Release Note History | X1800 PRIME

Version 1.5.0

New Features:

- Added Broadcast mode. Broadcast mode sends the main output mix over USB audio channels 1 & 2 for computer applications such as OBS.

Fixes and Improvements:

- Fixed an issue where Instant FX was not working for Reverb FX when Noise FX was on (44.1/48kHz)
- Fixed an issue where Noise FX was not working when Reverb FX was on (44.1/48kHz)
- Fixed Autogate FX initialization
- Fixed an issue where Gate Sweep FX reduced audio level when turning from center to right
- Fixed an issue where FX length was incorrect when quantize was on and deck was in a loop
- Fixed an issue where Sweep FX did not disengage properly when control was centered
- Fixed an issue where switching EQ type would create audio pop
- Fixed network issue that caused instant FX latch unexpectedly
- Renamed 'TRANS' BPM FX to 'AUTO GATE' (functionality unchanged)
- Improved PHASER BPM FX sound at 96kHz
- Improved data flow over the network
- Other various stability enhancements & improvements

Version 1.3.0

New Features:

- Added New BPM FX: ECHOHOLD
- Added New BPM FX: PUMPER
- Added FX Limiter to Utility Menu
- Added Gate + Noise (left turn) FX for 'NOISE' Sweep FX
- Added brightness control for LEDs
- Added firmware version info to Engine Connect pop up

Fixes and Improvements:

- Improved DSP performance
- Improved MIDI clock BPM
- Fixed 'NOISE' FX pop sound when crossing center position
- Fixed audio pop sound when changing microphone EQ frequency
- Changed 'REVERB' FX early delay time
- Improved fader response when moving the fader slowly
- Improved 'GATE' FX
- Improved 'ECHO' FX
- Improved 'PHASER' FX
- Improved 'REVERB' FX
- Improved 'HALLECHO' FX
- Changed PHASER maximum dry-wet level
- Changed FLANGER maximum dry-wet level
- Changed FX Frequency routing for ECHO/REVERB/HALLECHO from pre to post

- Changed FX Frequency cutoff frequency from 60Hz/16KHz to 80Hz/10kHz
- Changed FX Frequency dry-wet curve
- Changed 'BIT CRUSH' FX default bit depth to 16bit
- Changed Cue Solo mode to immediately take effect when selecting OFF/ON
- Adjusted FX Limiter threshold
- Ignored FX Limiter input less than 0dB
- Adjusted FX Limiter release rate to be faster
- Reduced 'FILTER' BPM FX resonance
- Removed Auto Screen Saver on/off menu from Utility (now automatic)
- Separated OLED and LED Brightness menu
- Improved 'DUB ECHO' and 'GATE' FX DSP performance to support 96kHz
- Improved 'DUB ECHO' FX and FX Limiter DSP performance to support 96kHz
- Removed 'REVERB' FX in 96khz
- Changed Filter resonance default value to 8
- Other various stability enhancements & improvements

Version 1.2.0

New Features:

- Add display auto dim/off screensaver mode
- Add ability to adjust display brightness
- Add limiter icon on display to show when limiter is active
- Add microphone gate threshold setting
- Add ability to send microphone signal to headphones
- Add additional frequency bands for microphone EQ low setting
- Increased TAP tempo limit to 500 BPM
- Add manual TAP override mode

Fixes and Improvements:

- Fixed issue for MIDI data sent over USB 2
- Improved channel level gain distribution
- Improved Utility Menu structure
- Improved channel fader data sent over Ethernet
- Various UI improvements

Version 1.1.1

Fixes and Improvements:

- Fixed an issue where the Master output was favoring the left or right channel depending on position of the knob while in mono
- The FX list is now automatically refreshed after updating so a factory reset is no longer required

Version 1.1.0

New 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 and Improvements:

- 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