

X1800 PRIME Firmware Update Release Notes

Control Surface (DSP, STM) Version 1.1

Features:

- New BPM FX: HALLECHO, BITCRUSH
- Added support for 3rd party software and DVS
- Added ability to Pan the Booth output
- Added ability to choose SPLIT CUE channel
- Added 1/32, 1/64 time divisions for all BPM FX
- Added 16, 32 time divisions for FILTER, FLANGER, and PHASER
- Added FREEZE mode to all new REVERB
- Added tail to REVERB when effect is turned off
- All time-based BPM FX can now achieve 1 ms
- Added NOISE SWEEP FX level control
- Added Master Output Limiter
- Added Filter extreme turn types: BLEED, FULL KILL
- Added independent MIC ATTENUATION controls for microphone 1 & 2
- FILTER button now flashes when any filter is active
- System version is now displayed during startup sequence

Fixes:

- Improved Engine Connect player assignment logic
- Various network improvements
- Improved WASH OUT time divisions, capture time and feedback tail
- Improved DUB ECHO wet/dry levels, and feedback tail
- Replaced REVERB with improved new REVERB algorithm
- Simplified System Version number
- Improved click registers of the FX SELECT encoder
- Fixed infinite LED start sequence during rapid power up
- Fixed volume attenuation when using Send & Return FX
- Fixed issue where X1800 PRIME would sometimes assign duplicate player number to multiple SC5000 PRIME units
- Fixed issue where X1800 PRIME was not sending Channel Assignment changes to PC host

USB Audio Interface (XMOS) Version 1.00

Fixes:

- Fixed issue where X1800 was not recognized on Mac OS 10.10 systems during hot plug
- Fixed issue where audio input channel names missing for channels 9 and 10 on Mac OS.