

Release Note History | MCX8000

Version 2.5 [Engine: 0332, MCU: 2076, Display: 5170]

New Features:

- Added SoundSwitch Support in Engine mode

Fixes and Improvements:

- Fixed an issue with the Prepare list during continuous play
- Fixed an issue where tracks in the Prepare list were shown in Blue unexpectedly
- Fixed an issue where BPM would sometimes show "0" in the Prepare list
- Fixed an issue with History not properly registering tracks
- Fixed an issue where Title list is empty when entering from Prepare list
- Fixed an issue where scratching during reverse play in slip mode interrupted playback
- Fixed an issue where reverse play is deactivated when pressing the SLIP button while playback is in reverse
- Fixed an issue where certain AAC files were not recognized
- Fixed an issue where key field was not reflected when loading track from Prepare
- Other various stability enhancements & improvements

Version 2.1 [Engine: 0310, MCU: 2073, Display: 5170]

Fixes and Improvements:

- Fixed an issue that prevented playback of certain AAC and M4A files
- Fixed an issue where track title was missing from certain AAC and AIFF files when loaded from Prepare folder
- Other various stability enhancements & improvements

Version 2.0 [Engine: 0305, MCU: 2073, Display: 5170]

New Features:

- Added support for Engine Prime prepared USB drives
- Added Beat Grid support for Engine Prime prepared USB drives
- Added Beat Grid slide feature via SLIDE button
- Added Quantize feature via ADJUST button
- Added Quantize options 1/8, 1/4, 1/2, 1-beat and off for setting/triggering hotcues and loops
- Added Beat Sync feature
- Added pitch range lock (soft takeover) to prevent drastic pitch jumps when moving the pitch fader at large pitch percentage ranges
- Added 12 o'clock platter LED reset for cues
- Added BPM sorting when browsing songs through BPM Filter
- Added Talk Over level utility menu option (-10dB to 0dB)
- Added Talk Over resume type utility menu option (fast, normal)
- Added Booth Receive mic signal utility menu option (on, off)
- Added Mic 1 attenuation control utility menu option (0dB to -20dB)
- Added Mic 2 attenuation control utility menu option (0dB to -20dB)
- Added ability to change USB Recording Level

- Added ability to change Talk Over Level from (-10dB to -40dB)

Fixes and Improvements:

- Improved Slicer quantization, triggering accuracy, and drifting when in sync mode
- Improved Needle Drop accuracy
- Expanded support for sorted folder names from 32 to 64 characters
- Extended display time for letter popup when using first letter search
- Removed preview stutter when using needle drop
- Changed the “Default Auto Loop Beat” setting name to “Default Auto Loop Size”
- Changed “Auto Cue Level” to “Track Start Position”. Tracks will now load to the Initial Cue position or Track Start
- Fixed an issue where <unknown> was displayed for track name in crates & playlists with over 500 tracks
- Fixed an issue where the loop region would disable after performing a loop jump
- Fixed an issue where the loop was sometimes disabled after triggering the loop
- Fixed a reloop issue that caused audio drop if triggered when no loop had previously been set
- Fixed an issue where pitch fader was not reported in the SysEx initialization message
- Fixed an issue which prevented Slicer functionality directly after scratching
- Fixed an issue where continuous play stops after about 64 songs playback
- Other various stability enhancements & improvements

Version 1.5 [Engine: 0164, MCU: 2065, Display: 5170]

Fixes and Improvements:

- Fixed an issue where the pitch faders were not included in the initialization message
- Other various stability enhancements & improvements

Version 1.4 [Engine: 0164, MCU: 2064, Display: 5170]

Fixes and Improvements:

- Added support for Mac OS Sierra
- Other various stability enhancements & improvements

Version 1.3 [Engine: 0164, MCU: 2063, Display: 5170]

New Features:

- Added Continuous Play mode support for non-Engine indexed USB drives

Fixes and Improvements:

- Fixed an issue where triggering hotcues with Slip mode active would cause two beat matched tracks to drift apart
- Fixed an issue where triggering slices would cause two beat matched tracks to drift apart
- Fixed an issue where key information was not cleared after the USB Target drive was ejected
- Optimized memory resources while setting and deleting hotcues from the same playing track

- Fixed an issue where some supported files types would prompt "unsupported File Type" pop up message
- Fixed an issue where loading an instant double would sometimes display the incorrect waveform
- Fixed an issue where time and waveform scrolling would freeze after performing beat jump
- Further improved Pitch fader resolution for both Serato DJ, and Engine
- Fixed an issue where track over 10 mins in length were missing last digit until highlighted
- Other various stability enhancements & improvements

Version 1.2 [Engine: 0148, MCU: 2061, Display: 8661]

Fixes and Improvements:

- Fixed edge case issue where holding Shift + platter + roll pad would cause the screen to become unresponsive
- Fixed an issue where holding a roll pad and spinning the platter would cause the screen to become unresponsive
- Fixed an issue where holding shift + cue did not deactivate an Autoloop
- Improved the response time to pause a track when stop time is > min, and key lock is active
- Other various stability enhancements & improvements

Version 1.1 [Engine: 0148, MCU: 2061, Display: 8661]

Fixes and Improvements:

- Fixed an issue where quickly flicking input switch from LN to Engine, to PC causes Serato DJ library view to show on display
- Fixed an issue where right deck letter search was not working when turning select knob clockwise
- Fixed an issue where first letter search while in a playlist would cause Engine to freeze
- Fixed an issue where USB thumb drive was not accessible on power-up when inputs are switched from PC to Engine
- Fixed edge case issue where screen becomes unresponsive while holding Shift + pitch fader and platter
- Fixed an issue where Shift + Platter rotation in both directions could sometimes cause track to stop playing
- Fixed an issue where Shift + Censor/Reverse did not activate reverse after pressing Censor/Reverse
- Fixed issue where previous waveform data would sometimes appear for current track
- Resolved Channel Fader Start MIDI command for Serato DJ
- Improved Crossfader contour smoothness
- Improved Pitch Fader resolution
- Other various stability enhancements & improvements