



SD & Quantum V1742 Release Notes

April 2024

Contents

1.0	Pulse software for Quantum 338 and Quantum 225	3
1.1	Quantum 7 & Quantum 5 Mustard processing increase	4
1.2	Support for KLANG automated setup process	4
1.3	Support for internal Fourier Interface Card	4
1.4	Support for Waves ProLink control	5
	How to set up ProLink:	5
	ProLink features added:	6
1.5	Support for integrated control of Spacemap Go	7
1.6	Support for integrated control of Adamson AFM	9
1.7	Mix Minus function on Quantum Consoles	11
1.8	Q7/SD7/Q5/SD5 - CG/HARD mute indicator on the Meterbridge	11
1.9	Q7/Q5/Q3/Q2 - Mustard dynamics meters	12
1.10	Other new features	12
2.1	Errors Fixed	12

1.0 Pulse software for Quantum 338 and Quantum 225

There is a new optional extension known as “Pulse” for Quantum 338 and Quantum 225 which increases the processing capability of the console.

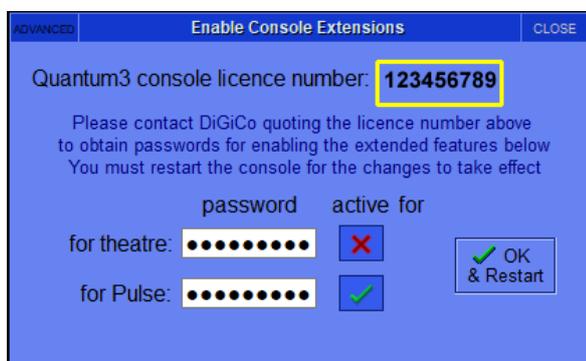
See below for the details of the differences between the two options.

	Model	Input Chans	Busses	Matrix	Mustard	Nodal Proc
Standard	Quantum 3	128	64	24x24	36	64
Pulse	Quantum 3	156	72	24x24 (36x36 for Theatre)	48	72
Standard	Quantum 2	72	36	12x12	24	32
Pulse	Quantum 2	96	48	12x12	36	48

This new extension can be purchased from the DiGiCo website (www.digico.biz) by providing the console licence number quoted in the console Master screen > System > Enable Extensions panel.

You will be provided with a password in the web shop which should be entered into the “for Pulse” field as seen below. After entering the number, **press the keyboard enter key** and you will see a green tick displayed next to the Pulse entry. Then press the on screen **OK & Restart** button and the console will restart with the new extension activated.

When the Pulse extension is active it will be displayed on the master screen logo.



1.1 Quantum 7 & Quantum 5 Mustard processing increase

Quantum7 Mustard processing has been increased to 80 channels.

Quantum 5 Mustard processing has been increased to 64 channels.

1.2 Support for KLANG automated setup process

Please follow this link for more information - <https://www.klang.com/product/console-integration/>

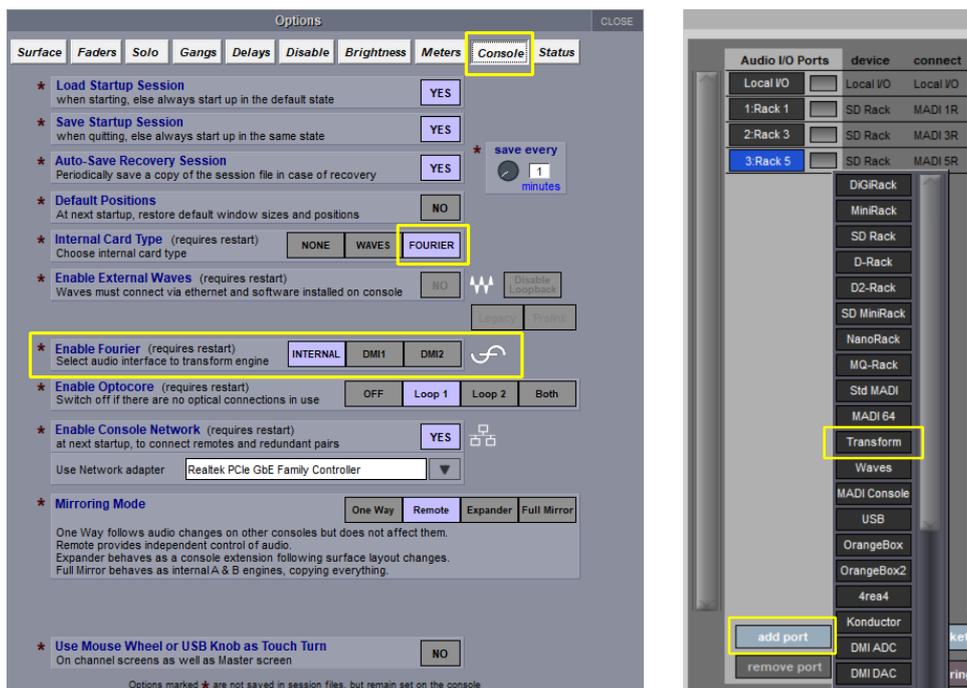
1.3 Support for internal Fourier Interface Card

There is a new option in the **Master screen > Options > Console** panel to select an Internal audio interface card which now includes a **Fourier** option as an alternative to the existing Waves option.

If the Fourier interface card is fitted, select **FOURIER** as the **Internal Card Type** and then select **INTERNAL** in the **Enable Fourier** options. This will allow a **Transform port** to be created in the **Audio IO** setup for use with the **Fourier transform.engine** plugin host processor.

The transform.engine can also be used with a standard **DMI-DANTE64@96** connection and, in this case, select the option for **DMI 1** or **DMI 2** accordingly. The Audio IO setup for this configuration should be a port type of **DMI Dante64**.

NOTE – Changing any of the above options requires an application restart.



1.4 Support for Waves ProLink control

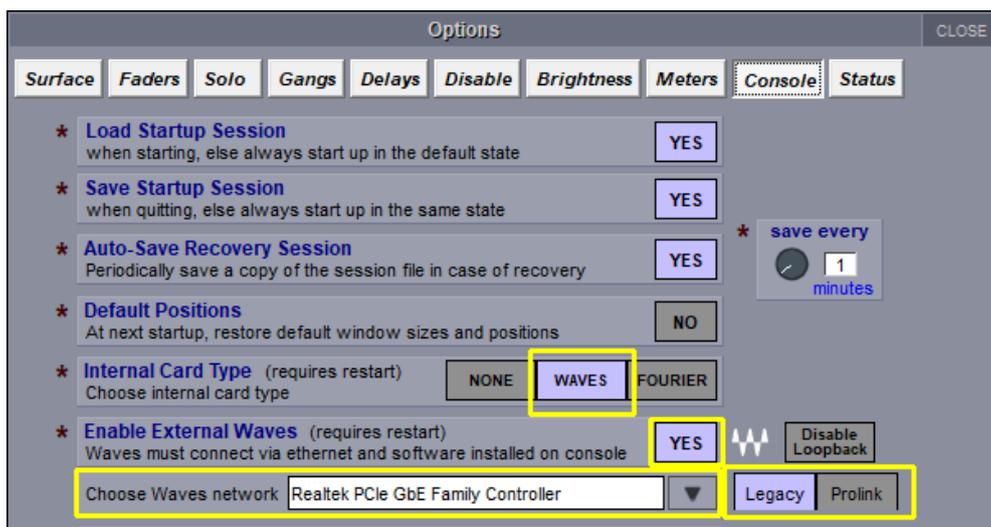
For SuperRack SoundGrid V14.30+ (Legacy & ProLink)

DiGiCo console software V1742 for SD and Quantum series consoles will support both Legacy & ProLink modes

After applying the DiGiCo software update, the console will launch with Legacy console remote mode selected.

How to set up ProLink:

1. On the console, go to Master screen > Options > Console.
2. Make sure Enable External Waves is set to Yes and that the console network port is selected.
3. The default selected mode is Legacy. Click on ProLink and power cycle the console.



4. Launch SuperRack SoundGrid.
5. In the Controllers pane, add ProLink Console Remote.



6. If you have previously used the console remote module, you will see **Legacy Console Remote** assigned in the Controllers pane. If that's the case, you will first need to remove it, then assign **ProLink Console Remote**.

The correct network port is selected automatically.



7. Checkmark 'Assign' – status will change to 'Connected'.



A session load command will pass from the console to SuperRack. If there is no matching session in SuperRack's integrated sessions folder, SuperRack will load an empty session.

SuperRack SoundGrid Integrated session folder location:

Windows: C:\Users\Public\Waves Audio\SuperRack SoundGrid\Integrated Sessions

Mac: Mac HD > Users > Shared > Waves Audio > SuperRack SoundGrid SoundGrid > Integrated Sessions

ProLink features added:

- Automated discovery
- Sync to console global tempo
- Console unattended mode sync with SuperRack

To learn more about DiGiCo remote control integration features and console support, please refer to Waves' [DiGiCo Remote Control Integration and Mirroring](#) article.

Need further assistance? [Contact Waves Technical Support](#).

1.5 Support for integrated control of Spacemap Go

DiGiCo and Meyer Sound Laboratories, Incorporated have worked in partnership to provide integrated control of a **Spacemap Go** immersive loudspeaker system from the console interface. Spacemap Go Channels can be associated with console Channels or Groups, with full control of:

Spacemap Go Panner, Crossfade, Spread and **Trajectory** transport controls are available from the console for each Spacemap Go Channel. The control view also provides the **Channel name**, both **Spacemap names**, and the **trajectory name** if active.

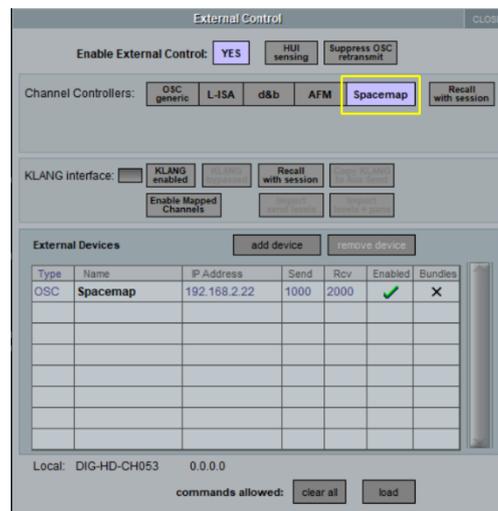
The Spacemap Server runs on the **GALAXY** network platform processor, and the Spacemap Go iPad app, as well as all external controllers are connected as clients to the server.

This feature is available when using the following software and firmware versions, or more recent releases:

- DiGiCo Console software V1742
- Meyer Sound Compass version 4.13.1, which includes Meyer Sound GALAXY firmware version 2.8.1
- Meyer Sound Spacemap Go version 1.2.2, available at the Apple App Store

Spacemap Go Control will be configured in the DiGiCo console's **EXTERNAL CONTROL** options tab (**MASTER SCREEN > SETUP > OPTIONS**). In the Channel Controllers panel, select **SpaceMap**.

Select **Add device** and **other OSC**, then enter the required **IP Address** and **Send/Rcv** port numbers as required. Confirm by pressing in the **Enabled** column.



Control of a Spacemap Go Channel can be enabled on any of the console's Channel or Groups. Navigate to the channel and open the Controller view by tapping on **CHANNEL > OUTPUT SETUP**, at the bottom of the popover window enable Spacemap Controller, then View. Close the popover and touch on the **2D XY Panner**, the external controls will appear.



The assigned Spacemap Go channel can be changed by clicking on the blue box with the currently assigned Spacemap channel in white.

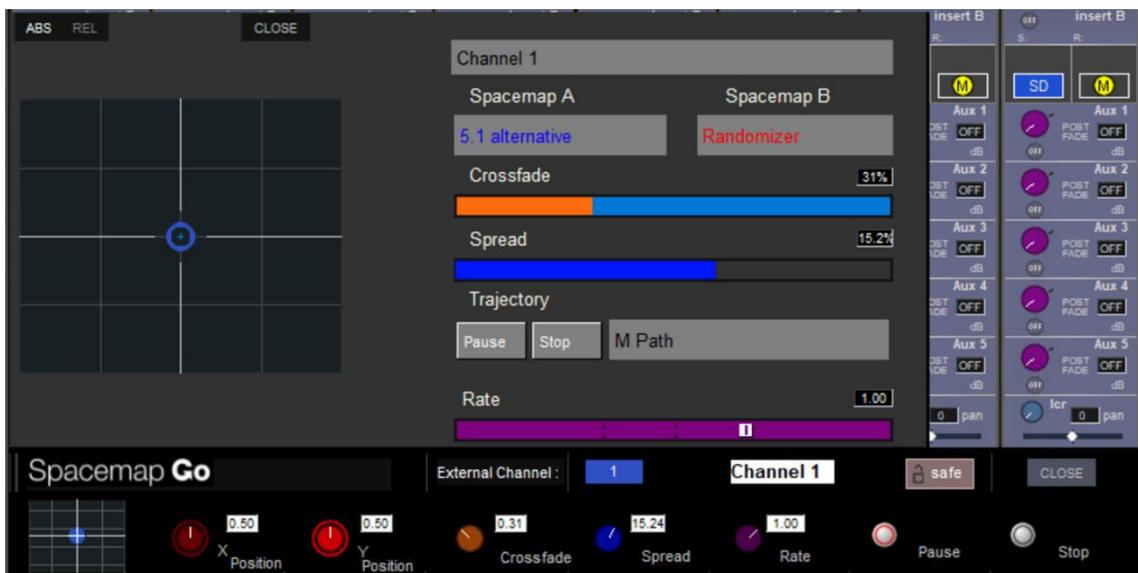


Available Controls from the Console Channel or Group.

When the Spacemap Go Control is enabled on a Channel or Group, the path’s SPACEMAP CONTROL VIEW of each Channel or Group presents the Spacemap Go control interface. This provides control of the following parameters for the associated Spacemap Go Channel:

- X/Y of Spacemap Panner
- Crossfade
- Spread
- Trajectory Rate
- Trajectory Transport Controls

A 2D panning interface is provided for touch control of the X/Y position of the Spacemap Panner for the assigned Spacemap Go Channel that can be expanded to reveal all of the details.



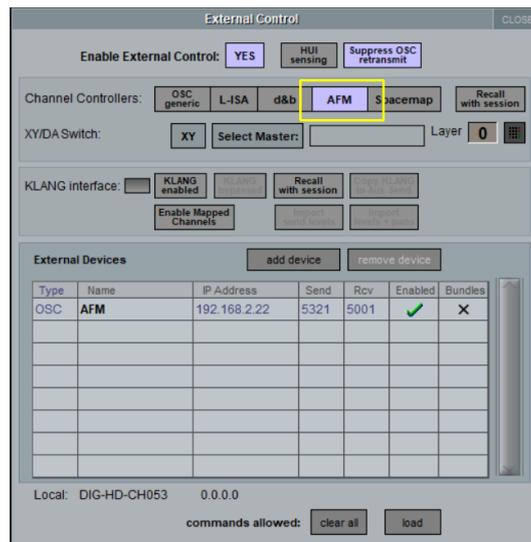
For more information and connections details please visit <https://spacemap-go-help.meyersound.com/digico/>

1.6 Support for integrated control of Adamson AFM

Bi-directional control of Adamson's FletcherMachine is now available. This connects via ethernet to the computer running the FletcherMachine Remote.

Select **AFM** Channel Controller in **Setup>External Control**. Select **XY** (cartesian) or **DA** (polar) coordinate mode. **Select Master:** choose a console fader to control the engine's master fader and mute (optional). Select the additional **Layer** that can be controlled from the AFM control panel. Choose whether you want Layer **Recall with session**.

Add **other OSC** device (5321 and 5001 are the default Send and Rcv ports respectively) and make sure the IP address is correct (and in the same subnet as the console) and it is Enabled to allow communication.



When enabled, **AFM Control** and **view** buttons are available in the Channel and Group output setup panels.



When activated, the FletcherMachine Controller will replace the regular pan controller. Touch the trackpad on a channel or the AFM button on a group to open the FletcherMachine Controller, with an expanded view available when touching the trackpad in the controller.

The following controls are available:

- Object X and Y position (rotaries) – XY mode only
- Center object X and Y position (buttons) – XY mode only
- Object Distance and Azimuth values (rotaries) – DA mode only
- Zero object Distance and Azimuth values (buttons) – DA mode only
- Object Amplitude Width factor (rotary)
- Object rendering Mode (3-way toggle button: MIN, FULL, NONE)
- Additional Layer Send Gain (rotary)

- Additional Layer Send On (button)
- FletcherMachine Reverb Send Gain (rotary)
- FletcherMachine Reverb Send On (button)

The following additional controls are available from the expanded controller panel:

- Object number selection (touch)
- Rendering Space selection (touch)

The following additional controls are available for stereo channels and groups:

- Pair (button) to link/unlink object positions of the stereo pair
- Spread factor (rotary) for linked object positions of the stereo pair



For further details please visit www.adamson-fletcher-machine.com. Please email fmsupport@adamson.ai in case of questions and/or support requests.

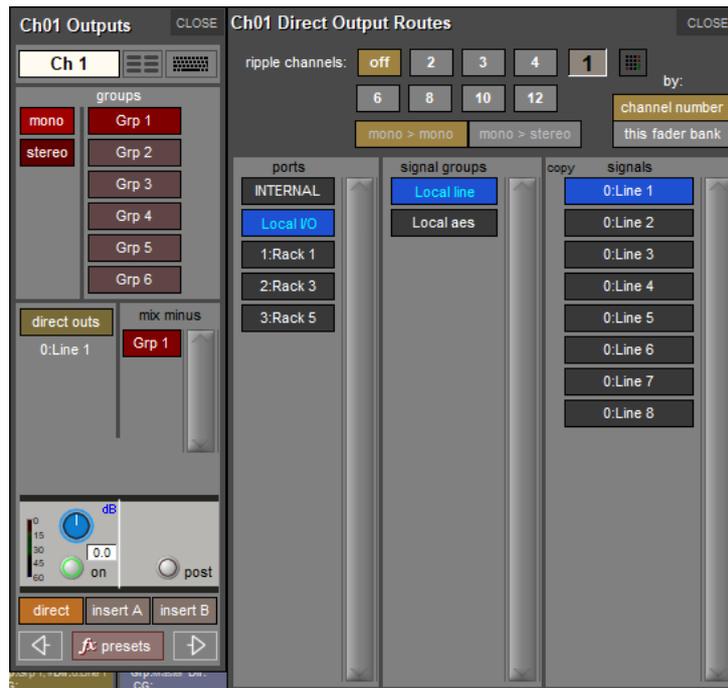
1.7 Mix Minus function on Quantum Consoles

A different Mono Mix Minus feed can be created at the Direct Output of any mono input channel.

Firstly, send all required signals (including the channel that is to be removed) to an existing Mono Buss and note the name of this buss.

Then open the Output routing setup on the channel that is to be removed (see picture below) and in the Mix Minus section press the button for the Mix Minus buss that you have just created.

When this channel’s Direct Output signal is now routed to a physical console or rack output, the channel’s input signal will be removed from the direct output signal.



1.8 Q7/SD7/Q5/SD5 - CG/HARD mute indicator on the Meterbridge

In the multi-layer meter view on consoles with meterbridges, there are now indicators displayed for all 3 types of mute function – Channel mute, CG Mute and Hard mute.



1.9 Q7/Q5/Q3/Q2 - Mustard dynamics meters

On Quantum consoles, switching the channel view from SD to Mustard will now also switch the large meters at the top of the screen to display the relevant SD or Mustard dynamics metering.

A small SD or M indicator shows which of the 2 options is active.

1.10 Other new features

Support for Quantum 852 session conversion

Support for DMI AVB card

KLANG Position recall has a separate recall scope in Global scope.

2.1 Errors Fixed

DMI Optocore in Orange Box was occasionally routing incorrect audio.

Quantum 3T fader off colour was not consistent.

Touch Screen brightness was not being recalled on Session load (SD7 & Quantum 7)

Quantum 2 and Quantum 3 were reporting surface errors when no errors were present.

Mix safe was not being correctly applied to the first Aux mix.

Solo Buss inserts could stop working on session load on Quantum Engines.

Using Cue groups could cause a List index out of bounds error.
