

## Dream II Release Notes

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### Version v1.20.10 ( Release version)

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- \* Improvement - New AAF Plug-in from Dark Matter Digital. This defaults to demo mode, a demo dialog is displayed when Importing AAFs. In demo mode only 50 clips can be imported from any AAF. To purchase a full license, contact [ultan@darkmatterdigital.com](mailto:ultan@darkmatterdigital.com) with the machine ID displayed in the demo dialog.
  
- \* Change - Export Selected Clips. If you select "clip fade" check box whilst exporting selected clips, any actual fade applied to the clip and any "soft edit" (automatic fade) is now rendered into the resultant exported file. Previously only the actual fade was rendered. If you leave the clip fade check box unselected, then no fade is ever rendered into the output file.
  
- have check box, - Export "Between Range". As above, if you tick the "clip fade" check box, the range will soft edges (automatic fade) applied to the edges of the range region. If you untick this no soft edges are applied.
  
- \* Bug fix - (#417992) Previously if you opened a library project without a video track, it would "kill" the decklink output. Switching back to the main project (with video track), would not re-enable the decklink output.

### Version v1.20.9 ( Release version)

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- \* Bug Fix - (#408134) Previously trying to save a project to a folder that didnt exist could crash the system.
  
- \* Bug Fix - Previously a read only project could not be "Save-As" ed.
  
- \* Bug Fix - Prevent crashes associated with load some types of video files.
  
- \* Bug Fix - Previously importing a file (e.g quicktime) to dv25 format could produce the wrong colors (e.g. green)
  
- \* Bug Fix - Fixed Rewire timing issues introduced in 1.20.4.
  
- \* Bug Fix - Fixed Pitch'n Time Fit Range when selected clip is not on last selected track.
  
- \* Bug Fix - Fixed a potential crash with the Automation Follow Edit Server.
  
- \* Bug fix - Fixed an issue with localising clips with handles. Previously if more than one clip used the same sound media but one or more clips used a sub-section of this sound than they would not get linked up to the new localised sound. It would take another localise to localise these sounds. Now fixed.

## Xynergi Changes

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- \* Improvement - Jump to seconds preserves Play status if active. If Record is active, the transport jumps and goes into Play.
- \* New feature - Set Review time.  
By default, Review goes back 4 seconds (formerly 5). To change this, hold down the Review button and press a number on the keypad from 1 to 9.  
This will change the Review time to that number, and initiate a Review command.
- \* New Feature - Pad on SEL.  
When Pad Lock is the current menu, the SEL layout includes controls to select Path, EQ, Dyn etc on the Pad.  
This creates a powerful mixing environment, where any path can be quickly selected, and any type of mixer processing can be applied.  
To try this quickly, select Mixer Megamode and press SEL.
- \* New Feature - Pyxis full.  
Toggles Pyxis to cover the full Edit screen. Only works when a Pyxis track is loaded.  
Located with the other Pyxis buttons in the Setup Megamode.
- \* Improvement - Call button included.  
The Call button has been placed on the Setup Megamode.  
This accesses the Call menu, which provides controls for calling modes, and also allows you to call CR Monitor and Studio Monitor.

## Version v1.20.8 ( Release version)

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- \* Improvement - Improved exception handling to catch some types of exceptions that were not being caught previously.

## Xynergi Changes (for Xynergi users only)

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- \* Bug Fix - Macros no longer disappear from the surface after you run them.
- \* Bug Fix - Studio monitor mute function now works.
- \* New Feature - Added an alternative to Play/Jog and Review. In the Setup Megamode, there is now a Play Jog toggle. When it is on, behaviour is as before. When it is off the Play Jog button becomes a permanent Play button, and the Review button becomes a permanent Jog button. This is not remembered between sessions (yet).
- \* New Feature - Added an alternative site for the macro buttons, on the Numeric Keypad (Numpad). To use this, go to the Setup Megamode and press the Macro button. Now toggle the

use keypad button. Exit, and return to Edit, Mixer or Record. When macro is ON, the macros appear on the Numpad, with flashing blue LEDs. 0, 00 and Clear become Bank keys 1, 2 & 3. Macros must be turned off to type numbers for Clip EQ, Clip Level and other parameter entry, but Go To, Locators and Fader sets all work normally, taking over the numpad while active, then giving it back to macros on exit. This is not remembered between sessions (yet).

- \* New Feature - Studio Monitor sources can be switched in the Mon Megamode. Hold down the studio source button and select from any source, including the External sources that appear in the Pad. NOTE that the defined external sources are the same for Control Room and Studio Monitors.
- \* New Feature - Studio Monitor speaker sets can be chosen and configured in the Mon Megamode. Press the studio spkr button and choose from the speaker sets in the Pad. Press the configure soft key to set up and name the studio speaker sets. Note that these are distinct from the Control Room speaker sets.
- \* New Feature - Jump by seconds. Hold down either jump button and press a number in the Numpad. The transport will jump by that number of seconds. Jump + 0 jumps one frame. This does not change the current Jump Target (selectable on the soft keys while Jump is held down). If subframes is ON, these jumps are in frames / subframes, not seconds / frames. If the time scale is feet and frames, these jumps are in feet. If the time scale is bars and beats, this does not work as intended.
- \* New feature - Jump back to frame edge. Holding down either jump key and pressing 00 causes the transport to jump back to the nearest frame edge (assuming the location is between frames). From there, other jumps using the keypad will remain frame-aligned (except when subframes are on, when Jump+0 becomes jump by subframes.) If the location is already at a frame edge, nothing happens.
- \* New Feature - There is a second Edit Megamode. To toggle it, hold down Blue and press Editor. Be warned, it's very different! It has 24 track keys, and the transport keys are moved around. For advertising spots and small editing jobs, this may be very convenient. This layout can be used by the inquisitive among you to experiment with layouts.
- \* New Feature - Selecting Monitor Megamode now displays the Control Room Monitor in the Fat Channel.  
This display is also shown when the Mon Setup menu is displayed. This shows the patching inside the Monitor Mixer, and the outputs assigned. Selecting Studio Speakers shows the Studio Monitor in the Fat Channel. Going from Monitor to any other megamode restores the previous Fat Channel selection (also shown in the Pad).
- \* Improvement - The most-recently-selected path is now shown with a white highlight on the picture keys. This is also true if you CALL the path from a fader, or by clicking on the mixer screen. This is a bit confusing, because the CALLED path is not selected (fix soon).
- \* Improvement - The Monitor Dim and Mute keys no longer flash if ALT speaker is selected. Instead, the green Mon Megamode button gets a little red flashing "LED"

when ALT Speaker, ALT Source or ALT Format are active.  
You can still switch to ALT Spkr using Dim + Mute.

- \* Improvement - Xplain no longer needs the Blue key to start How-Tos. Pressing and releasing Xplain brings up How-Tos, while holding and pressing another key shows the button help for it, as previously.
- \* Improvement - The Numeric Keypad area is more organised. At this point it can be modified with the following keys: Jump, GoTo, Fader Sets, Meter Sets, Set, Loc or Macro (if use keypad is selected in the Edit Macro layout, in the Setup Megamode). Of these Loc, Set and Fader Sets can be used in Latching or Momentary style. The latter means hold down the modifier, press a number, then release the modifier to go back where you were. It's very convenient for quick operation. Go To will also remember what state the Numpad was in before you used it.
- \* Improvement - From, To and Range On / Off now have a quick mode that doesn't call up extra options. Just press and release them quickly, and there is less graphic activity. Hold any of them down for two seconds to see extra options displayed on picture keys and soft keys.
- \* Improvement - A number of changes to macros were made.
  1. The "macro" key is duplicated on key 7 (just to the left of Xplain). While a macro is being recorded, this key invokes the STOP REC function, which means macros involving QWERTY keys, or any other activity can be stopped at any point. Macros can record ASCII keys, so for example, it's possible to record ctrl+c (copy) or ctrl+v (paste), which are useful for general purpose clip naming.
  2. Blue+Macro invokes the Edit Macro menu, using the new key 7 or the old picture key. This means it can be reached from any megamode.
  3. Exiting Edit Macro goes back to previous megamode, not always Setup as previously.
  4. Pressing the "learn" soft key in Edit Macro exits back to previous megamode, giving more flexibility in where to start recording a macro. It also clears macros off the Numeric Keypad so that numbers can be used in macros.  
Side-effect: macros cannot be recorded into macros. Use text editing for this.
- \* Known Problem - In Name Path, selecting a path does not always bring up the QWERTY. If this happens, just press it again (fix soon).

- \* Bug fix - When localising multi-channel wave files, if the option 'Enable Handles' was checked then only the first channel of the wave file would be localised. When you later loaded the project back up you would find the clips referencing the other channels were offline.

#### Version v1.20.6 ( Release version)

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- \* New Feature - Optional extra debugging that can be enabled to record what actions are occurring.
- \* Bug Fix - (#436776) In Fade menu, Set Dur/Tail set the duration of the Head fade.

#### Version v1.20.5 ( Release version)

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- \* Bug Fix - The On/Off softkey in Solo, Mute and Safe menus could cause a fatal exception.
- \* Bug fix - The graphics indication of the current track (blue track name) could become confused and indicate the wrong track or tracks. This caused features that depend on the current track to behave unexpectedly, e.g., From Gap, Rec Clip, Play Head.
- \* Bug fix - Resolved an issue with the fade menu where the jog wheel would control the last selected fade edit, when in play/stop.
- \* Bug fix - Resolved a new issue with Rewire position information being confused.

#### Version v1.20.4 ( Release version)

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- \* Bug fix - Previously if you added a stereo clip so that its right channel went past the last track you would get a linked clip with just one clip in the link. Now fixed.
- \* Bug fix - Fixed a bug where if you auditioned a multi-channel clip onto the last track then you would not be able to get out of audition mode.
- \* Bug fix - Arming or disarming a track while the clipboard ghost was displayed caused track selection to behave erratically. Now arming and disarming do not affect the track selection when ghost is displayed.
- \* Improvement - Selecting a range of clips on the current track allows clip eq to be edited on multiple clips simultaneously. Previously only a single clip's eq could be edited.
- \* Improvement - Increased the timeout getting results from an Audiobase server, as old servers may need a longer time out.
- \* Bug fix - (#411735), Previously fade out from the very head of the clip

didn't work.

- \* Bug fix - (#433475). Previously, When exporting files and you use the drop down feature on the browser, on some of the menus garbage text appears.
- \* Bug fix - Fixed an issue with processed stereo clips having incorrect link information.
- \* Bug fix - Resolved a crash with AltVerb6 when being used as an offline plug-in.
- \* Bug fix - Fixed an issue which stopped VST plug-ins with a '/' in the name (e.g. "m/s") from being setup correctly.
- \* Bug fix - Resolved a possible graphical lock-up when moving from the Fade smart pane to the Gate menu.

#### Version v1.20.3 ( Release version)

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- \* Bug fix - Fixed a bug which could cause the SX-20 relays to go on and off quickly (causing thh SX-20 to click) when an auto-save request was initiated. Introduced in 1.20rc2.
- \* Bug fix - A boundary overrun condition in Studio Model could destabilise the system, potentially resulting in an exception or memory corruption.
- \* Bug fix - (#432899) Using "FindSubfolders", then "Stop scanning selected folders" would result in "file not found" error message.
- \* Bug fix - Fixed a bug that could very rarely cause the ltc reader to be out of sync by by 1 frame. Requires kernel device driver v20 (included).

#### Version v1.20.2 ( Release version)

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- \* Bug fix - Fixed an issue with Plug-in removal of the same type. Previously, the plug-in would only be properly removed from the project if all instances of the plug-in were removed.
- \* Bug fix - Fixed preview of multi-channel clips. Will now always preview on the root track of the multi-channel clip, regardless of the selected track, unless the effect width is smaller than the clip width.

#### Version v1.20.1 ( Release version)

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- \* Improvement - In the 'About box' it is now possible to copy the Crystal ID into the clipboard. Making it easier to copy for registration.
- \* Improvement - Added knowledge about updated DR2 format with the name and comment

stored as Unicode. This will be enabled in a future version of Dream II.

- \* Bug fix - If you created a link track greater than two channels in a MT project and then recorded, the first two clips in the linked group would end in \_L and then \_R. However, the next clips would end in 'channel error' as they had not been created correctly. Now fixed.

#### Version v1.20.1rc10 ( Release Candidate )

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- \* Bug fix - Previously filling a range with clips copied from a different track to the destination track could produce a project with problems.
- \* Bug fix - (#427296), a BWF resync position is now set to the embedded timecode (if it exists).
- \* Bug fix - (#425979) Pressing Zoom+PlayJog is no longer a synonym for Zoom+Jog, it does not recalibrate the jog gear. This feature has been removed because users were invoking it accidentally. Use Zoom+Jog instead.
- \* Change - Pitch 'n Time FE Installer checkbox is now unchecked by default. You must specifically check it to run it.
- \* Bug fix - More fixes and tweaks with the Offline Process handling. Can now correctly handle linked mono clips. Also now correctly makes use of the current channel as the preview target.
- \* Bug fix - Fix for possible override of Link grouped Panning information when loading a large project.

#### Version v1.20.1rc9 ( Release Candidate )

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- \* Improvement - Added description of applied plug-in on rendered clips.
- \* Improvement - Added insertion of either Limiter or Compressor on busses.
- \* Bug fix - Fixed issue with default aux pans of a stereo channel onto a multi-format bus.

#### Version v1.20.1rc8 ( Release Candidate )

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- \* Bug fix - Resolved a recurring issue with the Remote Control Server communication between DreamII and FMC.

#### Version v1.20.1rc4 ( Release Candidate )

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- \* Bug fix - Fixed Crystal ID - some crystal cards were reporting 0.
- \* Bug fix - Fixed an issue where the track info area could be made to appear on top of the full screen video.

#### Version v1.20.1rc3 ( Release Candidate )

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- \* Bug fix - Fixed a couple of issues with the new Audiobase audition mode.

#### Version v1.20.1rc2 ( Release Candidate )

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- \* New Feature - (#395610) Media and Project Management dialog.  
You can now remove folders from scan list of a device (so that the folders will no longer be searched for media).  
To do so, expand the Media and Project Management dialog by pressing the 'v' button. A list of folders is shown for each device. To remove some folders, select one or more folders, and press "Stop scanning selected folders" button.
- \* Bug fix - A transport control bug sometimes caused a glitch in playback and/or recording when breaking out of a scheduled transport action.  
Examples:  
Record Out during ADR recording cycle.  
Play during transport Loop.
- \* Bug fix - Negative ADR beep levels were not restored correctly from the registry.
- \* New feature - "Only offline clips" checkbox in clip search dialog. When checked only offline clips are displayed. Useful for quickly finding all the offline clips of a project.
- \* Bug fix - omf import was broken in v1.20.1rc1.
- \* Improvement - Clip Search dialog x10 faster.
- \* Improvement - Auto-save no longer occurs while the system is in transport, so it cannot affect playback of audio and automation.
- \* Change - In the Import soft key key menu the copy soft key has been renamed to 'Import'. This is to help minimise confusion for new users so that there is not two copy keys, the binnacle copy and and the soft key copy key, with only only of them doing the actual import.
- \* Improvement - Tidied up the control of pre/post roll in the ADR dialog and replaced the redundant pre-record with the record handle setting.
- \* Bug fix - Fixed a lock-up issue with Offline Render plug-ins dialog, particularly with older Waves plug-ins.
- \* Bug fix - Tightened up the surface control of the offline render process. The dialog

now also stays active after a render until Exit is selected, so that the selected settings can be applied to multiple clips.

- \* New Feature - Implemented "Load Mix" in BLUE-Import menu.
- \* Improvement - Improved the speed of saving of a DR2 project by just over 50%.
- \* Improvement - When you audition a clip in Audiobase it now starts playing the clip from the start matching what the QDC did.

#### Version v1.20.1rc1 ( Release Candidate )

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- \* Bug fix - Fixed a case when moving the clipboard around with the TUI keys, where the TUI lights could get out of sync with the track selection.
- \* Change - Only the zoom width in percentage is now displayed in the status bar, the zoom width in time has been removed to reduce information overload.
- \* Improvement - Added support for more plug-ins by adding a new plug-in load and display mechanism.  
This includes the AudioEase AltiVerb6.
- \* Bug fix - Pitch 'n Time and Render Plug-in now correctly supports multi-channel clips. (Resolution of bug introduced in 1.11.2.
- \* Improvement - Improved the amount of time it takes to drop a large number of clips onto the timeline in Dream 2 context.
- \* Bug fix - Backup to folder with a project containing video clips or rendering video clips to another format was broken in v1.20.0b4. Now Fixed.
- \* Bug fix - Fixed so it checks if another instance of the application is running, and if so puts up a message and does not start.
- \* Improvement - When video track is armed and a 9pin machine is online, dropping-in to Record from a standing-start is delayed by one second. That is, if the transport is not already in Play when you drop-in, then it will Play for one second and then drop-in.
- \* New Feature - bounced files are now either
  - copied into existing fuf files (MT context) or
  - named using the standard media naming rules (DR2 context) and placed in the media folder.
- \* Change - Have removed the menu options to link/unlink clips from the Tracks menu. It must now be done from the TUI.
- \* New Feature - Added Audiobase Audition mode, matching how it worked on the QDC.
- \* Improvement - LTC generator "In Stop" option is not cleared when Gen taken offline.

- \* Change - Can only rename last selected track. Used to be able to rename all selected tracks

#### Version v1.20.0b10 ( Beta version)

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#### Version v1.20.0b9 ( Beta version)

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- \* Bug fix - Fixed the cause of an exception in Profiler object, introduced in previous build.

#### Version v1.20.0b8 ( Beta version)

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- \* Improvement - Kernel driver v16 included. Required for advanced quarantined memory feature.
- \* Improvement - With kernel driver v16 the -QUARANTINEMEM option is no longer required. If the boot.ini file has been correctly prepared (as described elsewhere) then the system will now automatically determine the physical memory address. If the kernel driver has been disabled for any reason then the option may still be used.
- \* Improvement - Quarantined memory is now cached, reducing cpu load and improving performance.
- \* Improvement - Improvement to displayed profiles so they do not disappear briefly during and undo/redo.
- \* Bug fix - Previously Dream loaded Pyxis 48k projects incorrectly into Dream @ 44.1.

#### Version v1.20.0b7 ( Beta version)

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- \* Bug fix - Crash, typically seen when creating a new project, immediately after opening an extremely large DR2 format project.

#### Version v1.20.0b6 ( Beta version)

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- \* Improvement - Ctrl and Shift can be used like Blue to temporarily increase transport Jog velocity.  
Ctrl or Blue: 8X (+3 gears)  
Shift: 64X (+6 gears)  
Shift and Ctrl or Blue: 512X (+9 gears)
- \* New Feature - When the edit range is active, the Record menu includes a Range softkey. Pressing it performs auto record pass using From and To times.
- \* New Feature - When there is a clipboard displayed selecting a track now moves the clipboard and track selection so that the track selected is now the first selected track. With the clipboard being offset by the same amount. This gives another way to move the clipboard across tracks.

- \* New Feature - The status bar now displays the zoom level as a percentage and as an overall width to make it easier to see what zoom level you are at.
- \* Bug fix - Previously if you did a fill with multi-channel link clips all the new link clips would to be joined together.
- \* Improvement - The way 'Fill' works has been changed. It now retains the relationship between clips across tracks. That way if you set up a multi-track sound it will be repeated the same in the fill. Previously the clips on each track were just butted together during a fill ignoring the clips relationship across tracks.
- \* Bug fix - Previously the sony protocol command "edit off" would cause Dream II to completely stop, instead of simply dropping out of record (and keep playing).
- \* Bug fix - Performing an edit operation in razor mode which contains a multi-channel clip, where one of its channels are on an unselected track would cause the multi-channel clips to become out of sync but still be linked. This is because razor mode inserts/removes time on the selected tracks so would offset the multi-channel clips only on the selected tracks. Now in DR2 format if this situation occurs it unlinks the multi-channel clip, and displays a warning to the user so that they know this occurred and if they did not wish this to occur they can press undo. As MT projects do not support the unlinking in this case the following message is displayed "Operation aborted as multi-channel linked clip straddles selected and unselected tracks."
- \* Bug fix - Previously if you performed a trim head/tail it took two undo's to get back to where you were before the trim command.
- \* Improvement - The internal data structure used to represent a playlist has been changed, for greater efficiency.

#### Version v1.20.0b5 ( Beta version)

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- \* Bug fix - Fixed a multi-threading bug to do with the graphics, that could happen when you display/hide the Audiobase smart pane or Pyxis video window.

#### Version v1.20.0b4 ( Beta version)

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- \* Change disable. - The Kernel plug-in is enabled by default. Use -NOKPLUG command line option to disable.
- \* New feature - Support for video capture (initial implementation).  
New menu item "Video Capture mode" toggles the video hardware (decklink card) between video capture/video hardware mode.  
To support video capture, each device (disk) can now be designated as a record device

for:

audio, video, or both.

- \* Improvement - The AVI Exporters are no longer installed on a system as they are now built into the Dream II application. Have also improved the AVI codec support so a lot of the Codecs that previously did not work should now work.
- \* New feature - You can now when stuffing Fuffs in MT projects or localising wave files in DR2 projects set head and tail handle amounts for the audio being transferred. This means if you have a clip that is only using a section of a wave file only the section that is being used will be copied over, plus the head and tail amount that is specified in samples. Thereby reducing the amount of hard drive space that is used by a project.

The old menu options:

'Stuff Fufs - Selected Clips'

'Stuff Fufs - All Clips'

'Localize Audio - Selected Clips'

'Localize Audio - All Clips'

Have now been condensed to one menu option which says 'Stuff Fufs' if you are in a MT project or 'Localize Audio' if you are in a DR2 project. This now displays a dialog where you can choose if you would like to work on selected clips only and if you would like to consolidate with handles. Also this menu option is disabled while a background task is already in process.

#### Version v1.20.0b3 ( Beta version)

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- \* Added Xynergi installer to main installer. Removed some options from the installer, as they now happen automatically.
- \* New feature - Added the ability to set the display level of the profiles on a per track basis in DB via the TUI also.

#### Version v1.20.0b2 ( Beta version)

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- \* Bug fix - Previously, if a DR2 project was backed up, and then restored, without the associated folderinfo.dsm, it was possible for "foreign" files (i.e. files without an embedded id within the filename) to get lost.
- \* New feature - (#383207) Bounce can now make stereo bounces. When you specify a range for the bounce, then if any clip within the range is stereo, results in a stereo bounce, according to these rules:
  - Any selected track which have only mono clips are panned to centre.
  - Any selected track which have any stereo clips are panned either left or right as appropriate.If all clips within the range are mono, this results in a mono bounce.

- \* Improvement - The default device name is no longer the drive letter but the volume name. This helps fix the issue with USB drives as their letters can be different when plugged into different machines.
- \* Bug fix - To do with fix in last version with doing a 'Select all viewed tracks' in the 'Track menu' with a user defined view. This added the bug where it was no longer un-selecting all the un-viewed tracks. Now fixed.
- \* Change - The sample rate combo box is now greyed out in the sync setup smart pane, as you can only change the sample rate when changing projects.
- \* New Feature - The ability to create 192 track projects. NOTE: Only the DR2 project format supports this. ATOW the audio engine still has a maximum of 96 tracks.
- \* Bug fix - Any error from WinDriver registration of CC-1 was reported as "Failed locking device". Now the correct Altera error message is reported, hopefully making fault diagnosis easier.
- \* New Feature - The ability to sort the video locators. This can be done via the new menu option "View -> Sort Video Locators".
- \* Bug fix info - Fixed a bug introduced in version 1.20.0a1 where sometimes pressing on the track buttons would have no effect.
- \* Bug fix - Fixed so that the down state is now displayed again when a button on the track info display is pressed.
- \* Improvement - Optimised the speed of the redraw when zooming the number of tracks displayed.
- \* New Feature - The sync point in clipboard clips is now displayed.
- \* New Feature - Added the ability to set the display level of the profiles on a per track basis in DB. There is a new menu option 'Tracks -> Set Display Level'. NOTE: This only affects the display not the audio.
- \* Bug fix As they - On the Audiobase smart pane, made the fields that describe the audio file read only. cannot be changed from within Dream II.
- \* Bug fix clips, one of them - A graphics bug that could occur when you were at full zoom and had two adjacent may of been drawn with the profiles as double sided when should of been a single line.

Version v1.20.0a1 ( alpha version)

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- \* Improvement - "BackupToFolder" now generates and updates a folderinfo.dsm file in the destination folder.
- \* Bug fix - System pause after selecting clip search window (this time for sure!).

- \* Improvement - Added a work around for an issue with the NVidia 8600 series or cards. Most likely effects all NVidia 8000 series cards.
- \* Bug fix - Fixed a bug where when there is only one clip on the selected track, jump right to next point does not jump anywhere when the playhead is at the head or tail of the clip. This bug was introduced in version 1.11rc10.
- \* New Feature - There is now a way to zoom the number of tracks displayed. Via the mouse hold down the control key and use the mouse wheel. Via the TUI hold down Blue or Ctrl key at the same time you hold down 'Zoom' key while you use the jogger wheel. The zoom will center on the current track. Double clicking Blue Zoom or Ctrl Zoom will display all tracks.

For pre-release evaluation the TUI can be switched between two behaviours.  
Press Shift Zoom to switch between:

Zoom Behaviour 1 - Blue/Ctrl key controls what the jogger does in Zoom mode.  
You must keep it depressed to zoom the track view.

Zoom Behaviour 2 - Blue/Ctrl key affects only the Zoom key depression.  
Once the Zoom key is pressed the Blue/Ctrl key can be released.

Shift Zoom does not enter Zoom mode, it just switches the behaviour and displays a message.

The default at startup is Behaviour 2.

- \* Improvement - Added to the installer the option to install the Crystal card drivers. By default this is unchecked as it only needs to be run the first time Dream II is installed on a machine.
- \* Change - Tracks names are now limited to 16 characters. FMC is currently 12 characters and will be extended to support 16 characters.
- \* Bug fix - When opening an MT project, the wrong attached media files could be opened, causing clips to play wrong audio or no audio. This occurred when there was a media file in the project folder with the required name but the wrong cookie.
- \* Improvement - Added new option in 'Setup -> General Preferences -> Projects' to turn on/off existing feature 'Playhead follows undo'.
- \* New Feature - Added to 'Setup -> General Preferences -> Projects' the new feature 'Zoom level follows undo.'
- \* New Feature - Added to 'Setup -> General Preferences -> Projects' a new option for DR2 format projects 'Restore previous view on project load'. If this is enabled when you load a DR2 project the playhead and the zoom level will where you left it.
- \* New Feature - Added to 'Setup -> General Preferences -> Projects' an option to load the last project you worked on when Dream II starts up.
- \* Improvement - Added the warnings if all tracks are unselected or safe to edit functions that were missing it.
- \* Bug fix - Previously if you had a user defined view that skips tracks and used the option 'Select all viewed tracks' in the 'Track menu' the skipped tracks would also be

selected. Now only the viewed tracks in a custom view are selected.

- \* Bug fix - When using ctrl-click to select clips, clips under the playhead were being automatically selected. Now only the clips that are clicked on are selected.
- \* Bug fix - Entering Fade menu with double-clicked key (to clear Range) left range style incorrectly set to Intersecting instead of Inclusive.
- \* Bug fix - Fixed issue with slip sync point where it performed the operation but the audio cache had not been updated.

#### Version v1.11.1b3 ( Beta version)

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- \* Improvement - Importing an AES31 project is now significantly faster, particular with large project. Additionally, the progress display is more sensible.
- \* Improvement - When importing an AES31 project the track names now get imported.
- \* Bug fix - ( #391072 ) Doing a razor paste outside the range was not working correctly.
- \* Bug fix - Processing of multi-channel clips with Serato could cause right hand leg of original muted clip to be processed also.
- \* Bug fix retain - Offline plug-in render now takes account of reported plug-in latencies in order to correct audio placement.

#### Version v1.11.1b2 ( Beta version)

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- \* Improvement - Aes31 import improved. Supports non standard multi-channel sources from Nuendo. Supports different types of fades curves.
- \* Bug fix - Unlinking a rolled up track would induce a graphics issue in the track display till a redraw to the track view was issued. Now Fixed.

#### Version v1.11.1b1 ( Beta version)

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- \* Improvement - Previously Dream II running in HD mode could result in vga screen corruption. (For incompatibility with NVidia Geforce 7950GT). This problem can be rectified by reducing  
the number of video playback buffers using the command line switch  
-VIDEO\_CACHE\_FRAMES<n>  
E.g.  
-VIDEO\_CACHE\_FRAMES36  
Would set the number of video cache frames to 36. The default value is 48

- \* Improvement - HD Mpeg files playback improved.
- \* Improvement - AES31 import improved.
- \* Bug fix - When opening an existing MT project, only FUF files in the same folder as the project are re-used for recording & stuffing. Previously any attached FUF would be re-used.

#### Version v1.11 ( Release version)

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- \* Bug fix - Fixed a case where inserting clips in razor mode could display the warning 'Clips were dropped past the bottom track' and not do the insert.
- \* Change - Link tracks are no longer undoable/redoable.
- \* Bug fix - Track key LEDs are refreshed when returning from FMC-managed surface menus. Prevents incorrect LED states from persisting after the change of focus.
- \* Bug fix - If you use the TUI to hide the Pyxis view while in full screen video mode then it switches back to the track view. This makes it consistent with choosing a smart pane which also takes it out of full screen video mode.
- \* Improvement - In the range window in the top right it now says 'Length' instead of 'Len'.
- \* Improvement - If you change the viewed timescale to:  
'Hours/Min/Sec/Frame/Sub Frame/Samples'  
It now fits in the time code display at the bottom of the screen.
- \* Bug fix - After loading a backed up project and then doing a 'Save As' the 'Save' option previously remained greyed out. It is now un-greyed.
- \* Bug fix - Improved general system stability.
- \* Bug fix - Soft Edit duration drifted down by about 8% with each session if 44K1 sample rate was being used. Eventually it would reach zero. Now the Soft Edit duration is set in microseconds, quantised to 100us. The default and recommended value is 1500 microseconds, which is the same as the default Auto Fade in QDC and MFX3+. Or set to zero to turn off Soft Edits.
- \* Bug fix - Previously if you performed a cut/copy head at the end of a clip or cut/copy tail at the beginning of a clip it would not perform the edit operation on the clip.