

TECHNICAL NOTE

Date 4th Dec 08 rev10 Nov 17 (TC)

ref 199

Raised by: RW/DB

Distributed to: as required

2 pages

Soundtracs - Digico(UK) Ltd. unit 10 Silverglade Business Park Chessington Surrey KT9 2QL England
Tel: +44 1372 845600 Fax: +44 1372 845656 email: support@digiconsoles.com

SD SERIES MIXERS

Disable/Enable Ready On - Making permanent OS changes

Important Notes– **The following does not apply to SD12 mixers and Quantum series engines.**
Please read this procedure complete first. If in doubt seek further advice.

Connect a working overview monitor to the console during this procedure else it may become disabled after ready on is re-enabled. (Does not apply to SD7)

If you are in the SD application, Quit to Windows.
On SD7, use the System>Quit To Windows button.
On all other SD Consoles, press Alt-F4 in the mixer program

Your SD Console OS is protected by ReadyOn. Unless ReadyOn is disabled, any changes made to the OS, including Network and Display Settings, will be lost when the SD Console is switched off.

There are three steps to this update of software settings.

1. Disabling ReadyOn
2. Modifying the OS Settings
3. Enabling ReadyOn

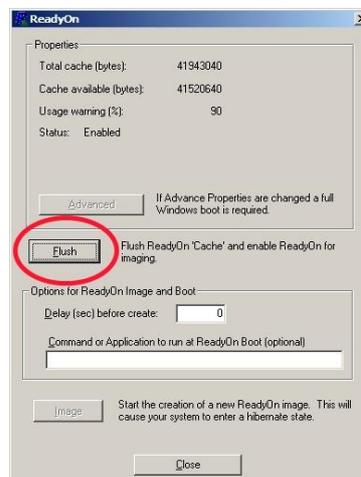
You must complete all three steps in the correct order.

1. Disabling ReadyOn

Right-Click on the Start Menu, and choose “Explore”.

Navigate to C:\Program Files\Ardence\ReadyOn, and then run ReadyOn.exe

The following window will open.



Click on the Flush Button, as indicated above.

The following Progress Bar will appear.



Once the Flush is complete, close ReadyOn.

2. Modify settings, programs or OS as required and then restart the console

3. Enabling ReadyOn

If you are working on an SD7, please note the following:

Ensure that the two engines are connected via Ethernet and that the 2nd engine is active and running the Windows desktop while performing the ReadyOn process on the 1st engine.

Remove all USB keys or iLoks inserted in the console.

Right-Click on the Start Menu, and choose "Explore".

Navigate to C:\Program Files\Ardence\ReadyOn, and then run ReadyOn.exe

Close any Explorer windows that are open behind the ReadyOn window, so that the only window open on the screen is the ReadyOn window as shown below.

Press the Flush Button.

In the "Command or Application to run at ReadyOn Boot" box, type the following path.

D:\SDxx\SDxx.exe where xx is the number of the SD console you are using e.g. D:\SD7\SD7.exe



Press the Image Button. The screen should show the System Hibernating.

NOTE: If there is an error message at this point, OK the error, close the ReadyOn program and restart the console using the Windows Start button menu.

The console will restart and then halt at the Windows desktop.

Now repeat the above procedure from STEP 3 onwards.

If you are working on an SD7, please note the following:

When the 1st Engine has Hibernated and is ready to power off, use the rear panel silver reset button to reboot the engine and wait for it to load the SD application again before starting to enable ReadyOn for the 2nd engine.

Once complete, power the console off.

You can now Power the Console back on, and proceed as normal.