the data before the update and the corresponding scene would not revert to the previous settings.
- Solved a problem in which the "Dante communication error" message was shown and HA of the Dante I/O devices could not be controlled while an HY144-D card was in use.

- Solved a problem in which turning the power ON to CSD-R7 might not start the DSP engine and the "Console DSP not responding! Try updating console firmware." message appeared.
- Solved a problem in which the Event List would be kept on standby at the beginning of the event list until the next time code event was executed if the time code was once stopped and restarted.
- Solved a problem in which the CONSOLE LOCK image could no longer be loaded or changed if the CONSOLE LOCK file had been write-protected (indicated by a LOCK icon next to the file).

Fixed Bugs in V3.03

- Solved a problem in which the Recall Safe function for Plug-in Allocation did not work properly to an outboard insert patch.
- [RIVAGE PM7] Solved a problem in which an error message, stating that internal DSP has been disconnected, may be incorrectly displayed.

Fixed Bugs in V3.02

- Solved a problem in which restarting the console while a plug-in output was patched to SUB IN would cause the patch not to function properly.
- Solved a problem in which the system infrequently crashed when a USER DEFINED key to which a function that required a SEL key operation was assigned was pressed.

Fixed Bugs in V3.01

- Solved a problem in which the control surface might freeze when channel parameters were copied using the [COPY] and [PASTE] keys in the Selected Channel section.
- Solved a problem in which rebooting the Rio-D2 series unit whose START UP MODE was set to REFRESH or REFRESH w/o MUTE in the REMOTE ONLY state would not establish the connection to the Rio-D2 series with the message “Connecting” left on the screen.

- Solved some minor errors.

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).
- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.
- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.
- Attenuator for each EQ bank.
- Display of the EQ type in the EQ graph.
- Alert message when loading data different from the current system configuration.
- WITH SYSTEM SETTING button for loading the following settings when loading ALL data.
    - Wordclock setting
    - DANTE SETUP (including device mounting, patching, and port names)
    - RY-Slot settings of RPio622/RPio222 (including card settings)
    - Network settings (HY-Slot and RIVAGE PM StageMix)
    - +48V MASTER
- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels

    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.
- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.
- Determination via the [ENTER] key instead of the ON button when entering settings via the keyboard.
- Added assignable functions for the USER DEFINED keys, USER DEFINED knobs, and the [Fn] key.
    - USER DEFINED keys
        - SPECIFIC CH of INPUT A/B
        - BAY ALL for the SET BY SEL, SET NORMAL VALUE, and OSCILLATOR
        - SOLO ON
    - USER DEFINED knobs
        - SPECIFIC CH of CH FADER
    - [Fn] key
        - VSC ON

Improvements in V3.00

- Operability and visibility of settings on the FOCUS, GLOBAL PASTE and RECALL SAFE screens.
- Operability of settings on the CUSTOM FADER BANK popup screen.

- Operability of direction of data synchronization on the DEVICE SYNC screen.
- Display of the channel name on such as the Patch screen or METER screen to improve operability and visibility.
- Reduced variation of MIDI/GPI output time in a scene recall.
- Changed the signal level from a stereo MIX channel to the STEREO bus to nominal when PAN is set to maximum.
- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.
- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
- Solved a problem of the THEATRE MODE in which EQ or DYNAMICS differed when channels were paired via a scene recall.
- Solved a problem in which signals from RPio622/RPio222 might not have been input.
- Solved a problem in which the console firmware might have frozen when saving or loading the console data to a USB flash drive.
- Solved a problem in which patched channel names would not appear on the Automixer screen.
- Solved some minor errors.

Known Issue

- It was discovered that after exiting the Preview mode, a different scene number flashes in the SCENE field and the SCENE field does not show the current scene number. If this happens, pressing the [INC] and [DEC] keys simultaneously will show the current scene number.
- If the devices are selected from -ONLINE- DEVICE LIST to change the Dante I/O devices to be mounted, the devices may not become connected and indicate as "Virtual." If "Virtual" is kept showing, unmount the devices and then mount them again.
- It was discovered that if a Dante device with 33 or more inputs/outputs were mounted to HY144-D/HY144-D-SRC, all the port names could not be obtained. This issue will be fixed in a future version.
- In rare cases, a “DSP Disconnected!” message could be shown for reasons other than the one shown above. In this situation, take the following course of action:

  1. Re-Sync manually. Check this first for the fastest possible recovery. (Only applies to RIVAGE PM10)

  2. If that doesn’t solve the problem, reset by the [RESET] button on the back of the console (these operations do not mute the audio).

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.
- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V3.03

Fixed Bugs in V3.03

- Solved a problem in which the Recall Safe function for Plug-in Allocation did not work properly to an outboard insert patch.
- [RIVAGE PM7] Solved a problem in which an error message, stating that internal DSP has been disconnected, may be incorrectly displayed.

Fixed Bugs in V3.02

- Solved a problem in which restarting the console while a plug-in output was patched to SUB IN would cause the patch not to function properly.
- Solved a problem in which the system infrequently crashed when a USER DEFINED key to which a function that required a SEL key operation was assigned was pressed.

Fixed Bugs in V3.01

- Solved a problem in which the control surface might freeze when channel parameters were copied using the [COPY] and [PASTE] keys in the Selected Channel section.

- Solved a problem in which rebooting the Rio-D2 series unit whose START UP MODE was set to REFRESH or REFRESH w/o MUTE in the REMOTE ONLY state would not establish the connection to the Rio-D2 series with the message “Connecting” left on the screen.
- Solved some minor errors.

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).
- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.
- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.
- Attenuator for each EQ bank.
- Display of the EQ type in the EQ graph.
- Alert message when loading data different from the current system configuration.
- WITH SYSTEM SETTING button for loading the following settings when loading ALL data.
    - Wordclock setting
    - DANTE SETUP (including device mounting, patching, and port names)
    - RY-Slot settings of RPio622/RPio222 (including card settings)
    - Network settings (HY-Slot and RIVAGE PM StageMix)
    - +48V MASTER

- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels
    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.
- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.
- Determination via the [ENTER] key instead of the ON button when entering settings via the keyboard.
- Added assignable functions for the USER DEFINED keys, USER DEFINED knobs, and the [Fn] key.
    - USER DEFINED keys
        - SPECIFIC CH of INPUT A/B
        - BAY ALL for the SET BY SEL, SET NORMAL VALUE, and OSCILLATOR
        - SOLO ON
    - USER DEFINED knobs
        - SPECIFIC CH of CH FADER
    - [Fn] key
        - VSC ON

Improvements in V3.00

- Operability and visibility of settings on the FOCUS, GLOBAL PASTE and RECALL SAFE screens.
- Operability of settings on the CUSTOM FADER BANK popup screen.
- Operability of direction of data synchronization on the DEVICE SYNC screen.
- Display of the channel name on such as the Patch screen or METER screen to improve operability and visibility.
- Reduced variation of MIDI/GPI output time in a scene recall.
- Changed the signal level from a stereo MIX channel to the STEREO bus to nominal when PAN is set to maximum.
- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.
- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
- Solved a problem of the THEATRE MODE in which EQ or DYNAMICS differed when channels were paired via a scene recall.
- Solved a problem in which signals from RPio622/RPio222 might not have been input.
- Solved a problem in which the console firmware might have frozen when saving or loading the console data to a USB flash drive.

- Solved a problem in which patched channel names would not appear on the Automixer screen.

Solved some minor errors.

Known Issue

- It was discovered that if an image for the CONSOLE LOCK screen has been write-protected (indicated by a LOCK icon next to the file), the CONSOLE LOCK image can no longer be changed.

  This issue has no effect on other console functions - only the CONSOLE LOCK image.

  Please contact qualified Yamaha service personnel if you need assistance with this issue.

  This issue will be fixed in future versions to allow image changes to the CONSOLE LOCK screen, even if they are write-protected.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.

- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V3.02

Fixed Bugs in V3.02

- Solved a problem in which restarting the console while a plug-in output was patched to SUB IN would cause the patch not to function properly.
- Solved a problem in which the system infrequently crashed when a USER DEFINED key to which a function that required a SEL key operation was assigned was pressed.

Fixed Bugs in V3.01

- Solved a problem in which the control surface might freeze when channel parameters were copied using the [COPY] and [PASTE] keys in the Selected Channel section.
- Solved a problem in which rebooting the Rio-D2 series unit whose START UP MODE was set to REFRESH or REFRESH w/o MUTE in the REMOTE ONLY state would not establish the connection to the Rio-D2 series with the message “Connecting” left on the screen.
- Solved some minor errors.

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).
- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.

- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.
- Attenuator for each EQ bank.
- Display of the EQ type in the EQ graph.
- Alert message when loading data different from the current system configuration.
- WITH SYSTEM SETTING button for loading the following settings when loading ALL data.
    - Wordclock setting
    - DANTE SETUP (including device mounting, patching, and port names)
    - RY-Slot settings of RPio622/RPio222 (including card settings)
    - Network settings (HY-Slot and RIVAGE PM StageMix)
    - +48V MASTER
- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels
    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.
- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.

- Determination via the [ENTER] key instead of the ON button when entering settings via the keyboard.
- Added assignable functions for the USER DEFINED keys, USER DEFINED knobs, and the [Fn] key.
    - USER DEFINED keys
        - SPECIFIC CH of INPUT A/B
        - BAY ALL for the SET BY SEL, SET NORMAL VALUE, and OSCILLATOR
        - SOLO ON
    - USER DEFINED knobs
        - SPECIFIC CH of CH FADER
    - [Fn] key
        - VSC ON

Improvements in V3.00

- Operability and visibility of settings on the FOCUS, GLOBAL PASTE and RECALL SAFE screens.
- Operability of settings on the CUSTOM FADER BANK popup screen.
- Operability of direction of data synchronization on the DEVICE SYNC screen.
- Display of the channel name on such as the Patch screen or METER screen to improve operability and visibility.
- Reduced variation of MIDI/GPI output time in a scene recall.
- Changed the signal level from a stereo MIX channel to the STEREO bus to nominal when PAN is set to maximum.
- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.

- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
- Solved a problem of the THEATRE MODE in which EQ or DYNAMICS differed when channels were paired via a scene recall.
- Solved a problem in which signals from RPio622/RPio222 might not have been input.
- Solved a problem in which the console firmware might have frozen when saving or loading the console data to a USB flash drive.
- Solved a problem in which patched channel names would not appear on the Automixer screen.
- Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.

- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.
- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V3.01

Fixed Bugs in V3.01

- Solved a problem in which the control surface might freeze when channel parameters were copied using the [COPY] and [PASTE] keys in the Selected Channel section.
- Solved a problem in which rebooting the Rio-D2 series unit whose START UP MODE was set to REFRESH or REFRESH w/o MUTE in the REMOTE ONLY state would not establish the connection to the Rio-D2 series with the message “Connecting” left on the screen.
- Solved some minor errors.

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).

- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.
- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.
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    - +48V MASTER
- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels
    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.

- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.
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Improvements in V3.00

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- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.
- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
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- Solved a problem in which signals from RPio622/RPio222 might not have been input.
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Solved some minor errors.

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- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.

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Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.
- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V3.00

New features in V3.00

- Labeling function for device names, slots, and ports of network-connected devices. The labels can be found in locations such as the Patch window.
- Parameter selection when copying channel parameters. In addition, inserted plug-ins also can be copied when copying channels.
- Added level metering points (PRE GC and PRE D.GAIN for the INPUT METER).
- Added the “DaNSe” plug-in, a 6-band noise suppressor “DaNSe” which removes background noise and unwanted reverberation.
- MixToInput function for signal loopback from MIX/MATRIX busses to input channels.
- SUB IN function to patch from input channels to output channels.
- Easy-to-use preset for DCA assigning in the THEATRE MODE.

- Attenuator for each EQ bank.
- Display of the EQ type in the EQ graph.
- Alert message when loading data different from the current system configuration.
- WITH SYSTEM SETTING button for loading the following settings when loading ALL data.
    - Wordclock setting
    - DANTE SETUP (including device mounting, patching, and port names)
    - RY-Slot settings of RPio622/RPio222 (including card settings)
    - Network settings (HY-Slot and RIVAGE PM StageMix)
    - +48V MASTER
- Added parameter set items when touching parameters while pressing the [SHIFT] key to set up multiple channels simultaneously.
    - STEREO A/B on and off in input channels and MIX channels
    - Bank links on and off for EQ and Dynamics in the THEATRE MOTE
- Sort function in the Library screen.
- Display of the internal latency of the engine related to the Delay Compensation setting.
- RTA offset function to display in linear fashion.
- Selection for the [ON] key operation in the SENDS ON FADER mode.
- Flashing of the ON button of the muted channel by mute group function in the SELECTED CHANNEL VIEW screen or the METER screen.
- [SHIFT] key settings to select whether the action is applied to each BAY or to all BAYs.
- Determination via the [ENTER] key instead of the ON button when entering settings via the keyboard.
- Added assignable functions for the USER DEFINED keys, USER DEFINED knobs, and the [Fn] key.

- USER DEFINED keys
    - SPECIFIC CH of INPUT A/B
    - BAY ALL for the SET BY SEL, SET NORMAL VALUE, and OSCILLATOR
    - SOLO ON
- USER DEFINED knobs
    - SPECIFIC CH of CH FADER
- [Fn] key
    - VSC ON

Improvements in V3.00

- Operability and visibility of settings on the FOCUS, GLOBAL PASTE and RECALL SAFE screens.
- Operability of settings on the CUSTOM FADER BANK popup screen.
- Operability of direction of data synchronization on the DEVICE SYNC screen.
- Display of the channel name on such as the Patch screen or METER screen to improve operability and visibility.
- Reduced variation of MIDI/GPI output time in a scene recall.
- Changed the signal level from a stereo MIX channel to the STEREO bus to nominal when PAN is set to maximum.
- The last function is displayed when assigning a function to an empty USER DEFINED key or knob.
- SEND MASTER display will relate to output channel selection.
- Displayed as "DEVICE NOT SYNCED!" when there is a device that cannot sync in the TWINLANe network.

Fixed Bugs in V3.00

- Solved a problem in which the variable range of SEND level via the SEND knob of the Selected Channel section might not have been appropriate.
- Solved a problem in which the FILTER Q indication did not appear on the Selected Channel section when DYNAMICS was set to DE-ESSER.
- Solved a problem of the THEATRE MODE in which EQ or DYNAMICS differed when channels were paired via a scene recall.
- Solved a problem in which signals from RPio622/RPio222 might not have been input.
- Solved a problem in which the console firmware might have frozen when saving or loading the console data to a USB flash drive.
- Solved a problem in which patched channel names would not appear on the Automixer screen.

Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.
- When loading data including the MixToInput settings of the V3.00 system, the MixToInput function will work in RIVAGE PM systems even of less than V3.00. However, be careful of the possibility of unwanted signal loops, etc.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- The channel name LCD cannot display unconfirmed characters such as Japanese kanji used in the Dante channel labels.

- If you are using a Dante card (HY144-D-SRC) in Synchronous (144io Sync SRC) mode, check the “Enable Sync to External” option only for the card that operates as the master on the Dante network.

V2.52

New features in V2.52

- Added the Theatre Mode. (Please refer to the V2.5 Supplemental Manual for details on Theatre Mode).
- You can now change the display contents of the USER DEFINED key and the USER DEFINED knob.
- Now supports the DDM (Dante Domain Manager).

  Make sure to use the following:

  - HY144-D firmware V4.0.10.1-2.0.8 or later
  - HY144-SRC firmware V4.0.10.2-2.0.8 or later
- You can now use the screen encoders to edit EQ and dynamics parameters on the SELECTED CHANNEL VIEW screen.
- In the SENDS ON FADER mode, the status of the ON key is now indicated on the channel name display of the panel.
- Now supports the input/output patches of the HY SLOT 4 (HY SLOT3 on the CSD-R7).
- You can now select HA settings from the TAKE FROM PORT/TAKE FROM CHANNEL.
- You can now use USER DEFINED keys, etc. to turn MIDI transmission and reception on and off.
- Now supports the Focus Library.
- Expanded the parameters contained in each bank of EQ and dynamics.
  - EQUALIZER : LPF, HPF

- DYNAMICS : KEY IN SOURCE, FILTER

Improvements in V2.52

- The scene screens can now be displayed on multiple displays at the same time.
- Shortened the scene recall time.
- Shortened the screen transition time of some screens that were slow to display.

Fixed Bugs in V2.52

- Solved a problem in which the software on the console might occasionally hang up, if you exited the SENDS ON FADER mode immediately after operating the fader in the SENDS ON FADER mode, when AUTO CHANNEL SELECT of INPUT and OUTPUT or both were ON at SURFACE SETTINGS 2 on the PREFERENCES popup screen for setting preferences.
- Solved a problem in which the output patch setting to RPio622/222 remained, even if DSP-R10 or CSD-R7 was initialized.
- Solved a problem in which synchronization didn't happen automatically when the failover occurred while using the DSP mirroring.
- Solved a problem in which the meter didn't swing occasionally after restarting the system.
- Solved a problem in which the contents of one console were not updated if you operated the HA on Rio-D2 from two consoles.
- Solved a problem in which the RPio622/222 that set the Unit ID to S1 might occasionally not be recognized when the system started up.
- Solved a problem in which the fader was pulled back when the fader set for the recall safe was operated immediately after recalling a scene.
- Solved a problem in which the display became invalid when using the card inserted in the MY SLOT 2 of the RPio622/222 for the Port-to-port function.

- Solved a problem in which an invalid file path might be displayed on the SAVE / LOAD screen when inserting USB memory.
- Solved a problem in which the indicators wouldn't turn on even if the output channels were patched to multiple Dante ports when executing PORT IDENTIFY.
- Solved a problem in which the scene number looped when DEC RECALL was executed at the beginning of the scene list or INC RECALL was executed at the end of the scene list.
- Solved a problem in which the HA of the Dante device connected to the RIVAGE PM system occasionally could not be controlled.
- Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.
- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.
- When you turn on the power to the system while the HY144-D-SRC is connected to the DDM server, the card may not start occasionally. If this occurs, turn the power to the system off and then on again.

V2.20

New features in V2.20

- Now supports the HY144-D-SRC Audio Interface Card. Please make sure to have the latest firmware version installed before use.
- Now supports the HY128-MD Audio Interface Card. Please make sure to have the latest firmware version installed before use.
- The Dante setup information saved in the console file can be loaded. (The console file saved on V2.02 or a later system contains the Dante setup information at that time).
- The WITH SENDS option can be selected when copying output channels with CH COPY on the CH JOB menu.
- The CUE function can be selected for MONITOR SOURCE DEFINE.
- The CUE INTERRUPT can be set independently for the MONITOR and the PHONES, respectively.

Improvements in V2.20

- Improved the display switching speed between the PLUG-IN screens.
- The messages can be displayed when duplicate output patches occur between multiple DSP engines.
- Improved the operations of the SEND ON FADER mode.
    - Now you can turn on/off the operation that CUE state follows when changing the master buses in the SEND ON FADER mode.
    - Now you can enter the SENDS ON FADER mode without displaying the SENDS ON FADER popup screen by holding down the [Shift] key and pressing the [SENDS ON FADER] key.
- Now you can check if the DSP Mirroring function added in V2.02 is working.

Fixed Bugs in V2.20

- Solved a problem in which the audio signals were not occasionally input/output to the RPio622/222 and to the local I/O at start-up.
- Solved a problem in which scenes that could not be recalled were occasionally created when the focus recall was set.
- Solved a problem in which audio signals might not be output by moving the CUE target by screen operation when selecting LAST CUE as the cue mode.
- Solved a problem in which the initial value of BAND 1 was set for BAND 2-8 when the FREQUENCY of EQ was reset to the default value on the SELECTED CHANNEL VIEW screen.
- Solved a problem in which the meter would occasionally not move even though the audio signals were output after starting the system.
- Solved a problem in which the card was displayed as blank when inserting and synchronizing the WSG-Y16-V2 SoundGrid interface card in the Native mode.
- Solved a problem in which the SET BY SEL button could not be turned on by grayed out when creating a custom fader bank.
- Solved a problem in which the display is not updated on the patch grid screen for direct out.
- Solved a problem in which the mounting information remained in a different state between the RIVAGE PM Editor, the console and the DSP engine, when you mounted any plug-in via the console while Extracting is shown after syncing the RIVAGE PM Editor and the console.
- Solved a problem in which the CUE was fully cleared when entering the SENDS ON FADER mode.
- Solved some minor errors.

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console's firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier. When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

Notices for usage

- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.

- When a DSP mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent audio dropouts, do not turn off the power of the DSP engine A even after a failover occurs.
- The Dante cards HY144-D and HY144-D-SRC do not officially support the DDM (Dante Domain Manager). It will be included in a future version.
- Make sure to connect only the RIVAGE PM Editor and RIVAGE PM StageMix to a network connector for a RIVAGE PM Editor, and not the PM Editor network of a different DSP engine.

V2.02

New features in V2.02

- Added the DSP Mirroring function that allows continuous operation with another DSP engine even if the DSP engine stopped due to a failure.
- Added the Dual Console function that enables you to connect two control surfaces to one DSP engine.
- Up to two instances of the RIVAGE PM Editor can be connected to each DSP engine.
- Now supports remote control via the RIVAGE PM StageMix. Up to two instances of RIVAGE PM StageMix can be connected to each Control Surface/Console.
- Up to four sets of DSP-R10 or four CSD-R7 can be connected to each I/O Network.
- Inserting a TWINLANe network card to the HY SLOT2 of the DSP-R10 allows configuration for the SUB I/O Network.
- Now supports Dante network remote control via the HY144-D card inserted to the HY SLOT3 of DSP-R10 or HY SLOT2 of CSD-R7.
- Now supports 5.1-channel surround pan/surround monitor.

- The Mix Minus option is now available for buses.
- SLOT BRIDGE has been added to the Port to Port function, which enables you to patch sounds across SLOTs.
- Enabled control of Time Code and Interval in the event list.
- Added the Preview function.
- Added the Channel Link function.
- Added the Channel Move function.
- Enabled control via the MIDI terminal or the GPI terminal of the DSP engine.
- Added the Portico5045 effect plug-in.
- The effect plug-in SEND rack and INSERT rack can be displayed separately.
- The patch to the effect plug-in mounted on the SEND rack can be operated from the patch grid.
- Added the CSV File Import/Export functions.
- The behavior of the channel [ON] key can be switched when using MUTE GROUP.
- Now supports the Rio3224-D2/Rio1608-D2(V1.10 or later), Rio3224-D/Rio1608-D/Ri8-D/Ro8-D(V4.50 or later).
- You can remotely control one Rio3224-D2/Rio1608-D2/Rio3224-D/Rio1608-D/Ri8-D/Ro8-D unit from four separate RIVAGE PM10/PM7/CL/QL units.

Improvements in V2.02

- Improved communication stability of the Console Network.
- Improved communication stability of the TWINLANe Network.
- Improved TWINLANe network card recognition at startup.
- Devices and modules running in incompatible versions can be detected in the FIRMWARE VER screen.

- Added assignable functions for USER DEFINED KEYS.
- CUE STACK is now available even if the CUE MODE is set to LAST CUE.
- Enabled Individual Pan in Stereo channels.
- Channel name will not be copied when pairing channels.
- Changed the default setting of the Input to Mix to POST.
- Changed the default setting of the individual parameters of Recall Safe to ON.
- Added the PLUG-IN GEQ ALLOCATION setting to the Recall Safe.
- Changed the default settings of the Oscillator to PINK NOISE, -40dB.
- Changed the resolution of the Delay knob.

Using RIVAGE PM Editor and RIVAGE PM StageMix simultaneously

When using RIVAGE PM Editor and RIVAGE PM StageMix simultaneously in the same NETWORK connector, set the COMMUNICATION QUALITY to STAGEMIX/EDITOR in the MISC tab of the NETWORK setting on the Control Surface. When selecting the “EDITOR/STAGEMIX” option, which results in greater communication load and slower performance of StageMix, enable IGMP Snooping on the Wi-Fi device.

Fixed Bugs in V2.02

- Solved a problem in which the “ring connection open!” was displayed with false detection picking up transient state at startup.
- Solved a problem in which Focus Recall was disabled after updating the same Scene two times.
- Solved a problem in which the Extracting status may continue to display “Extracting scene data...100%” after finishing SYNC.
- Solved a problem in which noise occurred at a specific frequency when using the DE-ESSER of the CHANNEL DYNAMICS.

- Solved some minor errors.

Known issue

- When a power redundant error occurs in the Rio3224-D2/Rio1608-D2, the SYSTEM/SYNC error message on the RIVAGE PM unit mounted to the Rio3224-D2/Rio1608-D2 is incorrectly displayed as “DANTE SETTING MISMATCH.”

Notices in version updating

- The project file saving method has been changed from V1.20.

  When loading a project file saved by V1.16 or earlier, the patching of plug-ins may be unintentionally removed. If this happens, manually patch them again.
- When updating the console’s firmware from V1.20 or earlier, the progress bar may stop at the 14/18 status, or an error may stop the updating process. If this continues for five minutes or longer, turn the power of the console to off and on, and then retry the firmware update.
- When loading a project file saved by V1.21 and earlier, the RACK Focus status indicator on the SCENE screen may not light even if effect plug-ins or GEQs are the target of Focus Recall. To indicate the Focus status properly, open the SCENE SETUP (FOCUS) pop-up screen once, and then close it. After doing this, save the revised project file to remove this problem in the future.

Notices in version downgrading

- Do not load a project file saved by V1.51 and later to a system running V1.21 and earlier.

  When loading, all plug-ins will be un-mounted in all Scenes including the current memory. In this case, re-mounting and setting up of parameters will be required.
- When downgrading the firmware, be sure to initialize all systems after downgrading.

Notices for usage

- Even if connecting outputs from two units of DSP-R10 to a port of an I/O Rack via TWINLANe, patches made from other DSP engines will not be displayed on the screen. Be sure not to make duplicate patching. Likewise, the last patch is the priority after device re-booting or TWINLANe re-connection.
- If you recall a Scene in which a very high HA gain was set, from a scene having a low HA gain, even if no signal is patched, a very loud pink noise signal is occasionally output for a few seconds.
- When a certain type of USB keyboard is connected to the console, the following message may appear:

  You must restart your computer to apply these changes [Restart Now] [Restart Later]

  If this message is shown, remove this USB keyboard. It is not compatible with the console and cannot be used.
- When syncing RIVAGE PM Editor or consoles, do not mount any plug-in while the Extracting Scene Data indicator is shown. The mounting information will not be shared, and the settings will be different between them.
- When a mirroring failover occurs, if the DSP engine B is set to active, the Word Clock master will not change automatically. To prevent sound breakdown, do not turn off the power of the DSP engine A even after a failover occurs.
- A function for loading Dante device mount information and patch information from the console file will be included in a future version.