

Release 3.03 Contact Support: (800) 776-1356

December 18<sup>th</sup>, 2000

## Installing the version 3.03 software on your RADAR:

Before you begin this upgrade make sure you have a **backup of current sessions.** This is a standard precaution.

From the RADAR 24's SYSTEM menu select **UPGRADE SYSTEM** and answer **YES** to the **SYSTEM UPGRADE**/ **PROCEED?** prompt. When you press the enter key RADAR 24 will begin saving all the projects on the audio drive in a version-independent (upgrade) format. This operation will take a few seconds per project. When it is complete, the message: **TURN OFF POVER & BOOT UPGRADE S/W**will appear.

If you have other audio drives, unmount the current drive, swap the next audio drive into the drive bay, and mount it. Reboot RADAR 24, and repeat the above procedure until all your audio drives have been put into upgrade mode.

To install your new software, Insert the v3.03 floppy disk #1 and reboot RADAR. After a few moments, the iZ logo will appear on the screen with the following message below it:

#### Install RADAR 24 v3.03? ENTR/CNCL

When you press the Enter key, RADAR will begin reading the software from the floppy disk, and the message will change to :

### Installing RADAR v3.03 Disk 1

After a minute or so, you will see;

#### Insert Disk 2 and press ENTER



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Remove disk 1 and replace it with disk 2, and press the Enter key to complete the installation.

### Installing RADAR v3.03 Disk 2

After a minute or two, you will see the following message briefly, and then RADAR will start automatically.

### Install Complete Running RADAR 24

### **IMPORTANT NOTE:**

For this particular software release you must repeat the above installation procedure and then reboot RADAR 24 to install the mouse jog/shuttle feature.

- 1. Install the 3.03 upgrade
- 2. Install the 3.03 upgrade again
- 3. Reboot the system

When RADAR 24 starts up after the final reboot, all projects will automatically be upgraded to version 3.03 format. This operation will take a few seconds per project. If you have another audio drive which you put into upgrade mode in step 3, unmount the current drive, swap the next audio drive into the drive bay, and mount it. Repeat this step for each additional audio drive.

# What's New in Version 3.03?

### **Jog With Your Mouse**

If you do not have a Session Controller connected to your RADAR, you can use a mouse for audio scrubbing. Just press either the **JOG** or **SHUTTLE** key on your KC-24 keyboard, then move the mouse from side to side.

# **Bugs Fixed in Version 3.03:**

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### **Making Waves**

On occasion, 3.02 waveforms became jumbled and/or went missing, especially after moving audio or reversing the contents of the clipboard. These problems have been corrected in version 3.03. If you have old projects that have bad waveforms, you can fix them up using the following steps:

- 1. Back up the project to tape or DVD.
- 2. Mount a hard drive that has been initialized for no waveforms (by answering "NO" to the "INIT FOR WAVES" prompt) or re-init your current audio drive for no waveforms.
- 3. Restore the project to this drive.
- 4. Back up the project without waveforms.
- 5. Mount a hard drive that has waveforms (you answered "YES" to "INIT FOR WAVES") or re-init your current audio drive for waveforms.
- 6. Restore the project to this drive. RADAR will redraw the waveforms.

## **Adjusting Projects**

Sometimes, after restoring all the files from a backup, RADAR would lock up with the message "ADJUST PROJ". This happened when RADAR got confused while trying to map the audio files to the project play lists. In version 3.03, RADAR won't get confused about this mapping, and the message on the LCD has been changed from "ADJUST PROJ" to "MAPPING FILES" so you won't be confused either.

### **Frozen Meters**

When switching from a 48 KHz to a 96 KHz project, the meters for tracks 13-24 on the RADARVIEW screen would freeze. This has now been corrected.

## **Saving Debug**

You can now go into the DIAGNOSTICS menu and SAVE DEBUG to a floppy disk.

### **Reverse Audio Hiccup**

The glitch that occurred after cueing audio and hitting reverse play has been eliminated.



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## Timecode

SMPTE output during reverse play has been corrected.

## **RADAR-link Zoom**

When two units are RADAR-linked, their displays will be set to matching zoom levels.