

Change Log for Q-Sys Designer 4.0.66

BUG FIX: Fixed an issue with wrong UCI being displayed if multiple UCIs are designed and configured statically and then one is deleted.

BUG FIX: Fixed an issue where updating a large number of peripherals might lock up the Core.

BUG FIX: The I/O Monitor now works properly with AES, CobraNet, and Dante cards

BUG FIX: Fixed the Flow and Label controls for cards in I/O Frames

BUG FIX: Fixed an issue where the wrong I/O Card Type was reported

BUG FIX: Fixed an issue where the design was stopped at a timeout on a backup Core.

BUG FIX: Fixed an issue where the CXDQ Loudspeaker Monitor would not work properly when channels were combined.

BUG FIX: Fixed an issue where TSC-3 units were not updating properly over routed networks

BUG FIX: Fixed an issue where the UCI Viewer would abruptly terminate

BUG FIX: Fixed an issue where some components weren't available via Named Component access

BUG FIX: Loop Player now works property with LTC

BUG FIX: Fixed an issue where the CXD-Q amplifier would fail if a load, lower than the rated amplifier configuration, was connected. A new impedance limiter now prevents amplifier failure in these cases.

ENHANCEMENT: Improved the CXD-Q output short detection.

BUG FIX: Added 10 Hz highpass filter to further protect the amp when connected to low impedance loads. Also added 50 Hz highpass, only when connecting generic 70V/100V speakers.

ENHANCEMENT: Core 250i is no longer limited to 16 channels of Q-LAN transmitters and receivers. It now supports 64 flex channels, the maximum number for Q-LAN.

BUG FIX: Fixed an issue where the Q-Sys Design would restart if while using the Softphone feature, one of the other endpoints sends comfort noise.

BUG FIX: Fixed an issue where designs with a large number of UCIs would not always show all UCIs in the UCI Viewer.

BUG FIX: Fixed an issue where the meter performance for DataPort-connected amplifiers was poor when used with a Custom Voicing.

BUG FIX: Fixed an issue where the UCI Viewer would not automatically reconnect to a UCI unless the list of UCIs was showing.

BUG FIX: Fixed an issue where the Loudspeaker Monitor did not work in the Core 250/500i

BUG FIX: Fixed an issue where the copy/paste of line array loudspeakers caused Q-Sys Designer to exit unexpectedly.

BUG FIX: Improved reliability of DataPort-connected amplifier detection.

BUG FIX: Synchronization of time to an NTP server deals better with large time jumps.

BUG FIX: Fixed an issue where occasionally the CXDQ amplifier would not shut down from the power switch.

BUG FIX: Restored the number of active UCI instances supported in a design by raising the total number of Change Groups allowed in a design to 512. Following is the current requirements for Change Groups. Q-Sys Designer running on a PC, External Control Systems, and UCIs are all considered clients to the Core. The maximum number of simultaneous Change Groups is 512.

- Each Q-Sys Designer instance requires one Change Group
- Each active iOS UCI requires one Change Group
- Each active UCI instance (TSC, UCI Viewer), requires two Change Groups each
- Each CXD-Q / DPA-Q amplifier requires two Change Groups
- Cores 1100 and 3100 require two Change Groups each
- Redundant Cores require two Change Groups for control synchronization when redundant networking is used, or one change group if the network is not redundant.
- External control systems can have zero to four Change Groups.

Change Log for Q-Sys Designer Release 4.0.43

BUG FIX: Fixed an issue where the line-array wiring nodes were not allocated properly for the “Binary” setting.

BUG FIX: Fixed an issue where the performance of the I/O Frame GPIO was not acceptable with a large number of DataPort cards installed in the I/O Frame.

BUG FIX: Fixed an issue where QLAN streams did not work on routed networks.

BUG FIX: Fixed an issue where unplugging/plugging in network cables would have issues.

BUG FIX: Fixed an issue where a UCI would display correct values in only one Popup control of a group of Popup controls with the same name. This affected both the UCI Viewer and the Touchscreens.

BUG FIX: Fixed an issue where NTP could get out of sync after a Core reboot.

BUG FIX: Fixed an issue where the Softphone would hang up after 5 minutes when the far end was muted.

BUG FIX: Fixed an issue where a large number of Cores on a network caused devices in Q-Sys Configurator to disappear and reappear.

BUG FIX: Fixed an issue where a large number of Cores on a network could cause audio streaming difficulties with I/O Frames, IO-22s, and Page Stations, requiring a reboot.

BUG FIX: Fixed an issue where Dante cards would not work in the I/O Frame and the I/O Frame 8S.

BUG FIX: Fixed an issue where the Dante card sample-rate setting would allow only 48kHz.

BUG FIX: Fixed an issue where the Responsalyzer Delay Auto Set feature was not set optimally.

BUG FIX: Fixed an issue where the high/low impedance setting (for QSC loudspeakers that have that setting) was not properly preserved when loading an older Q-Sys Design.

BUG FIX: Some Ad-Hoc control changes will propagate to all previously saved Ad-Hoc commands

ENHANCEMENT: the AEC is now able to converge/function in the presence of loudspeaker pilot tones

Change Log for Q-Sys Designer Release 4.0.33

BUG FIX: The IO Monitor did not work with the Q-LAN, WAN, or Media Stream Receivers/Transmitters.

BUG FIX: The AEC cycle usage in the Check Design report was not right.

BUG FIX: The Remote Paging Source did not properly handle 'Cancel All' on the Remote Destination.

BUG FIX: The CXD-Q Amplifier used network channels when it was not wired in the design.

BUG FIX: The Email component and Script Email were not working properly.

BUG FIX: QSC speakers were not updating properly when an older design was opened with this release.

BUG FIX: Speakers with Custom Voicings were being overly limited.

BUG FIX: The Room Combiner would crash the design when the number of Rooms was more than 9.

BUG FIX: The Audio Player Fast Forward and Rewind were too slow.

BUG FIX: Corrected the DSP load prediction in the Check Design feature.

BUG FIX: Fixed various UCI functions on the TSC-3 and TSC-8.

BUG FIX: In rare cases, the CXD-Q may restart with the output muted.

BUG FIX: Core serial port usage in a v2 script didn't support parity.

KNOWN ISSUE: The UCI Viewer crashes when the following conditions are true:

The UCI you're attempting to view is PIN-protected

Two or more Network Interface Card (NIC) connections, with access to the Q-Sys network, are active simultaneously.

This only occurs with the UCI Viewer (PC), it does not affect the TSC-3, TSC-8, or iOS viewers.