



Thank you for purchasing the CS1D.

Information regarding PM1D System Software V1.41

When using the PM1D system software V1.41, please keep in mind the following supplementary explanations.

Note regarding file compatibility

- Files that you created using system software V1.41 cannot be loaded into a system that is running system software V1.3 or earlier. Data that you created using system software V1.3 or earlier can be loaded into system software V1.41. In this case, memories related to functions that were added in 1.41 will be the same as the factory setting.

The following issues concern timecode events, and should be read in conjunction with page 33 of the CS1D Reference Manual (Software).

- When registering several events close together, up to five events can be safely registered within any three second period. If you register six or more events, the sixth and subsequent events may not be recalled properly.
- Since it takes a few seconds to chase the time code, events are typically executed three seconds after the time code begins running. Therefore, you must start the time code at least three seconds before any events that you want to execute. Note also that scenes cannot be recalled manually during this three-second period.
- Events in the time code event list are executed only once during each time code pass.
- Since time code events set to INC or DEC are executed relative to the scene number selected when the time code first begins running, they are not affected by scene recalls performed by other means that occur once the time code is up and running.
- If a scene is recalled via the time code event list while a scene recall by some other means is being processed, the scene recall will be executed once the first recall operation is complete. However, if a scene recall by some other means occurs while a scene recall via the time code event list is being processed, the second recall may sometimes fail.
- Time code events can be executed on the console even without a ENGINE connected so long as TC IN SELECT is set to either [INT GEN] or [CONSOLE]. The FADE TIME function, however, will not operate.
- RECALL UNDO cannot be used to undo scenes recalled via the time code event list.

The following issues concern Mirror mode, and should be read in conjunction with page 10 of the CS1D Operation Manual (Start-up).

- Reliable operation cannot be guaranteed if Engine A and Engine B are connected differently.
- The C port of the AI8 analog input unit cannot be used.

- From system software V1.3 onward, functionality was added for automatic switching from ENGINE A to ENGINE B in mirror mode. This will automatically switch the engine from A to B when the following problems are detected. This function automatically switches from engine A to B if either of the following problems are detected.

- Failure of engine A itself
- Failure of the CONTROL I/O cable

However in order for this function to work correctly, the following conditions must be met.

- Engine A and engine B must both be connected correctly and functioning
- The DIGITAL I/O cable must be connected
- In addition, the entire system must be installed as described in the operating manual

Please also be aware of the following cautionary notes regarding the automatic engine switching function.

- Automatic switching from engine B to engine A will not occur.
- If a problem occurs in the CONTROL I/O cable, switching between engines A/B will take priority over switching between connectors 1/2.
- If the power of engine A fails during operation, it will take approximately five seconds for automatic switching to occur, engine B to be selected, and audio output to begin.
(Sound will not be interrupted if the problem is only in the CONTROL I/O cable.)
- If there is a problem with connections when the console is powered-on, the automatic switching may not occur in some cases. You will need to switch manually as needed.

Addition explanation for PREVIEW mode

- PREVIEW mode lets you view the scene settings that have been stored by scene memory operations on the CS1D. The various parameters in PREVIEW mode indicate the current state of the signal processing. If one unit is connected to more than one engine, and you select PREVIEW mode for the system connected to the engine not specified for the control port, you will not be able to operate GAIN GANG or A/B LINK.

Regarding the software version printed in the manuals

- All manual references to PM1D system software "version 1.0" should be read as "version 1.41".
- The PC connection will be denied for reasons of safety if the "PM1D Manager for Windows" application software is a different version than the system version of the PM1D itself. You must use the software from the same CD-ROM to ensure that the versions match.