Solid State Logic

SOUND | | VISION

Duality SE

V3.0/17 Software Update

Release Notes

THIS DOCUMENT CONTAINS ESSENTIAL INFORMATION.
PLEASE READ IT CAREFULLY BEFORE MAKING ANY ATTEMPT
TO UPGRADE THE SYSTEM.

Part Number: 82BDYR02A

Solid State Logic

SOUND || VISION

Begbroke, Oxford, England, OX5 1RU • +44 (0)1865 842300

320 West 46th Street, 2nd Floor, New York, NY 10036, USA • +1 (1) 212 315 1111
3700 Wilshire Blvd, Suite 720, Los Angeles, CA 90010, USA • +1 (1) 213 249 9229
3-55-14 Sendagaya, Shibuya-Ku, Tokyo 151-0051, Japan • +81 (0)3 5474 1144
7 bis, rue de la Victoire, le Blanc Mesnil, Paris 93150, France • +33 (0)1 48 67 84 85
Via Timavo 34, 20124 Milano, Italy • +39 (0)39 2328 094

Visit SSL at URL: www.solidstatelogic.com

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Introduction

This document describes the changes incorporated in V3.0/17 software and details the software installation procedure required to update your system to this latest release of Duality software. Duality software version V3.0/17 is available for all Duality users. However, the availability of A-FADA and the Channel to Master Fader features are dependent on whether you have purchased the A-FADA licence option. Other improvements and bug fixes in this release are freely available to all Duality users.

> *Please note that you will also need to download and install the latest version of the Duality Remote application (currently V1.6/2) – the installation procedure for this is also detailed.*

If you have any questions about this release, please contact your local SSL dealer or distributor.

Enabling A-FADA & Chan-to-Master on your Console

The following information only applies to Duality consoles that do not currently have the A-FADA feature activated. Consoles with serial number D226 and above were purchased with the option already activated. Other users can purchase an upgrade kit (SSL Part No. 70940AF1) from their local SSL representative or via SSL's web shop:

store.solidstatelogic.com/catalog/35

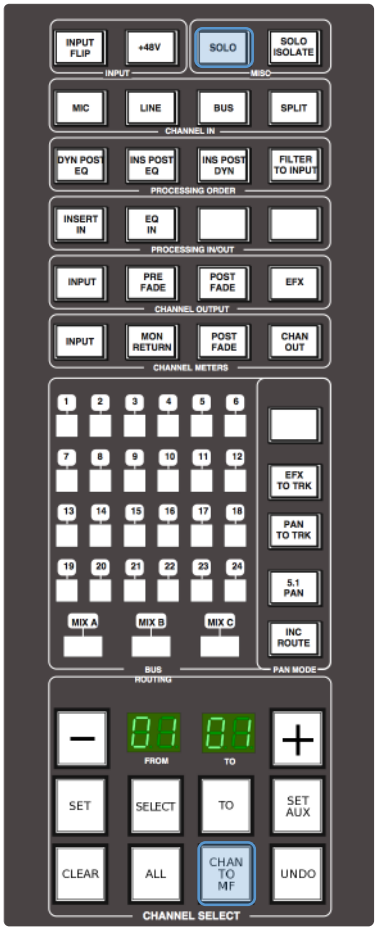
Before downloading and installing the new software, you must register the activation code that came with your upgrade kit against your console serial number. This can be found on the silver label on the rear of the console, adjacent to the mains power connector. The serial number starts with the letter 'D' followed by a numerical number. Make a note of the numerical number for the registration process (eg. if the serial number is D080, note 80).

Navigate to the on-line registration page:

update.solidstatelogic.com/update/public/activateacode.jsp

Enter your activation code and the numerical element of your console's serial number previously noted. The activation code can only be used once. Please ensure that you enter the correct serial number.

Once you have completed the feature registration, download and install as described in the next section.



Replacement Button Caps

There are two new button caps associated with this update, as indicated in the image shown to the right.

Both button caps are contained in the 70940AF1 upgrade kit:

The **SOLO** button cap goes in the top row of the Central Routing Panel, to the left of the **SOLO ISOLATE** button (in the area labelled **MISC**);

The **CHAN TO MF** button cap goes in the **CHANNEL SELECT** area of the Central Routing Panel, below the **TO** button.

Software Installation (Console)

Software can be downloaded from:

update.solidstatelogic.com/update/public/index.jsp

To download software you will need to complete a simple registration form, if you haven't already done so.

If you have already registered all you need is your email address and the serial number of your console, which can be found on the silver label on the rear of the console, adjacent to the mains connector: The serial number starts with the letter 'D' followed by a numerical number. Make a note of the numerical number for the registration process (eg. if the serial number is D080, note 80).

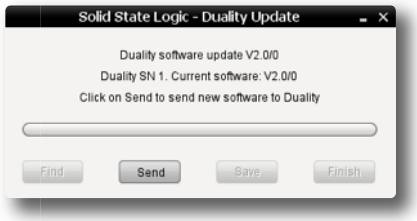
The software is packaged as a 5MB (approximately) Java archive file. Download the file and follow the instructions below. The file format is compatible with both PC and Mac (OS X only) platforms.

Some users may need to install additional files before continuing – see System Requirements below.

Once the software update file has been downloaded you are ready to install the new software. The following steps detail this process:

1. Quit the Duality Remote browser if it is running.
2. On a PC or Mac connected to the same network as your Duality, run the downloaded file (the file will have a '.JAR' extension).
3. In the Duality Update application, click on '**Find**', '**Find Duality**' to search for your console on the network. If an IP address/name corresponding to your console appears in the list, click on that entry and click '**Select**'; if your console does not appear, re-check the network configuration.
   If your console IP address/name appears in the pop-up select it and click on **Select**.

4. Check that the software version reported from your console matches the version that is running, then click on '**Send**'. The pop-up shown right will appear.
5. Once the software has been successfully been sent, click on '**Save**' to erase the old software and save the new code into the Flash RAM on the Duality Processor.



6. On completion of the save process, click on '**Finish**' to quit the Duality Update application.
7. Turn the desk OFF, wait a short while and then switch back ON again. Check that the console boots correctly, and that the software version matches the new version that you downloaded.

System Requirements

PC users should ensure that they have the latest version (V5) of Java installed.This can be downloaded from www.java.com. There is a link to this address on the Duality download page.

Mac users, please note that the new Duality Remote application has not yet been qualified for use with Mountain Lion, but only with the latest version of Lion, 10.7.5.

We are in the process of testing all our software with Mountain Lion. Just because an installer can run on Mountain Lion, it does not necessarily mean the software is compatible.We will add relevant FAQs as the test results become available.

Mac OS 10.8 Mountain Lion introduces *Gatekeeper*. This is a security feature that requires each non-Apple software installer to be Digitally Signed – if an installer is not Digitally Signed Gatekeeper will not allow the installation to proceed. SSL are in the process of rebuilding all our installers with a Digital Signature.

Should you wish to install the software on a machine running Mountain Lion, you can turn off Gatekeeper in the following way:

- Navigate to **System Preferences>Security and Privacy**
- Under the '**General**' tab, change '**All Applications downloaded from**' from: '**Mac app store and identified developers**' > '**Anywhere**'
- Now click '**Allow from Anywhere**' in the following box.

Alternatively you can leave leave Gatekeeper active but bypass it on each individual installer by control-clicking its icon and selecting Open.

Software Installation (Duality Remote)

In normal operation the Duality uses an Ethernet connection for DAW control and the SSL Duality Remote for session management. The following section describes how to download and install the Duality Remote on Mac and Windows.

Download on to your workstation computer either the DualitySE_Mac_Support.dmg disk image (Mac) or the DualitySE_Win_Support.zip file (windows). These contain the Duality Remote application and the latest version of the installation instructions:

www.solidstatelogic.com/support/consoles/duality/downloads.asp

update.solidstatelogic.com/update/public/index.jsp

System Requirements

PC users should ensure that they have the latest version (V5) of Java installed. This can be downloaded from *www.java.com*. There is a link to this address on the Duality download page.

Mac users, please note the information about Gatekeeper above.

Mac

Mount the DualitySE_Mac_Support.dmg disk image and open it.

Drag the enclosed Duality Remote application to the Applications folder, then to the Dock or any other convenient location.

Windows

Open the DualitySE_Win_Support.zip archive.

Copy the DualityRemote.exe file to the Program Files folder (or any other convenient location) then create a shortcut to it on your desktop and/or task bar. Double clicking on this will launch the Duality Remote program.

New Features

A-FADA Analogue Automation

A-FADA (Analogue Fader Accesses DAW Automation) is an innovative approach to analogue console automation, utilizing the automation system of a DAW to control the analogue channel levels.

A-FADA links the DAW fader and mute data to the console's channel level and cut functions, allowing all the workstation automation editing tools to be used on a mix that is actually taking place in the analogue domain, providing the workflow advantages of 'in the box' mixing whilst retaining a full analogue process and mix path.

Operationally, A-FADA is identical to running a standard DAW mix from a hardware control surface. With this in mind, the descriptions below should provide enough information to get you going.

> *Note that a HUI controlled DAW can only control a maximum of 32 console channels. A DAW controlled via the MCU protocol will support 48 channel strips.*

A-FADA is enabled in the TFT screen by selecting **SSL** followed by **Daw**, and then selecting **DF 1** or **DF 2** (A-FADA control from DAW Layer 1 or Layer 2). If you then play the DAW automation or move an on-screen fader, you will see the analogue faders move – these movements are affecting the analogue signal levels within Duality.

> *Note that if only one DAW option is available, you have only set up one DAW layer in the TFT screen's **SSL** > **Misc** > **Setup** menu.*

The console's analogue faders are controlled by the automation information from the DAW tracks assigned to channels 1 – 32 (or up to 48 if MCU control is used). The automation data is applied to the signal path assigned to the channel fader, regardless of the DAW channel formats.

> *Note that if **Single Layer** is selected in the TFT screen's **SSL** > **Misc** > **Setup** menu, placing both DAW layers on the control surface at once, the **SSL** > **Daw** > **DF 1** and **DF 2** are linked together – either switch will activate A-FADA for both DAWs. A-FADA will follow the channel counts assigned to each DAW (also configured in the **SSL** > **Misc** > **Setup** menu).*

Once A-FADA mode has been enabled, the console faders will control the corresponding DAW faders, and the fader position signal from the DAW will control the console fader positions and analogue gain, regardless of the selected Focus mode.

In Analogue Focus the channel **cut** switches control the analogue cuts directly, while in DAW Focus they are routed via the DAW and will be recorded as mute automation. Analogue Focus mode allows channels to be muted as far as monitoring the mix is concerned, without writing mute automation or needing to change automation modes.

The console **solo** switches are connected to the analogue signal path in both Focus modes.

In order to lock console channels to the same DAW track (and thus its automation), Channel/Bank scrolling is disabled in A-FADA mode.

Snap

The **Snap** function, located in the TFT screen's DAW menu, fires a snapshot of the console analogue fader positions, automatically stored when A-FADA mode is enabled. When A-FADA mode is enabled, the console faders will move to match the current DAW fader positions. Pressing the **Snap** switch will move the faders back to the previously stored positions, allowing the analogue balance to be restored and written in to the DAW automation.

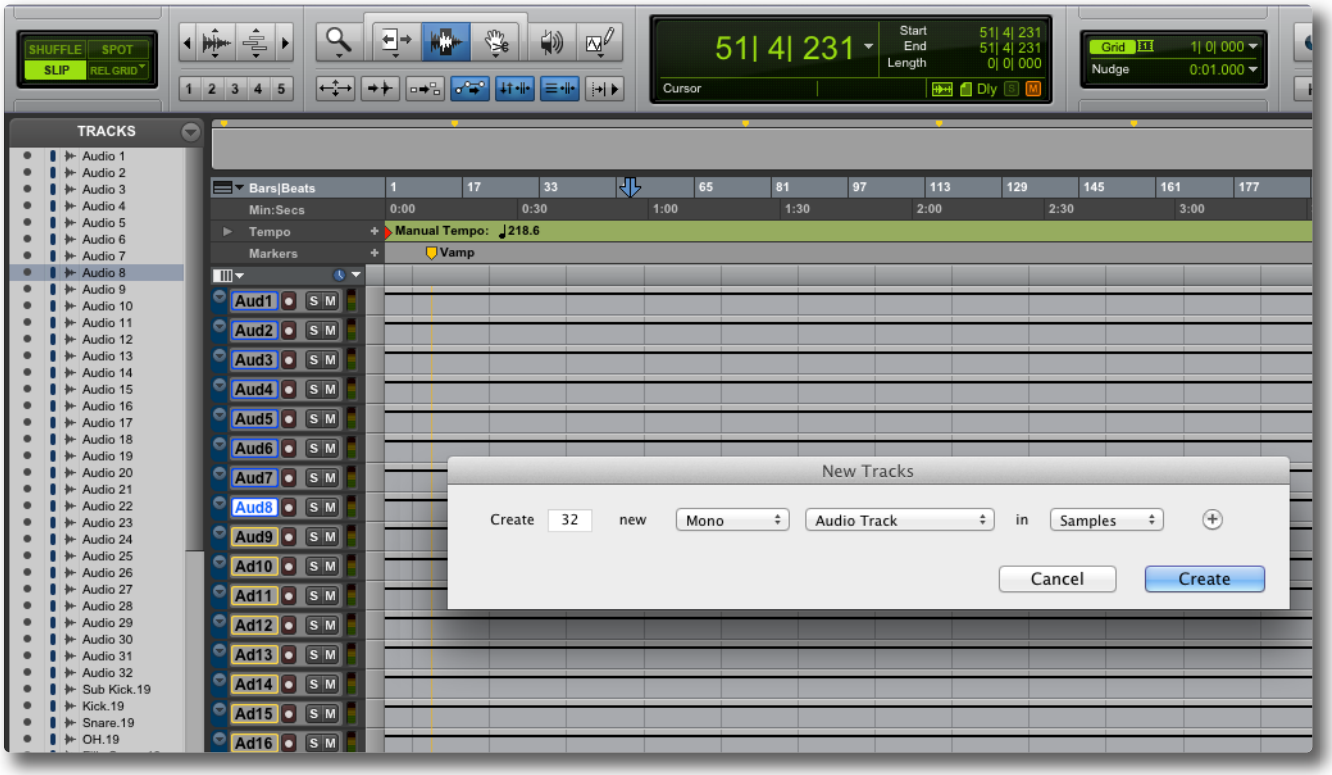
Setup Guidelines

For A-FADA to work correctly it essential that the DAW track controlling the analogue channel is not also feeding its post fader signal into the channel, otherwise all level changes will be doubled – an effect which is probably unwanted. This can be resolved in a number of ways, such as:

Method 1: Create additional DAW tracks

This option allows automation to be written independently for analogue and DAW channels.

Create 32 (or more if MCU control is in use) blank DAW tracks, and bank them to appear on consecutive console channels starting from channel 1. Now select A-FADA.



If you have existing DAW automation you wish to re-use, copy it from the audio tracks and paste it to the blank tracks you have just created. You will then need to either disable or delete the automation from the original tracks.

If the automation is deleted rather than disabled, micro-automation (such as the removal of undesirable transients) can be performed on the original audio tracks within the DAW using a mouse or trackball.

> *Note that MIDI tracks should not normally be used as the fader position is displayed as a controller value (0 – 127) rather than in dB and they may be restrictions on copying data between tracks of different types.*

Method 2: Use pre-fade outputs

This option is suitable if you are working with up to 32 mono signals (or more with MCU DAW control).

Route the DAW tracks pre-fader to the appropriate analogue outputs. In Pro Tools this can be done using a pre-fader aux send and setting the aux gain to 0dB. In Logic, route an aux send to a different bus on each channel then route the bus masters to the appropriate analogue outputs.

You now need to de-assign the main track outputs to avoid summing pre and post fader signals. As Pro Tools will de-activate any channels without an output, we suggest creating a dummy bus to which to route all channels, then ignoring its output. Within the DAW, fader movements will now only affect the (unused) Master bus and any other post-fader sends.

Method 3: Use a dedicated DAW for analogue automation

Use two DAW layers, one for your audio and one for your automation. This will require you to have two DAWs running on either the same or two separate computers, and to enable both DAW layers within the console screen's **SSL** > **Misc** > **Setup** menu.

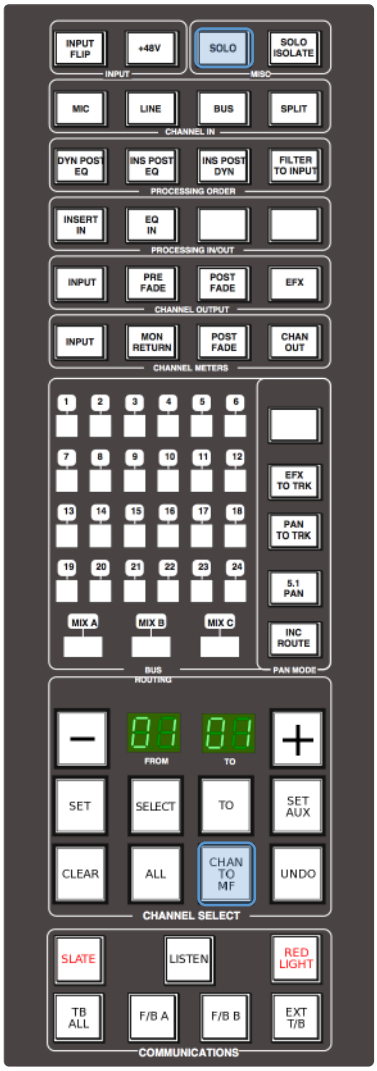
> *See the Installation section for information regarding how to set up multi-computer configurations.*

A variation on this is possible with Logic, which allows two (or more) controllers to be configured. This allows one layer to be used as a normal DAW controller and the second to be locked to the dedicated automation tracks (up to a maximum of 48).

Micro-automation (such as the removal of undesirable transients) could be performed on the original audio tracks within the DAW by entering DAW Focus mode and scrolling to those tracks.

Master Channel Fader and Mute

New **CHAN TO MF** and **SOLO** buttons have been added to the Central Routing Panel, allowing analogue channel faders and solos to be controlled from the master fader. The new **CHAN TO MF** button is located in the bottom row of buttons in the **CHANNEL SELECT** area, while the new **SOLO** button is located in the **MISC** area in the top right-hand corner of the Panel. Both buttons were previously unused – they are highlighted in blue in the image to the right.



To use the Channel to Master Fader function, scroll to the channel using the **+/–** buttons either side of the channel number display (or the channel **select** button) and activate the **CHAN TO MF** button. The master fader and the Central Routing Panel's **SOLO** button can now be used to control that channel's fader and **SOLO** button.

> *Note that these functions are always assigned to the analogue fader's signal, and will follow that signal regardless of the Focus mode and the status of the **CHANNEL** button and fader flip. It is important to understand that you will therefore not always be able to see the changes you are making.*

> *Note also that the **CHAN TO MF** function is not available when A-FADA is enabled.*

The Master Channel solo function can also be applied to a range of channels – if a range of channels is selected in the Central Routing Panel (use **+/–** or **select** to select the first channel in the range, activate the **TO** button, then use **+/–** or **select** to select the last channel), the Central Routing Panel's **SOLO** button can now be used to solo all selected channels.

> *Note that ranges of channel faders cannot be controlled using the Master Fader function. If **CHAN TO MF** is active while a range of channels is selected, the master fader will only operate on the first channel in the range.*

Rollback threshold frames

The range of the **Rollback threshold frames** entry in the TFT screen's **SSL** > **Misc** > **Setup** menu now extends down to 0. Previously it was limited to 2. Setting the threshold to 0 means that mix data can be entered in non real time by setting the DAW nudge value to a frame, and using the nudge forward command to step through the mix whist moving a fader or operating switch functions. A reverse nudge command will automatically force a rollback, returning the mix pass status to Mix Review and incrementing the rollback counter.

> *In Pro Tools, the numeric keypad **+** and **–** keys are mapped to the nudge function. Via the **SSL** > **Misc** > **Setup** menu the nudge commands can also be assigned to the Jog Wheel.*

Channel Naming

Duality V3 features a new remote browser with additional features to speed up entering track names. When the keyboard **Tab** key is used to move to a new name box in the Duality Remote's Channel tabs, any text already present in the new box is now automatically selected ready for deletion, so that names can be entered directly without requiring any additional keystrokes.

Bug Fixes

The following issues have been fixed in this version of software:

- The Stereo Downmix Input Pre switch now affects all of busses A, B and C.
- When mixing VCA style with Motors Off, faders no longer return to the mix pass levels when END is pressed, but remain at their current positions regardless of the underlying channel level. Canceling Motors Off repositions all the faders to their actual channel level; Alternatively, touching a fader will force the channel level to match the fader's physical position.
- The Pro Tools Suspend Groups function can now be activated and deactivated reliably from the console.
- The bus compressor TR display is now correct.
- In Protect setup mode, the bus fader switch and FSM softkey now affect the Protection mode of the A, B anc C busses.
- There are no longer crosstalk issues on the FX sends when turned fully anticlockwise.
- Support for SDHC cards (<=32 GB).

Known Issues

The following are known outstanding issues with this version of software:

- You are unable to switch between “Select”, “Edit” and “Ready” channel select key modes whilst in Analogue focus mode. This does however work correctly in DAW focus mode.

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