Release Note History | Engine OS

Version 1.6.0

New Features:

- Added Dropbox personal cloud storage service - Subscribers of Dropbox can now store their Engine Prime collection in the cloud and access it remotely on any Engine OS product.
- Added Beatsource LINK - Subscribers of Beatsource LINK can now stream Beatsource LINK tracks on any Engine OS product.
- Added Dual Waveform view for layers A/B (SC5000/M, SC6000/M)
- Added flexible beat grid support for multi-tempo tracks. Engine OS Smart Consoles will indicate the 'Master' deck with a touchable icon on the moving waveform when a multi-tempo track is synced.
- Added Track Preview (PRIME 4)
- Added the ability to double-tap to load tracks
- Added a Retrigger option for active Saved Loops
- Added BPM & Key info to SoundCloud track lists
- Added the ability to swap Split Cue channel side (PRIME 4)
- Added the ability to show or hide characters in password fields

Fixes and Improvements:

- Improved collection navigation behavior. By default, Playlists and Crates now advance immediately rather than requiring a second press/tap.
- Improved horizontal layout with left and right deck info boxes (Smart Consoles)
- Improved Track Preview so that it favors the optimal cue channel instead of the active deck
- Improved the accuracy of VU meters (PRIME GO)
- Fixed an issue where platter could become unresponsive and prevent playback (PRIME GO)
- Fixed an issue where Tidal playlists were sorted alphabetically rather than the playlist order
- Fixed an issue where tracks from steaming services were not marked as played after being played
- Fixed an issue where tracks from rekordbox would not show key or BPM when unanalyzed
- Fixed an issue where the Engine OS update process could hang when using the computer-based updater
- Fixed an issue where non-Latin based characters were missing in songs and lists
- Fixed an issue where the Roll FX on FX 2 would not work correctly (PRIME 4)
- Fixed an issue which could cause the audio interface to stop working when switching to and from computer mode (PRIME 4)
- Other various stability enhancements & improvements

Version 1.5.3 (SC6000 only)

Fixes and Improvements:

- Improved SC6000 platter touch response

Version 1.5.2

Fixes and Improvements:

- Miscellaneous fixes and stability improvements

Version 1.5.1

New Features:

- Added SoundCloud streaming service - Subscribers of SoundCloud Go+ accounts can now stream SoundCloud tracks to their Engine OS players.
- Added Beatport LINK streaming service - Subscribers of Beatport LINK can now stream Beatport tracks to their Engine OS players. Please note that Beatport's offline locker storage is not yet supported.
- Added new "Quick Source Menu" for seamless switching between multiple local and streaming sources.
- Integrated a new BPM detection algorithm
- Added Microphone Threshold control Utility option (PRIME 4)
- Added the ability to record microphone signal (PRIME 2, PRIME GO)
- Added the ability to disable the cross fader (PRIME GO)
- Added the ability to Split Cue & swap Split Cue channel side (PRIME GO)

Fixes and Improvements:

- Fixed an issue where certain AAC tracks were being played without the first 2048 samples (See Update Notice below)
- Fixed an issue where in certain circumstances, audio from the previous track would play at the beginning of a freshly loaded and played track
- Increased output headroom to prevent software limiting on very loud tracks (SC5000/M, SC6000/M)
- Fixed an issue where loading a track that is being previewed would not stop track preview
- Adjusted mic attenuation default to -0dB (PRIME 2, PRIME GO)
- Increased headphone level output (PRIME GO)
- Fixed an issue where inserting a drive with '£' in the name would cause the player to reset
- Fixed an issue where Tidal/streaming track lists would appear when navigating through empty local playlists or folders
- Fixed an issue that caused pops and clicks in the track preview audio
- Improved FX routing (PRIME GO)
- Renamed nudge jog wheel sensitive settings
- Other various stability enhancements & improvements

Update Notice:

1.5.1 contains a fix where on certain AAC tracks, the first 2048 samples were missing. For this to work and for the grid, hot cue and loop positions to be maintained throughout the Engine OS Ecosystem, Engine PRIME must also be updated to 1.5.1.

If you find tracks that are visually missing at the beginning of the track, please re-analyze them in Engine PRIME 1.5.1.

Version 1.4.1

Fixes and Improvements:

- Fixed an issue where triggering loop edit would remain enabled when jumping outside the loop while in loop edit mode

Version 1.4.0

New Features:

- Enabled internet connectivity via Wi-Fi and wired connections
- Integrated TIDAL Hi-fi music streaming service
- Added ability to preview tracks directly from the track list (SC5000/M)
- Added ability to increase track list view allowing more information to be shown on the screen at once (PRIME 4)
- Added ability to manually adjust loop in and out points via platter control
- Added ability to recalibrate platter touch sensitivity (PRIME 4)
- Added ability to set cross-fade time for Zone Out playlist (PRIME 4)
- Added progress bar for Zone Out current playing track (PRIME 4)

Fixes and Improvements:

- Improved quantized triggering to be more forgiving. Hot cues and loops that are triggered slightly late will now trigger immediately and maintain phase
- Improved search speed for high volume, drive-based, searches results
- Forward and backward platter nudge sensitivity is now matched
- Quantize state is now saved on shutdown and recalled on power-up
- Instant Double is now possible from a paused state
- Rekordbox import on players now import new playlists in the correct order
- Fixed an issue where tracks with a meta tag BPM outside the range of 30-250 would result in extreme BPM ranges
- Fixed an issue where searching for the file name of a track would result in incorrect results returned
- Fixed an issue where certain 320kbps AAC tracks would play back with audio artifacts
- Fixed a vulnerability that could crash the system in a rare circumstance
- Fixed an issue, where in rare cases, a deck's track skip button would stop working
- Fixed an issue where a mouse cursor would appear when a combo USB keyboard/trackpad was connected (Mice are not supported)
- Switched Layer A/B default colors (SC5000/M)
- Other various stability enhancements & improvements

Version 1.3.3

New Features:

- Added Serato DJ support (PRIME 4)

Version 1.3.2

New Features:

- Added Horizontal Waveform Mode
- Added Console Status Bar with Global Settings and Record

- Added User Adjustable Nudge Sensitivity
- Added Serato DJ support (SC5000M)

Fixes and Improvements:

- BPM Metadata is trusted and imported to create Beat Grid
- Fixed Issue Where Some Tracks Show as .1 Second Until Played or Platter is moved.
- Other various stability enhancements & improvements

Version 1.3.1

New Features:

- Add a user preference called "Pitch Control Type" which allows the Pitch Bend buttons to be set to Range by default
- Improved high-end frequency response of players
- Increased speed slider resolution to 001%
- Added ability to key sync and change key on players
- SoundSwitch functionality integrated
- Added Collection Management features
- Song lists can now be sorted by additional Metadata like Comments and Date Added When sorted by criteria, that criteria are also shown
- Added ability to constrain the search to various fields, including comments. This is done by pressing the downward-facing triangle in the search bar
- Holding Shift while scrolling through crates/playlists/folders will now jump by page, just like the song list
- Increased the touch area of the song list slider, making it easier to scroll via finger
- The keyboard no longer closes when clearing a search
- Tweaked keyboard touch areas to minimize false presses and accidental closures
- Keyboard now reverts from numbers to letters when space is entered, or if closed and reopened
- Touchable scroll bars now are thicker than non-touchable scroll bars and give visual feedback when pressed Song list scroll bar touch area has been increased for easier touch scrolling through large song lists

Fixes and Improvements:

- Disabling layer B will now throw a warning if there is a track on deck
- Improved loading to deck handling so soft takeover does not kick in unnecessarily
- Improved selecting and ejecting of drive behavior
- Fixed an issue where the song would jump in position when scratching after adjusting the grid and exiting grid edit mode
- Fixed an issue where the center wheel screen would occasionally freeze when reverse, censor, and slicer actions were performed
- Fixed an issue where repeatedly starting and stopping a motorized platter could result in small audio pops
- Fixed an issue where the SC5000M's motor would play back at the incorrect speed
- Fixed an issue where when playing two synced tracks on separate layers, the playing track would sync to the newly started track
- Fixed an issue where loading songs from the Prepare list would occasionally load the incorrect song

- Improved search accuracy - fixed several issues where searching for numbers would return false results Also fixed an issue where in rare circumstances searches would leave out results
- Fixed a rare issue where pressing pause would not pause the track
- Fixed an issue where libraries created Engine PRIME v 103 or earlier would not load the collection properly
- Fixed an issue where turning off 3 or more units simultaneously would cause a unit to hang upon shutdown
- Fixed an issue where after searching, the song list would not be brought into focus, and loading via knob would not work
- Fixed an issue where after searching, the song list selection would jump to the bottom of the list and only 25 would be visible on the screen
- Other various stability enhancements & improvements

Version 1.2.2

Fixes and Improvements:

- Fixed an issue where a small percentage of players would lock up either immediately after booting or a few seconds after loading a playing track when running 1.2.1 firmware

Version 1.2.1

New Features:
- Increased the scratchable/playable space before the start of the tracks.

Fixes and Improvements:

- Releasing momentary hot cues now reset to the proper position
- Fixed an issue where searching could end up only searching within the previous search results
- Fixed an issue where downgrading to an earlier firmware version could break network connectivity
- Fixed an issue where continuing to scratch forward/backward could result in small pops with some audio content
- On Air mode now resets properly when disconnecting players from the Denon X1800 mixer
- Fixed an issue where the player could reset when attempting to read a corrupted database
- Other various stability enhancements & improvements

Version 1.2.0

New Features:

- Ability to Instant double tracks between/within players added. Press and hold sync or double press the Browse knob when in player view to instant double
- If a song is loaded on more than one deck, creating hot cues and saved loops will now appear on all other decks
- Loops and Cues can now be placed before analysis is complete
- Saved loops now trigger in beat when quantize is on
- Pressing loop out when no loop in point is active will create a loop from the cue point
- Turning Sync off doesn't require holding Shift (Settable in User Preferences)
- Hot Cues outside an active loop will now deactivate the loop when triggered

- "On-Air Mode" can now be disabled in user preferences
- FLAC and Ogg files now show album artwork. All tracks already in the collection must have album artwork added by selecting "Re-import track information" in Engine PRIME
- Using spaces while searching now allows you to search text within multiple fields at once
- Added playlist folder support, including playlist folders imported from Rekordbox
- Added 98 - 195 BPM analysis range
- Removal of 2.5 GB DB size limitation
- Removed the need to press a source for 2 seconds to eject it
- Upgrading the DB process is shown on the source screen
- Playlists tracks are now sortable
- Added a safety feature where waveform data will no longer be written to the database if the DB file size is close to the maximum file size when using FAT32 (4 GB)

Fixes and Improvements:

- Fixed an issue where under rare circumstances, tracks would end up in the wrong playlists/crate after packing
- Downbeat detection algorithm is improved
- Improved handling of large GUID Partition Mapped drives
- Improved displaying of crates/playlists
- Fixed an issue where pressing play immediately after loading a track could cut off the first bit of playback audio
- Fixed an issue where the waveform overview track end warning would continue to flash after a source was ejected
- Other various stability enhancements & improvements

Version 1.0.3

New Features:

- Direct import of rekordbox® database — automatically converts hot cues, saved loops, and playlists into Engine PRIME format, directly within the SC5000 player.

Fixes and Improvements:

- Adjusted pitch resolution for more accurate BPM setting during DJ performance
- Other various stability enhancements & improvements

Version 1.0.2

New Features:

- Controller Mode support implemented

Fixes and Improvements:
- Improved scratching sound at low speeds
- Fixed an issue where heavy scratching for several hours could result in a player resetting
- Fixed an issue where remote playlists would show up in a different order than local playlists
- Fixed an issue where an SD card warning would be shown even though no problem with the SD card reader occurred
- File transfers over the network are now more robust
- Fixed an issue where in rare circumstances, selecting or ejecting a drive could cause a player to hang

- Fixed an issue where unplugging and replugging a drive would result in the drive not showing up on a remote player
- Fixed an issue where loading certain larger databases would show a "DB Corruption Warning" upon source selection
- Fixed an issue where repeatedly mashing the left-hand collection buttons could lead to a hang
- Fixed an issue where folders ending in " " or "" would result in tracks within that folder showing up as unavailable
- Splash Screen now shows the version number
- Other various stability enhancements & improvements