Previous LS9 Firmware version information

Firmware V1.34

Improvement

- Improved detection accuracy of internal battery voltage.

Fixed Bugs

- ltage field of the MISC SETUP screen.

- Fixed Fixed a problem in which the Post On insert on/off setting of a STEREO bus was not always correctly applied to MATRIX SEND 2--8.

Firmware V1.33

Improvement

- Improved the performance in which the LS9's panel operation was infrequently slow when the LS9 was connected with the LS9 StageMix.

Fixed Bug

- Increased the stability of remote control of an external head amplifier. Through this, the following conditions have been eliminated or minimized than under the LS9 firmware V1.30:

  - Appearance of the "No Response from External HA" message.

  - Termination of communication.

- Fixed a problem within the Flex15GEQ, when paste or recall was performed to the Flex15GEQ and to which a different band from the copied data or recall data was set, the setup was not reflected correctly.

- Fixed a problem in which you could not reset the gain to 0 dB in rare cases for the selected band by simultaneously pressing the EQ [Q] encoder and the EQ [GAIN] encoder.

Firmware V1.30

Improvements

- Added POST ON to the selections of the insertion point of the INPUT channel, the MIX channel, the STEREO channel / MONO (C) channel, and the MATRIX channel

- Categorization of Recall Safe parameters were revised as follows:
  - INPUT MIX SEND now includes INPUT TO MIX PRE/POST.
  - MIX TO MATRIX SEND now includes MIX TO MATRIX PRE/POST.
  - STEREO TO MATRIX SEND now includes STEREO TO MATRIX PRE/POST.

- INPUT TO MIX PRE/POST parameter now can be linked between channels (Channel Link).

Fixed Bug

- Increased the stability of remote control of an external head amplifier. Through this, the following conditions have been eliminated or minimized:
  - Appearance of "No Response from External HA" message.
  - Termination of communication.
  - LS9 recognized AD8HR to be AD824.
  - The actual gain amount differs from the display.

- (LS9-32 only) Fixed a problem that would occur when an INPUT channel having GEQ etc. inserted was moved to one of the INPUT channels 33-64 (which do not have insertion points), and the original OUTPUT insert data of the destination channel would be deleted.

How to update the firmware

- Before performing any firmware upgrade it is good practice to back-up console data to a USB memory device.

  - 1. Copy the following file to root directory of your USB memory.
  LS9Px_xx.PGM (x_xx shows the version number.)

- 2. Insert your USB memory and power on.

- 3. LS9 detects the file and shows the following message.

"Start Loading? CANCEL[DEC]/OK[INC]"

- 4. Then press [INC] key to start updating the firmware.

- 5. Wait until completing the update. LS9 automatically restarts and becomes ready to use.

- 6. Initialize LS9.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.21

Fixed Bug

- Fixed a problem in which when using MY8-AE96S cards, the input signal of the card causes Sync Error message and its audio signal may be interrupted periodically, depending on the combination of the card and LS9.

How to update the firmware

- Before performing any firmware upgrade it is good practice to back-up console data to a USB memory device.

- 1. Copy the following file to root directory of your USB memory.

LS9Px_xx.PGM (x_xx shows the version number.)

- 2. Insert your USB memory and power on.

- 3. LS9 detects the file and shows the following message.

"Start Loading? CANCEL[DEC]/OK[INC]"

- 4. Then press [INC] key to start updating the firmware.

- 5. Wait until completing the update. LS9 automatically restarts and becomes ready to use.

- 6. Initialize LS9.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.20

Improvements

- The second octet and the third octet of the subnet mask have been set. You can connect the LS9 and your computer to LAN flexibly. For more details and cautions, refer to the latest LS9 Editor Installation Guide and "Caution for connecting LS9 to LAN".

- The cursor position and message have been changed for easier recognition that initialization has been completed.

Fixed Bug

- Fixed a problem in which several channels of signals received via MY8-AE96/96S might not in extremely rare cases be recognized when powering on, disconnecting and connecting of cable or changing the wordclock settings.

Firmware V1.18

Fixed Bug

- Fixed a problem(occurred only on firmware V1.17) in which the assigned settings of the EXTERNAL HA PORT SELECT parameters are initialized when the console is powered on.

Firmware V1.17

Improvement

- Changed the initial value of COMM PORT in the EXTERNAL HA from "----" to "SLOT1" ("SLOT" for the LS9-16). Also changed the initial values of the EXTERNAL HA PORT SELECT parameter from "#1" to "SLOT1 1-8," "#2" to "SLOT1 9-16," "#3" to "SLOT2 1-8," and "#4" to "SLOT2 9-16." (There is no #3 and #4 on the LS9-16.)

Fixed Bug

- Fixed a problem in which the LS9 could freeze if a USB memory device, to which files were saved with file names including non-English European language characters (such as umlaut), was inserted.

- Fixed a problem in which logging in as a user could change to "guest" if you enabled or disabled Console Lock, with a move to a different directory from the corresponding user authentication key in

windows such as the SAVE/LOAD popup, when you had logged in using a user authentication key saved to a USB memory device.

- Fixed a problem in which the LS9 could freeze if a USB memory device, containing AAC (MPEG-4 AAC) audio files of less than one second duration, was inserted.

- Fixed a problem in which SLOT1 could not transmit or receive MIDI messages.

- Fixed a problem in which the LS9 would occasionally function excessively slowly or freeze when the Ethernet connection was unexpectedly disconnected due to the application crashing or font changes made in Windows Vista when the LS9 Editor was online.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.16

Fixed Bug

- Fixed a network port problem that was caused by the specific MAC addresses allocated to LS9. (All affected LS9s were already fixed before shipment.) It is no problem to upgrade LS9 from V1.15 to V1.16, however, there are no new functions added.

  If you purchased a LS9 whose firmware is V1.16, please do not downgrade it to V1.15 or earlier because the Network port (for Studio Manager) cannot be used. An error message will appear when turning on the power. (For recovery, please re-install firmware V1.16.)

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.15

Fixed Bug

- (LS9-32 only) Fixed a problem in which the latency could differ between from INPUT channels 1-32 and from INPUT channels 33-64 when signals were sent from the INPUT channels to the MIX buses.

- (LS9-16 only) Fixed a problem in which the latency could differ between from INPUT channels 1-32 and from ST IN channels 1-4 when signals were sent from the input channels to the STEREO bus or MONO bus.

- Fixed a problem in which an "E" (Edited) mark would not appear when (after scene recall) editing the HPF ON or HPF Frequency parameter of an external head amp device which was added to scene memories in firmware V1.14.

Firmware V1.14

New Functions

- The GAIN and +48V parameters of the internal head amplifier can now be transmitted or received as control change messages (NRPN).

- The HPF ON and HPF Frequency parameters of an external head amplifier can now be saved in the scene memories.

Improvement

- To improve the quietness and durability of motor faders, fader speed was adjusted. Scene recall times and other performance specifications were not modified.

Fixed Bugs

- Fixed a problem in which the control change messages (NRPN) could not be transmitted even if the HPF of the INPUT channel was switched to ON/OFF.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.13

About This Version

- This version includes the update program that improves production efficiency.

Firmware V1.12

Fixed Bugs

- Fixed a problem in which in SENDS ON FADER mode. Faders of the send-destination MIX/MATRIX channels sometimes would not move to the correct value.

- Improved a problem in which LS9 Editor would not return online when you reconnect the Ethernet cable while the status shows online.

- Fixed a problem in which a parameter change message would not be sent when the HA gain or +48V parameter was changed. Also fixed a problem in which a wrong parameter change would be returned when a parameter request for these parameters were received.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.11

Fixed Bugs

- Fixed a problem in which the word clock would not be locked when the MY16-CII inserted into the slot is set to the word clock master and the LS9 was turned off and on before the word clock could be locked.

- Fixed a problem that when the LS9 was used with an MY8-AE96(S) inserted to the slot and a certain channel input signal was unlocked or failed in synchronization, noise was generated to another channel input signal.

- An MP3 file without an ID3 tag can now be played back, with the following limitations.
  - The file name is shown as the title and the artist name is left blank.
  - The title and artist name cannot be edited.

Performance Limits and Specifications

- They are the same as V1.10.

Firmware V1.10

New Features

- The SCENE PLAYBACK LINK screen has been added. This allows you to assign a link so that a specific audio file from USB memory is played back when a certain scene is recalled. The link cannot be assigned from the LS9 Editor.

- DIRECT PLAY has been added as a function that can be assigned to user-defined key. By pressing a user-defined key to which this function is assigned, the specified audio file will begin playing.

- A comment for the scene can be now displayed in the SCENE LIST screen. It can be displayed by using the COMMENT tab and the TIME STAMP tab.

- A PLAY indicator is now shown in the STATUS field of the SCENE LIST screen to indicate that an audio file playback is linked to the scene.

Fixed Bugs

- Fixed a problem that inserting U3 USB memory sometimes caused unexpected behavior such as operation freeze.

- Fixed problems in the Channel Link function for HA gain.

- Fixed problems regarding the [SEL] key indication that occurred when the SET BY SEL function is in use.

- Fixed a problem that copying and pasting a scene number "000" on the LS9-16 resulted in pasting the initial setting of the LS9-32.

- Fixed a problem that the [SEL] key did not blink when the [LAYER]->[SEL] LINK or [CUE]->[SEL] LINK was ON and a channel linking was made by switching the layer while holding the [ENTER] key down with a cursor placed to the channel to be linked.

- Fixed a problem that only the elapsed time could be shown on the RECORDER screen of the USB memory recorder while recording. The remaining time as well as the elapsed time can now be shown.

Performance Limits and Specifications

- If the LS9 Editor does not return online, reset the Input Port/Output Port in the LS9 Editor "System Setup" dialog box, then select the ports again to return online.

- Severe fragmentation of USB memory may stop the recording/playback function of the USB memory recorder.

- The LS9 cannot recognize the files whose name start with a two-byte character.

- Sorting titles too quickly using up and down arrow buttons on the TITLE LIST screen of the USB memory recorder will sometimes result in a malfunction and moving of another title.

- While playing back an audio file using the USB memory recorder, the last part (maximum 400 ms) may not be played back.

- The USB memory recorder cannot play back WMA Professional audio files.

- The title list of USB memory is updated whenever USB memory is inserted or a file is added to or deleted from the SONGS folder in the YPE folder. Please note that update may take some time for a number of files.

- If USB memory is disconnected while recording with the USB memory recorder, it will not play back properly since the file process is incomplete.

- A bitmap file created by the user can be displayed on the CONSOLE LOCK screen with some restrictions, including that the file be uncompressed, 8/16/24/32 bit color, and 300KB or less.