

# Previous CL Firmware version information

## **V5.90**

### **New features in V5.90**

- Added support for Rio3224-D3 & Rio1608-D3 device mounting and HA control.
- Added support for the latest Shure product variants and new RF Bands.
- Supports up to ULXD4 REV5, ULXD4D REV7, ULXD4Q REV7, QLXD4 REV4.

### **Changes in V5.90**

- Oscillator is now turned OFF when loading a console file, if the file was stored with the Oscillator ON.

### **Fixed bugs in V5.90**

- Solved a problem in which With Recall On/Off for DM3 could not be set when mounted in the I/O Rack.
- Solved a problem in which the temporary disable status of mute override would be lost when recalling a scene if recall safe was set and mute was applied to each channel using DCA GROUP.
- Solved a problem when loading ALL data from a console file, in which the Recall Safe settings for Input, Mix, and Matrix were linked to the Channel Link settings before loading.
- Solved a problem in which “Brooklyn II” was displayed in the Dante Module item of ProVisionaire Edge, regardless of the actual Dante Module type.
- Solved a problem in which Individual Fade Time settings were not loaded when console files saved using V5.70 were loaded in V5.80.
- Solved a problem in which switching Daisy Chain/Redundant mode in Dante settings caused the mounted Dante devices to become uncontrollable when multiple models of Dante devices were mounted.

### **Known issues**

- For hardware equipped with Brooklyn3, in rare cases, the Dante port may fail to LINK UP when the console is started. In this case, please turn on the power again.
- If a device running V5.80 or later has been enrolled in Dante Domain Manager and then is downgraded to V5.70 or earlier, the Dante module may occasionally not work correctly and control of the module is not possible. In the event of this happening, re-enroll the device in Dante Domain Manager and then restart it. Alternatively, initialize the device and its Dante settings\* but make sure to back up the console data before initializing. \* While holding down

the [STORE] key and the [INC] key (CL series), or the master section A and B [SEL] keys (QL series), turn on the power to the device to initialize it.

- The following problems are found in version 8.1.1 of CL StageMix.
  - If the CL StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.
  - CL StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
- The console may become inoperable after a "kernel sysdwn" message due to an unexpected error. If this happens, the console needs to be restarted. However, since all the settings including Dante settings\* will be initialized to the default, please back up data regularly. \* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.
- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICES

- You can use the following amount of CL/QL/RIVAGE PM/R Remote units to remotely control each device unit (listed at left).
  - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
  - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM units plus six separate computers operating R Remote.
- You can connect up to ten units of external controllers such as MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.

- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
  - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
  - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
  - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
  - Restriction of a device label
    - Y###-\*\*\*\*\*
    - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
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    - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
  - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.2.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V5.85

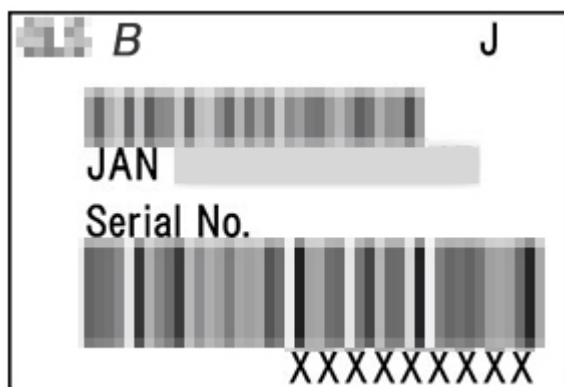
### New features in V5.85

- Now supports DM3 mounting and HA control as a Dante I/O device.

## Changes in V5.85

- Now supports the Brooklyn3 Dante module provided by Audinate. Hardware revised due to this parts change have "B" marked next to the model number on the serial number label, and these products cannot be downgraded to firmware versions earlier than V5.85. (The Dante module used in this product can also be identified via the console Setup menu or in Dante Controller. For more information about the open source licenses used for each Dante module, please visit Audinate's website).

<https://www.audinate.com/legal/software-licensing>



## Fixed bugs in V5.85

- Fixed a problem in which mounted Dante I/O devices controlled via the FOR DEVICE CONTROL IP address, such as RSio64-D, Tio1608-D, Stagetec XDIP etc. became UNCONTROLLABLE from the console, following a reboot of that Dante I/O device.
- Fixed a problem in which a CL console that was Enrolled in Dante Domain Manager was prevented from discovering Dante I/O devices following a console restart.

## Changes in V5.81

- Now supports updated networking parts. Hardware revised due to the parts change have "A" marked next to the model number on the serial number label, and these products cannot be downgraded to versions earlier than V5.81.

## Fixed bugs in V5.81

- Fixed a bug that cannot change the Dante Latency settings from the console of R series fitted with a Brooklyn 3 Dante module. (The Dante module used in this product can be identified in Dante Controller).
- Fixed a bug in which, if a console file (.CLF) saved on an older version was loaded into a console running V5.80, the message "Parameter out of range" might appear at the bottom of the display during file load and some parameter data was not loaded correctly.
- Fixed a bug in which Shure AXT400 did not appear in the ONLINE DEVICE LIST.
- Fixed a rare problem in which the Dante module did not operate when starting up due to specific network conditions.

## New features in V5.80

- Now supports control of AFC Image from the console, allowing object panning and scene recall.
- Added support for the latest Shure product variants and new RF Bands in the QLX-D, UFX-D and Axient Digital product lines.

### **Improvements in V5.80**

- Improved the performance of the connection between CL/QL Editor and the console when used on networks with high latency.

### **Fixed bugs in V5.80**

- Fixed a rare problem in which CL/QL consoles interfered with TCP communication of other networked devices when used together with a DHCP server and those devices were rebooted.
- Fixed a bug in which the remote control status would occasionally not update from SYNCHRONIZING to CONTROLLABLE when Rio3224-D2/Rio1608-D2 were mounted.

### **Known issues**

- For hardware equipped with Brooklyn3, in rare cases, the Dante port may fail to LINK UP when the console is started. In this case, please turn on the power again.
- If a device running V5.80 or later has been enrolled in Dante Domain Manager and then is downgraded to V5.70 or earlier, the Dante module may occasionally not work correctly and control of the module is not possible. In the event of this happening, re-enroll the device in Dante Domain Manager and then restart it. Alternatively, initialize the device and its Dante settings\* but make sure to back up the console data before initializing. \* While holding down the [STORE] key and the [INC] key (CL series), or the master section A and B [SEL] keys (QL series), turn on the power to the device to initialize it.
- The following problems are found in version 8.1.1 of CL StageMix.
  - If the CL StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.
  - CL StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
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### **Fixed bugs in V5.80**

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- Fixed a bug in which the remote control status would occasionally not update from SYNCHRONIZING to CONTROLLABLE when Rio3224-D2/Rio1608-D2 were mounted.

### **Known issues**

- On CL/QL Series consoles, if a console file (.CLF) saved on an older version is loaded into a console running V5.80, the message "Parameter out of range" may appear at the bottom of the display during file load and some parameter data will not be loaded correctly. To avoid this issue, please restart the console before loading the file again. Alternatively, the console file can be opened using CL/QL Editor V5.8.0 and re-saved. The re-saved file can then be correctly loaded into CL/QL consoles running V5.80 at any time.

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In the event of this happening, re-enroll the device in Dante Domain Manager and then restart it.

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## V5.70

### New features in V5.70

- Added support for SMPTE mode\* (ST2110-30 clocking) in Dante Domain Manager (DDM). Please note, once a Dante device is enrolled in DDM, various device settings cannot be altered, including Word Clock, Preferred Master and Latency settings. To alter such setting using the console, the Dante device must first be un-enrolled from the Domain and then use Dante Controller to 'Clear Domain Credentials'

\*With SMPTE mode enabled in DDM, the domain is configured for SMPTE ST2110-30 clocking, enabling audio interoperability between Dante and non-Dante SMPTE devices.

### Improvements in V5.70

- Reduced the likelihood of an error occurring that causes the message "kernel sysdwn, operation cannot be performed." to be displayed.
- Reduced the issue occurring that VIRTUAL is still displayed on the DEVICE MOUNT screen for devices participating in DDM.

### Fixed bugs in V5.70

- Fixed a bug in which HA of MTX3 could not be controlled using V5.60.
- Fixed a bug in which an INTERNAL USER KEY could not be generated without [FILE LOAD]-[LIBRARY LIST] authority being set in USER LEVEL when logging in as a power user.
- Fixed a bug in which Dante Output Patching of a mounted device may have been removed when mounted.
- Solved a problem in which the message "NETWORK AUDIO MODULE FAILED. PLEASE RESTART THE CONSOLE" might have appeared even when the console was started up normally.

### Known issues

- The following problems are found in version 8.1.1 of CL StageMix.
  - If the CL StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.

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If this happens, the console needs to be restarted. However, since all the settings including Dante settings\* will be initialized to the default, please back up data regularly.  
\* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.
- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICES

- You can use the following amount of CL/QL/RIVAGE PM/R Remote units to remotely control each device unit (listed at left).
  - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
  - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM units plus six separate computers operating R Remote.
- You can connect a maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
  - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
  - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.

- Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
- Restriction of a device label
  - Y###-\*\*\*\*\*
  - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
  - \* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
  - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
  - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.2.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V5.60

### New features in V5.60

- Added the following supported devices for DANTE I/O DEVICE:
  - Amplifiers (NEXO NXAMP 4x4MK2, Yamaha PC-D/DI series)
  - Interface (Neutrik NA2-IO-DPRO)

### Improvements in V5.60

- The number of input ports associated with the Rupert Neve Designs RMP-D8 has been increased from 8 IN to 16 IN.
- The version notation of following I/O devices has been changed from "x.xx" to "x.x.x".
  - Yamaha DZR-D series
  - Focusrite RedNet 4 and RedNet MP8R

## Fixed bugs in V5.60

- Solved a problem in which CUE levels could not be set due to the cue interruption function in SURROUND mode.
- Solved a problem in which pasting the "FOCUS" settings of a scene with focus recall enabled to another scene by using the Global Paste function would also paste other parameters.
- Solved a problem in which selecting a MATRIX bus on a custom fader bank and changing MATRIX bus parameters on the MATRIX SEND [From MIX] screen would change corresponding parameters of a different MATRIX bus.
- Solved a problem in which the first connection attempt by CL StageMix would not work.
- Solved a problem in which the gain reduction amounts of different output channels would sometimes be displayed on the DYNAMICS1/2 screen.

## Known issues

- The following problems are found in version 8.1.1 of CL StageMix.
  - If the CL StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.
  - CL StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
- The console may become inoperable after a "kernel sysdwn" message due to an unexpected error.

If this happens, the console needs to be restarted. However, since all the settings including Dante settings\* will be initialized to the default, please back up data regularly.

\* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.
- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICES

- You can use the following amount of CL/QL/RIVAGE PM/R Remote units to remotely control each device unit (listed at left).
  - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
  - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM units plus six separate computers operating R Remote.
- You can connect a maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
  - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
  - Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
  - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
  - Restriction of a device label
    - Y###-\*\*\*\*\*
    - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
    - \* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
    - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.

- If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.2.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V5.51

### Fixed bugs in V5.51

- Solved a problem in which the following error message would appear when switching between the FROM MIX tabs in the SELECTED CHANNEL VIEW screen for a MATRIX bus that was set to stereo or switching the screen to another MATRIX bus.  
[lcd\_message] Code=3293.
- Solved a problem in which, when a MIX bus was set to stereo, operating the ON button or send levels on the FROM MIX tab in the SELECTED CHANNEL VIEW screen for a MATRIX bus would adjust parameters of a different MIX bus.

### New features in V5.50

- Now supports System Monitoring of ProVisionaire Touch.

### Improvements in V5.50

- Changed the specification so that the temporary unmute would be cleared when you changed the setting for the mute group function.

### Fixed bugs in V5.50

- Solved a problem in which the brightness of the panel LEDs became maximum after exiting the FADER CALIBRATION MODE screen.
- Solved a problem in which all the DANTE INPUT PATCH settings for the console's 64 channels that had already been made might be removed if you opened the startup menu screen by turning on the console while holding down the [STORE] key.
- Solved a problem in which CUE functions such as Specific CUE, Clear CUE and so on did not work correctly with MIDI Control Change messages in firmware V4.00 or later.
- Solved a problem in which operations that were not allowed to Guests were temporarily possible while the password input dialog was displayed after the console logged in with administrator privileges was restarted.
- Solved a problem in which the audio signal might not be sent to both L and R buses or the MIX buses could not be switched on or off if MIX buses that had different settings each other were set in stereo.

- Improved a symptom in which a faulty USB memory drive inserted into the console's USB port might cause the console to generate an error. Please see the following supplementary information.

#### Supplement

A console with version 5.10 or earlier firmware may become inoperable after a "kernel sysdwn" message that is caused by an inserted USB memory drive which cannot be recognized due to corrupt data or insufficient contact with the USB port.

To recover from this state, the console must be restarted. However, restarting the console will initialize all the data including Dante settings\*, returning the console to its default settings.

This version reduces the frequency of occurrence but cannot completely eliminate it since the error is caused by the USB memory drives. Therefore, this issue may still occur if a faulty USB memory drive is used.

Ensure that any USB memory drive that will be used works properly beforehand and avoid removing or inserting the USB memory drive during shows.

Please perform back-ups on a regular basis to avoid any loss of data.

\* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.

- Solved a problem in which all 24 devices might not be mounted if many mixer controllers such as CL/QL Editor and StageMix were connected to the console.
- Solved a problem in which the patching to the AES67 Flow was not displayed in the DANTE INPUT PATCH screen.
- Solved a problem in which only the Dante firmware failed to update when updating the CL/QL series firmware and the Dante firmware from USB memory.
- Solved a problem in which the operation was not reflected in the online CL/QL Editor when you operated the GEQ FLAT function on the CL/QL StageMix.
- Solved a problem in which parameter values of CL/QL series and MTX/MRX series might not match after synchronization with the MTX-MRX Editor.
- Solved a problem in which the DEVICE IDENTIFY button was activated if the blank column was selected in the DEVICE LIST field when you mounted a device manufactured by Shure.
- Solved a problem in which EQ types might not match each other if you select RESET BOTH to link 8Band PEQ in stereo.
- Solved some minor errors.

#### Known issue

- The following problems are found in version 8.1.1 of StageMix.
  - If the StageMix screen is switched from the Master Bank that shows the Stereo/Mono levels properly to another bank and then returned to the Master Bank via the Navigation/Meter Bridge, the level meters in the Master Bank become

inactive. This can be solved by rebooting the application or changing the metering points for Output Channels from the SETUP options.

- StageMix is often forced to terminate if a scene is recalled via a console just after the DANTE NAMES TO CHANNELS function in the Input Port Patch OPTIONS menu is executed. This can be solved by rebooting the application.
- The console may become inoperable after a "kernel sysdwn" message due to an unexpected error.

If this happens, the console needs to be restarted. However, since all the settings including Dante settings\* will be initialized to the default, please back up data regularly.

\* It will be set to DAISY CHAIN after the initialization. If the console is used via a redundant connection, unplug the Dante network cable first before reconfiguring the Dante settings.

- A device enrolled via DDM (Dante Domain Manager) rarely appears with a "VIRTUAL" indicator on the DEVICE MOUNT page. If this indicator is shown, press the REFRESH button.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- You can use the following amount of CL/QL/RIVAGE PM10/PM7/R Remote units to remotely control each device unit (listed at left).
  - RMio64-D/RSio64-D/Tio1608-D (V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
  - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM10/PM7 units plus six separate computers operating R Remote.
- You can connect maximum of ten iOS devices operating MonitorMix.
- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
  - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)

- Device labels need to be assigned manually to third-party products including Dante-MY16-AUD2.
- Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
- Restriction of a device label
  - Y###-\*\*\*\*\*
  - # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
  - \* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
  - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
  - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V5.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V5.10

### New features in V5.10

- Added supported devices for DANTE I/O DEVICE.  
[Supported devices information \(PDF\)](#)
- The amplifier (NEXO NXAMPmk2\*) and Powered Speakers (Yamaha DZR-D series, DXS XLF-D series) can now be operated remotely.  
\* In order to operate the NXAMPmk2 remotely from the CL/QL series, the following settings are required.
  - Update the LOAD 4 \_ 21 or later firmware on the NXAMPmk2.

- Install the Default card (NXRM104) or the Dante card (NXDT104mk2) in the NXAMPmk2.

### **Improvements in V5.10**

- NOTE OFF was output when the scene was updated while a NOTE ON MIDI message assigned by the USER DEFINED Key was being output. This has been changed so that NOTE OFF is not output.
- Corresponded to the hardware change of the Dante module due to some of the discontinued parts.

### **Fixed bugs in V5.10**

- Fixed the problem in which, when turning on the CL/QL console, Dante-supported I/O devices that are mounted in the console on the DEVICE MOUNT tab of the DANTE SETUP screen are infrequently not properly mounted online.

### **Fixed bugs in V5.01**

- Solved a problem in which the HA parameter of channel 1 of a device mounted on [#1] on the REMOTE HA ASSIGN screen would be reset to the initial value when one of the following I/O devices were mounted with the WITH RECALL parameter set to OFF on the REMOTE HA ASSIGN screen.
  - o Tio1608-D
  - o "RedNet 4", "RedNet MP8R" produced by Focusrite
  - o "RMP-D8" produced by Rupert Neve Designs
- Solved a problem in which the console would not receive MIDI messages if the faders and encoder knob were operated simultaneously while receiving MIDI Control Change or MIDI Parameter Change messages.

### **New features in V5.00**

- Added supported devices for DANTE I/O DEVICE.
- Now supports the INDIVIDUAL FADE TIME function to set the fade time for each channel when recalling a Scene.
- Added new "Portico 5045" (Primary Source Enhancer) Premium Rack device.

### **Improvements in V5.00**

- Changed the contrast setting for Channel Name Display to improve visibility. If it does not suit your environment, please adjust the contrast in the SETUP menu.

### **Fixed bugs in V5.00**

- Solved a problem in which the HA parameters of some INPUT channels assigned to RSeries (Rio/Ri/Rio-D2) return to current values of the R-Series when the power of the console is set to on, when a Scene is recalled, or when a file is loaded.
- Solved problems in which, when multiple Rio3224-D2/Rio1608-D2 devices are mounted, HA operation will be delayed, and the "No Response from I/O DEVICE" error will occur.

- Solved a problem in which, when a power-redundant error occurs in the Rio3224D2/Rio1608-D2, the SYSTEM/SYNC error message on the CL/QL unit mounted to the Rio3224-D2/Rio1608-D2 is incorrectly displayed as “DANTE SETTING MISMATCH.”
- Solved some minor problems.

## Known issue

- If you open the startup menu screen by turning on the power to the CL console while holding down the [STORE] key under the following conditions, all the patching of the input channels might be removed.
  - 64 Dante channels are patched to all the INPUT channels of the CL console.

### Temporary Workaround

Save console setup data to a USB flash drive before opening the startup menu.

This issue will be fixed in a later version.

- In firmware V4.00 or later, we found a problem in which CUE functions such as Specific CUE, Clear CUE and so on do not work correctly when MIDI Control Change is received. Operating Cue functions using CL/QL consoles output MIDI Control Change correctly.

### Temporary Workaround

You can use MIDI Parameter Change to control the CUE functions.

This problem will be fixed in the next version of firmware V5.10.

- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- You can use the following amount of CL/QL/RIVAGE PM10/PM7/R Remote units to remotely control each device unit (listed at left).
  - RMio64-D/RSio64-D/Tio1608-D(V1.04 or later): Maximum of four CL/QL units, or six R Remote units.
  - Rio/Ri/Ro/Rio3224-D2/Rio1608-D2: Maximum of four CL/QL/RIVAGE PM10/PM7 units plus six separate computers operating R Remote.
- You can connect maximum of ten iOS devices operating MonitorMix.

When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.

- You need to assign Y###- (# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)) to the head of the device label for CL/QL consoles to recognize the device as a SUPPORTED DEVICE.
  - An appropriate device label will be automatically assigned to a Dante-supported device manufactured by Yamaha by referring its device ID and so on. (You will still need to assign a device label manually to some of the products such as AIC128-D.)
  - Device labels need to be assigned manually to third-party products including DanteMY16-AUD2.
  - Regarding wireless receivers manufactured by Shure, refer to their setup guide to set up properly.
  - Restriction of a device label o Y###-\*\*\*\*\* o # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)
  - \* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used) Up to 31 characters including the 'Y' are supported.
  - For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
  - If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.

File Converter V5.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V5.01

### Fixed bugs in V5.01

- Solved a problem in which the HA parameter of channel 1 of a device mounted on [#1] on the REMOTE HA ASSIGN screen would be reset to the initial value when one of the following I/O devices were mounted with the WITH RECALL parameter set to OFF on the REMOTE HA ASSIGN screen.
  - Tio1608-D

- o "RedNet 4", "RedNet MP8R" produced by Focusrite
- o "RMP-D8" produced by Rupert Neve Designs
- Solved a problem in which the console would not receive MIDI messages if the faders and encoder knob were operated simultaneously while receiving MIDI Control Change or MIDI Parameter Change messages.

### **New features in V5.00**

- Added supported devices for DANTE I/O DEVICE.
- Now supports the INDIVIDUAL FADE TIME function to set the fade time for each channel when recalling a Scene.
- Added new "Portico 5045" (Primary Source Enhancer) Premium Rack device.

### **Improvements in V5.00**

- Changed the contrast setting for Channel Name Display to improve visibility. If it does not suit your environment, please adjust the contrast in the SETUP menu.

### **Fixed bugs in V5.00**

- Solved a problem in which the HA parameters of some INPUT channels assigned to RSeries (Rio/Ri/Rio-D2) return to current values of the R-Series when the power of the console is set to on, when a Scene is recalled, or when a file is loaded.
- Solved problems in which, when multiple Rio3224-D2/Rio1608-D2 devices are mounted, HA operation will be delayed, and the "No Response from I/O DEVICE" error will occur.  
Solved a problem in which, when a power-redundant error occurs in the Rio3224D2/Rio1608-D2, the SYSTEM/SYNC error message on the CL/QL unit mounted to the Rio3224-D2/Rio1608-D2 is incorrectly displayed as "DANTE SETTING MISMATCH."
- Solved some minor problems.

### **Known issue**

- We found a problem in Dante firmware versions 4.0.8.2-4.0.3.7-2.0.1 and 4.0.8.2-4.0.3.7-2.0.6 that are compatible with CL/QL firmware V4.50, V4.51, V5.00, and V5.01.  
When turning on the CL/QL console, Dante-supported I/O devices that are mounted in the console on the DEVICE MOUNT tab of the DANTE SETUP screen are infrequently not properly mounted online.  
When these devices are offline, Dante patch settings and HA parameter adjustments are not possible. If "VIRTUAL" remains displayed for these devices for about several minutes after the power is on, reboot the console. This problem will be solved in the next Dante firmware.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE

INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit (listed at left).

RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units.

RMio64-D: Maximum of six CL/QL/R Remote units.

Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote.

Rio3224-D2/Rio1608-D2: Maximum of four CL/QL units plus five separate computers operating R Remote.

You can connect maximum of ten iOS devices operating MonitorMix.

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE. (Except Dante non-supported devices)

Y###-\*\*\*\*\*

# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\* indicates any desired character (alphabetical uppercase or lowercase, numerals, or (hyphen) may be used) Up to 31 characters including the 'Y' are supported. For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.

- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:
  - If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.
  - If you load ALL data that was saved in CL V1.70 or earlier, since scenes donot include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V4.0.0, compatible with CL firmware V2.xx, V3.xx, V4.xx and V5.xx and QL firmware V3.xx, V4.xx and V5.xx has been made available for use.

## V4.50

## **New features in V4.50**

- Now supports the Dante Domain Manager.
- Now supports the Rio3224-D2 and Rio1608-D2.

## **Improvements in V4.50**

- The Dante status display has been improved.
- The Premium Rack Edit screen will remain open when recalling a Scene selected the same module.  
In previous versions, the Edit screen was closed when a Scene was recalled.

## **Improvements in V4.51**

- Improved to recognize Dante Virtual Soundcard (DVS) V4.0.3.1 or later as a "SUPPORTED DEVICE".
- Improved the case in which CL console rarely cannot be discovered from CL StageMix.

## **Fixed bugs in V4.50**

- Solved a problem in which, when you change the configuration of the Dante network under specific conditions, an error message is displayed and the unit needs to be restarted.
- Solved a problem in which audio signal is output at unity level momentarily when you operate mute channel ON/OFF or CUE while DCA muting the INPUT BUS/MIX BUS that is being sent to MATRIX  
7/8.
- Solved a problem in which the sound of the OpenDeck Plug-in does not sound under the initial setting.
- Solved a problem in which the High band gain is set to 0 dB when loading an EQ Library made before V4 and earlier.
- Solved a problem that changes are not reflected in the EQ graph of Overview when the Band Bypass of EQ is changed.
- Solved a problem in which StageMx cannot be synchronized if offset is applied to CH LINK in such as RECALL SAFE for a stereo MIX BUS etc. set via the BUS SETUP.
- Solved a problem in which the CL/QL unit may become inappropriate due to misrecognitions, or due to poor contact etc., when inserting a USB memory.
- Solved a problem in which "No response from I/O device" message was displayed incorrectly.
- Solved a problem in which CUE CLEAR of the CL unit also cleared CUE B when setting the CUE B to Remote mode.
- Solved a problem in which the [Next]/[Prev] functions set with USER DEFINED Keys did not work when closing the RECORDER screen.

## **V4.10**

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit (listed at left).

RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units.

RMio64-D: Maximum of six CL/QL/R Remote units.

Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote.

- You can connect maximum of ten iOS devices operating MonitorMix.

### **New features in V4.10**

- Now supports the AES67 standard for audio-over-IP interoperability.
- Now supports the "Dante Device Lock" function.
- You can now control the Shure ATX400, QLXD4 and ULXD4 devices, which do not support Dante.
- You can now set "DHCP" and "STATIC IP" for the use of remote control.
- Now supports Audinate Dante-MY16-AUD2 and d&b audiotechnik DS10.

Assign the following device labels by Dante Controller to detect as a SUPPORTED DEVICE. Y###-\*\*\*\*\* # is a UNIT ID, a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\* indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)

- You can now set an EQ type to entire channels at once.
- Added a function to display the status of the internal Sampling Rate Converter in MY8-AE96S MY card inserted into the RSio64-D.

### **Improvements in V4.10**

- Color name is also shown on the Channel Color Select buttons.
- When the Dante network does not link as Gigabit Ethernet, a message will appear on the lower part of the LCD.
- In the RTA screen, visibility of frequency analysis has been improved by adding the "Changing the scale" parameter and the "Gain offset" parameter.
- The channel name and the effect type are now displayed on the PATCH/NAME popup window, the CH SELECT popup window and the PORT SELECT popup window.
- You can now switch the EQ type of the PRECISE type EQ to "Shelving-type" or "Filter" by pressing and turning the Q knob.
- The range of the fader calibration is now extended on the point of 0db.

### **Fixed bugs in V4.10**

- Solved a problem in which, when a RSio64-D is not mounted, loading a console file (for which the RSio64-D had previously been mounted) would initialize the user patch settings, since the console could not retrieve the device settings correctly.
- Solved a problem in which defeating a 31-band GEQ LINK setting would also defeat the link setting on adjacent racks.

## **V4.04**

## Fixed bugs in V4.04

- Solved a problem with EQ-1A in Premium Rack, that might rarely cause a noise when operating the LO BOOST parameter, and a mute under certain conditions.
- Solved a problem in which the CL/QL console might lose the HA control of Tio1608-D.
- Solved a problem that would not properly update the channel ON key indications on the panel when recalling scenes from a device other than the console.

## Fixed bugs in V4.02

- Solved the following problems that would occur when connecting Shure ULXD receivers.
  - When connecting, depending on the used band (P51, R51, and Q51), the GROUP/CH indication would be changed to unassigned on the receiver LCD.
  - When connecting, the wireless frequency would be changed if operated over the P51 band (Germany and China only) within 710 - 770 MHz, which resulted in the wireless disconnection.
- Solved a problem that would not correctly recall the DCA fader positions if recalling the scenes in which the Focus was off and the DCA Level/On was set to off.

## Fixed bugs in V4.01

- Solved a problem in which, under certain conditions, fader values would not be changed when the faders were moved manually.
- Solved a problem in which V4.00 console was not able to load the data which had been made on the QL V1.0x or CL V1.70/V2.0x, and would show the warning message "Out of Range".

# V4.00

- You can use the following amount of CL/QL/R Remote units to remotely control each device unit.  
RSio64-D/Tio1608-D: Maximum of two CL/QL/R Remote units.  
RMio64-D: Maximum of six CL/QL/R Remote units.  
Rio/Ri/Ro: Maximum of four CL/QL units plus two separate computers operating R Remote.
- You can connect maximum of ten iOS devices operating MonitorMix.

## New features in V4.00

- Added new "Precise," "Aggressive," and "Smooth" Channel EQ algorithms.
- Added new "MBC4" (multiband compressor) Premium Rack device.
- Now supports controlling and monitoring for Shure ULXD4D and ULXD4Q Digital Wireless Receivers.
- Added the Solo Mode (solo in place) to control input and output solo functions via the CUE keys.
- Added the Second Cue Bus function which allows the MATRIX 7/8 bus to be used as a CUE B bus.
- Now supports the "MonitorMix" iPhone application which allows wireless control of send levels to the mix bus. Up to ten devices running MonitorMix can be used simultaneously.

- Now supports scrollable DCA Roll-Out.
- Now supports GEQ gain control from the TOUCH AND TURN knobs.
- Now supports the Tio1608-D I/O Rack head amp control.
- The COMPRESSOR and the EXPANDER of the DYNAMICS1 now support Key in Filter.
- Added the MUTE GROUP ASSIGN, BUS SETUP, and SURROUND SETUP options to the FOCUS RECALL/RECALL SAFE/GLOBAL PASTE. Also added the LR nominal setting of each input channel to the TO ST as a target parameter.
- Added AVIOM D400 and Yamaha MRX7-D to the supported Dante devices.

### Improvements in V4.00

- The version number, when the memorized contents of each category correspond to that version's specifications, is shown in the FILE LOAD function.
- You can now stack the OUT and DCA IN with LAST CUE, just as with the MIX CUE.

### Fixed bugs in V4.00

- Solved a problem in which the SCENE 000 data was transferred via MIDI when recalling a Library of the Buss Comp 369.
- Solved a problem in which faders resisted any manual adjustment when scenes were recalled with the faders made safe by Recall Safe.
- Solved a problem in which, when performing Ch Move for a channel which is a member of a Ch Link, the channel parameters might (in some cases) be altered according to Ch Link A settings, rather than maintaining the correct settings of the channel.

### Known issue

- When an RSio64-D is not mounted, loading a console file which includes the information for mounting with an RSio64-D would cause initialization of the user patching. The problem occurs because the console could not get the device information properly.
- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

### NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-\*\*\*\*\*

# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y####- is not duplicated by any other R-series unit, even if it is a different size.

- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:  
If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.  
If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V3.0.0, compatible with CL firmware V2.0, V3.0 and V4.0, and QL firmware V3.0 and V4.0, has been made available for use.

## V3.11

### Fixed bugs in V3.11

- Solved a problem in which GEQ Rack 8 outputs a pulse noise when mounting or dismounting the 8ch Automixer on GEQ Racks 1-4.
- Solved a problem in which faders resist any manual adjustment when scenes are recalled with the faders made safe by Focus.
- Solved a problem in which the WORD CLOCK screen incorrectly shows DANTE SLAVE in some cases.

## V3.10

- You can remotely control one RSio64-D unit from a maximum of two CL/QL/R Remote units. You can remotely control one RMio64-D unit from a maximum of six CL/QL/R Remote units.
- You can remotely control one Rio/Ri/Ro unit from a maximum of two computers operating R Remote.  
You can also remotely control from four separate CL/QL units.

### New Features in V3.10

- Now supports the RSio64-D control.
- You can now remotely control supported third-party head amps (HA) from the console.
- Functions related to cascade connections have been added.

- You can now select CENTER NOMINAL or LR NOMINAL for the pan setting of monaural input channels.
- You can now appropriately switch PAN mode and PAN knob settings due to changes in the stereo input signal processing of L-MONO, R-MONO and LR-MONO.

For details, refer to the [CL5/CL3/CL1 V3.10 Supplementary Manual](#)

## Improvements

- You can now update the Dante firmware for CL and QL by using the USB memory.
- The files for updating CL and QL have been changed from the same name "C-MD1.BIN" to separate names. This will prevent updating with the wrong file.
- You can now manually remount when the USB memory is not recognized.

## Fixed bugs

- Solved a problem in which the levels were not the same when odd-numbered/even-numbered MIX and MATRIX buses with different levels were linked to use as a stereo bus.
- Solved a problem in which if GPI OUT was set for the current scene, GPI operated when the scene was recalled by using PREVIEW mode.
- Solved a problem in which if GPI OUT was set for that scene after storing a scene, GPI OUT was output also when a library was recalled.
- Solved a problem in which it appeared that RMio64-D, as a member of the NUAGE Workgroup Manager, could operate from CL. (In actuality, you cannot operate from CL while it is a member of the NUAGE Workgroup Manager.)

## Known issue

- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. In such cases, patch the DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, patches after CH41 cannot be performed from CL series consoles.
- If the SECONDARY PORT setting (REDUNDANT/DAISY CHAIN) of the Dante audio network would not change while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.

Y###-\*\*\*\*\*

# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.

- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:  
If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.  
If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.
- File Converter V3.0.0, compatible with CL firmware V2.00, V3.00 and V3.10, and QL firmware V3.00 and V3.10, has been made available for use.

## V3.02

### Fixed bugs in V3.02

- Fixed a problem in which the Mute Group and channel muting are cancelled when a DCA Group is also muted on the channels where the Mute Group and/or channel muting were already applied.
- Fixed a problem in which the fader level change might be ignored so that the fader value and position were mismatched if a fader to which Recall Safe is applied was operated when a scene is recalled.
- Fixed a problem in which the mono channel's pan worked as balance if the fader level was -132dB and a channel library was recalled to the channel.

## V3.01

### Fixed bugs in V3.01

- Solved a problem in which GEQ processing returned to be flat if 31-Band GEQ or 8-Band PEQ was mounted and edited on GEQ 9-16 Rack, then the console was restarted or the WORD CLOCK setting was changed. The edited EQ curve was properly shown on screen, but the audio processing was flat (bypassed).

- Solved a problem in which a pulse noise might be on the Dante outputs of the console when booting.
- Solved a problem in which GAIN KNOB FUNCTION was changed back to ANALOG GAIN on the PREFERENCE page of the USER SETUP window if DIGITAL GAIN had been set, when storing/recalling scenes, switching the bank of USER DEFINED keys, restarting the console, or some other operations.

## V3.00

### V3 New Features

- Now supports 5.1 surround panning.
- In addition to surround mixing, basic surround monitoring has been added.  
Now supports the Dugan automatic mixing.
- Now supports the acclaimed buss compressor (Buss Comp 369) in the Premium Rack.
- Now supports Frame Delay for input channels and output ports within the DELAY SCALE window.
- You can now select 8-band Parametric EQ (PEQ) in the GEQ RACK and EFFECT RACK allowing these EQs to be inserted over inputs and outputs.
- A real time analyzer (RTA) is now provided to support room tuning and other operations.
- Four banks are now provided for User Defined Keys with indication of which bank is chosen on the screen in the bottom right corner.
- DCA assignment has been added to the parameters for Recall Safe, Focus Recall, and Global Paste.
- User Defined Knobs can now control effect parameters.
- Now supports the RMio64-D control.
- Channel Link is now available for outputs.
- Two internal oscillators can now be set to different frequencies for odd and even numbered channels.
- You can now convert signals received at a stereo channel into mono with a single action.
- The send levels for all channels now can be shown in the METER display when SENDS ON FADERS is engaged.
- You can now set the console to Preferred Master directly from the touch screen, without the need for Dante controller.
- DANTE SETUP is now available at the parameter of the user level setup.
- You can now view that the status indicator appears on the touch screen when the operation switches from the primary to the secondary Dante audio network.
- Now supports the Fader Cue Release function.
- You can now view the delay value in the Tap Tempo pop-up window.
- You can now unmute a muted channel in the DCA group temporarily.

- New functions have been added that can be assigned to the USER DEFINED keys, the USER DEFINED knobs and the MIDI control changes.
- Focusrite RED NET4 and RED NET MP8R have been added as Dante devices which can be detected / patched in the CL series.

For details, refer to the [CL5/CL3/CL1 reference](#) manual.

[The Help file](#) has been updated to V3. You can download the file from the Yamaha Pro Audio website. (English version only. Other languages are scheduled to be supported in the future.)

## V3 Improvements

- When you initialize the unit including the Dante audio network setting or updated the firmware V2 or later, the initial setting of "Preferred Master" is now changed to ON. In addition, this setting is now not affected by the console setting and restart, but can be changed on Dante Controller software when needed. With the initial setting, if you change the word clock setting to other than DANTE for a CL/QL unit, the console will preferentially become the clock master, which would prevent clock errors. If needed, you can manually select the clock master by enabling "Preferred Master" on a single device (the others off), which is always powered on while the system is operational.

## Fixed bugs in V3.00

- Solved a problem in which the console might have very rarely shut down and the message "\_Kernel\_sysdwn()" appeared.
- Solved a problem in which the message "No Response from I/O DEVICE." or "No Response from External HA." appeared under the following conditions:  
16 or more R units and Dante-MY16-AUD were in the same Dante network.  
3 or more R units were each mounted on 4 consoles.
- Solved a problem in which the HA control was restricted, when you had patched only one of the stereo input channels (ST IN L or ST IN R).
- Solved a problem in which AG->DG LINK did not work correctly and the adjustment level returned to the previous gain on the CL/QL series that was not set to WITH RECALL, when you remotely controlled the HA device from multiple CL/QL series.
- Solved a problem in which other parameters than THRESHOLD did not work correctly in the Dynamics 1/2, when you linked more channels by the channel link operation.
- Solved a problem in which the signal was output to the MY-cardslots that were not patched in the initial state.
- (CL5 only)Solved a problem in which the effect of insert 1 was not effective, when you set the output port for insert 2 on CH65-72.
- Solved a problem in which the operation of entering a title on the SCENE STORE pop-up window was possible only in a touch screen, when you assigned the function for storing a scene to GPI IN.

Solved a problem in which the unlatched operation was valid, even if the latch was selected, when you assigned the HELP function to the GPI IN. The GPI IN could not recall directly the Help for a specific controller in the screen.

- Solved a problem in which the song did not disappear from the song file list when you deleted a song in the Recorder.

## Known issue

- If Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from CL series consoles.
- If the SECONDARY PORT setting (REDUNDANT/DAISY CHAIN) of the Dante audio network would not change while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.
- StageMix cannot start recording when playable audio files are not found in the USB flash drive inserted into the console and the song list on the RECORDER screen is empty. In that case, perform recording only once from the console, for example, to prepare a playable audio file, then operate StageMix.

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.  
Y###-\*\*\*\*\*  
# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)  
\*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)  
Up to 31 characters including the 'Y' are supported.  
For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- In V2.0 and later, custom fader bank settings are not only included in user settings, but in scene data as well. The custom fader bank settings that are called up vary depending on the logged-in user, the type of the loaded data, and the version. Please note the following points:  
If you load console data of the ALL type as Administrator, the custom fader bank settings for the saved Administrator are recalled. If you load ALL data as Guest or another user, the custom fader bank settings for the saved current scene are called up.

If you load ALL data that was saved in CL V1.70 or earlier, since scenes do not include custom fader bank settings, the custom fader bank settings for the current scene when the load was performed are applied to all scenes. Therefore, before loading ALL data, we recommend that you either change users to set the custom fader bank to the desired setting, or that you enable Recall Safe for the custom fader bank.

- You can use the Console File Converter V2.3.0 for the CL firmware V1.70 and also the QL firmware V1.01. However, you cannot convert the setting file of V3 to the other console.

## V2.04

### V2 New Features

- The TOUCH AND TURN function assigned to one of the USER DEFINED knobs enables you to control the fader in the FADER field of the SELECTED CHANNEL VIEW screen.
- You can now insert two devices into a single channel or bus.
- If GC (Gain Compensation) is enabled, you can link the digital gain to the analog gain operation.
- You can now access the channels assigned to a DCA group simultaneously through the fader banks.
- You can now assign the Stereo/Mono bus master, Mix bus master, and Matrix bus master channels to a DCA group.
- You can now unmute a muted channel in the mute group temporarily.
- Recall Safe parameters are now linked for linked channels.
- Now supports the Mix Minus function, which removes a specific channel signal from the signals sent to the MIX/MATRIX buses.
- You can now create a read-only scene memory.  
You can now compare the sound before and after gain adjustments during GEQ operations.
- You can now view the gain reduction meters for Dynamics 1 and 2, as well as other information, on the channel name display.
- Now supports Yamaha Console Extension V2.0.
- New functions have been added that can be set for GPI OUT.
- New functions have been added that can be assigned to the USER DEFINED keys, the USER DEFINED knobs and the assignable encoders (GAIN/PAN/ASSIGN knobs).
- Now supports a latency value of 2.0msec for Dante.
- Now supports the QL series firmware V1.08.

For details, refer to the CL Firmware V2.0 supplementary manual.

### V2 Improvements

- Now supports Ro8-D SYNC, SYSTEM indicators.
- In the 8ch popup window of the SELECTED CHANNEL VIEW screen, you can now use the [SEL] keys to switch channels that are displayed.

- When you initialize the unit, the initial setting of the WORD CLOCK is now changed to DANTE 48k in order to be synchronized to the same clock between devices in the system where multiple CL/QL units are used even with the initial settings.
- When you initialize the unit including the Dante audio network setting or updated the firmware, the initial setting of "Preferred Master" is now changed to ON. In addition, this setting is now not affected by the console setting and restart, but can be changed on Dante Controller software when needed. With the initial setting, if you change the word clock setting to other than DANTE for a CL/QL unit, the console will preferentially become the clock master, which would prevent clock errors. If needed, you can manually select the clock master on Dante Controller by enabling "Preferred Master" on a single device (the others off), which is always powered on while the system is operational.

### **Fixed bugs in V2.04**

- Solved a problem of the CL firmware V2.03 in which signals were not sent from STEREO MASTER channels to MATRIX buses, when you inserted into the channels post-fader.
- Solved a problem in which the output signal changed in 1dB steps, if you adjusted the parameter TOTAL in 0.1dB steps by rotating the knob while pressing and holding it down, when M.BAND DYNA. or M.BAND COMP. was selected as the effect type.
- Solved a problem of the CL firmware V2.03 in which the setting for DCA ROLL-OUT and FADER BANK SNAPSHOT of USER DEFINED keys and for OUTPUT LEVEL and RECORDER of the USER DEFINED knobs were not reflected, when you loaded the ALL DATA or USER KEY.
- (CL3 only) Solved a problem of the CL firmware V2.03 in which the channel color indicators of CH1-8 did not light, when you calibrated for adjusting the channel color.
- Solved a problem of the CL firmware V2.03 in which the popup window was not correctly displayed, when you need to update by the "C-MD1.BIN" file.
- Solved a problem in which discrepancies might occur in the positions of the faders, if you recalled a scene while operating faders of the channel that Recall Safe was applied to.

### **Known issue**

- If the Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from CL series consoles.
- If the SECONDARY PORT setting (REDUNDANT/DAISY CHAIN) of the Dante audio network would not change while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected R-series. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.  
Y###-\*\*\*\*\*  
# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)  
\*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)  
Up to 31 characters including the 'Y' are supported.  
For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- You can use the Console File Converter V2.3.0 for the CL firmware V1.70 and also the CL firmware V2.04

## V2.03

### New Features

- The TOUCH AND TURN function assigned to one of the USER DEFINED knobs enables you to control the fader in the FADER field of the SELECTED CHANNEL VIEW screen.
- You can now insert two devices into a single channel or bus.
- If GC (Gain Compensation) is enabled, you can link the digital gain to the analog gain operation.
- You can now access the channels assigned to a DCA group simultaneously through the fader banks.
- You can now assign the Stereo/Mono bus master, Mix bus master, and Matrix bus master channels to a DCA group.
- You can now unmute a muted channel in the mute group temporarily.
- Recall Safe parameters are now linked for linked channels.
- Now supports the Mix Minus function, which removes a specific channel signal from the signals sent to the MIX/MATRIX buses.
- You can now create a read-only scene memory.
- You can now compare the sound before and after gain adjustments during GEQ operations.
- You can now view the gain reduction meters for Dynamics 1 and 2, as well as other information, on the channel name display.
- Now supports Yamaha Console Extension V2.0.
- New functions have been added that can be set for GPI OUT.
- New functions have been added that can be assigned to the USER DEFINED keys, the USER DEFINED knobs and the assignable encoders (GAIN/PAN/ASSIGN knobs).
- Now supports a latency value of 2.0msec for Dante.
- Now supports QL Firmware V1.07.

For details, refer to the CL Firmware V2.0 supplementary manual.

## Improvements

- Now supports Ro8-D SYNC, SYSTEM indicators.
- In the 8ch popup window of the SELECTED CHANNEL VIEW screen, you can now use the [SEL] keys to switch channels that are displayed.
- When you initialize the unit, the initial setting of the WORD CLOCK is now changed to DANTE 48k in order to be synchronized to the same clock between devices in the system where multiple CL/QL units are used even with the initial settings.
- When you initialize the unit including the Dante audio network setting or updated the firmware, the initial setting of "Preferred Master" is now changed to ON. In addition, this setting is now not affected by the console setting and restart, but can be changed on Dante Controller software when needed. With the initial setting, if you change the word clock setting to other than DANTE for a CL/QL unit, the console will preferentially become the clock master, which would prevent clock errors. If needed, you can manually select the clock master on Dante Controller by enabling "Preferred Master" on a single device (the others off), which is always powered on while the system is operational.

## Fixed bugs

- Solved a problem which the Dante SECONDARY PORT setting might not change, when you switched the setting.
- Solved a problem in which the DIRECT PLAY of RECORDER allocated to the USER DEFINED key or the CH OPERATION in the USER LEVEL page might not be set correctly, when you were logged in as a guest.
- Solved a problem in which the changing link parameters in the link group might be applied in another group.
- Solved a problem in which the set value of the gain was not pasted correctly, when you executed the paste operation where the Gain Compensation was changed from ON to OFF in the Global paste.
- Solved a problem in which the unavailable output patches (CASCADE OUT to OMNI OUT) might be selected in the OUTPUT PORT popup window.
- Solved a problem in which the patch of the SLOT3 in the PORT SELECT popup window might be invisible, when you recalled a scene.
- Solved a problem in which the function of R-Series' HA REMOTE did not work correctly if you changed the DANTE PATCH from an external device when you turned OFF the MIXER SETUP of the USER LEVEL page.

## Known issue

- If the Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from CL series consoles.

- If the setup of REDUNDANT/DAISY CHAIN is changed while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected Rios. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 or later if necessary.

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.  
**Y###-\*\*\*\*\***  
 # is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)  
 \*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)  
 Up to 31 characters including the 'Y' are supported.  
 For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.
- You can use the Console File Converter V2.3.0 for the CL V1.70 firmware and also the CL V2.03 firmware.

## V1.70

### New Features

- The Scene Memories, Libraries and Setup settings of a CL-series unit can now be saved/loaded individually from a USB flash drive.
- When switching input patches, you can now choose whether the HA settings of the patched ports continue to be used or the HA settings of the channels are copied to the ports.
- Sends from an input channel to a bus whose send point is set to PRE can now be assigned to be muted by a DCA group.
- Extra Metering points have been added to the METER screen.
- Functions have been added to the GAIN/PAN/ASSIGN knob (assignable encoder) when in SENDS ON FADER mode.
- In the GAIN/PATCH field of the SELECTED CHANNEL VIEW screen, the analog gain and digital gain of the head amp are both shown at all times.
- The HPF status of an external head amp such as the R-series is now shown in the GAIN/PATCH field of the SELECTED CHANNEL VIEW screen.
- Custom fader bank settings can now be stored/recalled individually for each scene.
- Black has been added as a channel color.
- The channel display now shows the channel on/off status in SENDS ON FADER mode.

- You can now select the attributes (latched or unlatched) of an external switch connected to a GPI IN port.
- It is now possible for Dante-related settings to be initialized when an error occurs on the Dante audio network.
- In the DCA/MUTE GROUP ASSIGN MODE popup window, you can now assign names to mute groups. In addition, the DCA group name and mute group name can be shown in this popup window.
- Aviom D800-Dante was added as a Dante device that can be detected and patched by the CL series.

For details, refer to the CL Firmware V1.70 supplementary manual.

## Improvements

- The limitations on a Dante DEVICE LABEL have been relaxed.
- The default value is panned hard LR rather than CENTER when PAN MODE is set to PAN for a ST IN on the CL console.
- If 15 or more channels are registered in the DCA member indication of the OVERVIEW screen, you can now use the multifunction knobs of the Centralogic section to scroll the channels.
- A link indicator has been added to the CH LINK MODE popup window, making it easier to determine the currently-assigned link group.
- The cue monitor level range has been expanded to -30 dB -- +20 dB.
- In the EFFECT popup window, GEQ popup window, and PREMIUM RACK popup window, you can now use the [SEL] keys to switch channels.
- If TAP TEMPO is assigned to a user defined key, and you specify the BPM (tempo value) by pressing that key, the BPM value is now shown in a popup window.

## Fixed bugs

- Solved a problem in which GPI IN ACTIVE IND. did not function correctly.
- Solved a problem in which the Balance value of a Mix or Matrix bus was restricted when the Stereo/Mono setting of a bus was switched by RECALL SAFE, FOCUS RECALL, or GLOBAL PASTE, and then switched again.
- Solved a problem in which executing CH MOVE would cause an incorrect PAN value for the MATRIX of a ST IN.
- Solved 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.
- Solved a problem in which the warning message "DANTE RESOURCE OVERFLOW" inappropriately appeared when a Dante device was powered-on or when the patch was changed significantly.
- Solved a problem in which the Dante latency of the CL/R series unit differed from the setting of the actual unit, and would not go below 1.0 ms.

- Solved a problem in which the SYSTEM indicator would not go dark when an error message shown in the RIO field of the I/O DEVICE screen (SYSTEM indicator blinking or lit) switched to a warning message (SYNC indicator blinking or lit).

## Known issue

- If the Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from CL series consoles.
- If the setup of REDUNDANT/DAISY CHAIN is changed while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected Rios. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 if necessary.
- In some specific network switching conditions, a CL-series device may link at 100Mbps instead of the expected 1Gbps. This could be due to the self-checking function of some switches. Use the Device Status screen of Dante Controller to check the link speed of each device. If it shows up as 10 or 100, then disconnect the network cable for this device and re-connect it to correct the problem. To avoid the problem in most cases, first allow the network switches to fully boot up before turning the power on for the CL-series devices.

When updating, perform the update as described in the [“CL5/CL3/CL1 Update Guide.”](#)

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- The following device labels are used for detecting a SUPPORTED DEVICE.  
Y###-\*\*\*\*\*  
# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)  
\*indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)  
Up to 31 characters including the 'Y' are supported.  
For the R-series, make sure that the ID indicated by Y###- is not duplicated by any other R-series unit, even if it is a different size.

## V1.61

### New Features

- Shure ULX-D Digital Wireless Systems and Yamaha XMV8280-D/XMV8140-D were added as Dante devices which can be detected / patched in the CL series.

The ULX-D firmware has to be updated to the version that supports this feature. Refer to Shure's website for details.

- Added the function which allows you to view the status of the CL series and the R series (except Ro8-D) on the screen of the CL series.

Each R series unit is required to be assigned to the REMOTE HA on the DANTE SETUP screen in order to view its status from the console.

## **Improvements**

- When a USB device becomes disconnected because of excessive USB current, the device can now be reconnected without having to restart the CL series.
- Improved a problem in which, depending on the connected devices (a condenser microphone or a direct box), a noise was caused when adjusting their input gain from CL series with +48V enabled, at the point (between +17 dB and +18 dB) where the PAD inside HA is switched on or off.
- Improved the response time of HA for SCENE RECALL, etc.

## **Fixed bugs**

- Solved a problem in which the CL series or Dante-MY16-AUD may partially lose HA gain control of R series units after being powered on for a long period of time with V1.60 firmware. For this reason, V1.60 firmware was withdrawn from our web site.
- Solved a problem in which the audio of CL series via Dante may very rarely be interrupted for about 15 seconds with the firmware V1.60 or earlier.
- Solved a problem in which the date and time could not be set using the TOUCH AND TURN function.
- Solved a problem in which the LED would not light by pushing a USER DEFINED key, when a SPECIFIC CH of CUE was assigned to the key.
- Solved a problem in which the response of StageMix (iPad app) was slow, when recalling a scene that has a FADE TIME set.

## **Known issue**

- If the Dante Virtual Soundcard (DVS) is patched to the CL series device using Dante Controller, the patching may not be recalled correctly when the CL series device is restarted. Patch DVS again. In addition, when using a version of DVS for Windows that is older than v3.2.0, the patch after CH41 cannot be performed from CL series consoles.
- If the setup of REDUNDANT/DAISY CHAIN is changed while the Dante device is not connected with Dante PRIMARY/SECONDARY connectors, no audio signal will pass. Audio will once again pass after the Dante device is connected or after the power for CL has been restarted.
- Loading of a file created by version V1.15 or older will not include the mount information of Dante devices other than any connected Rios. It is the same when recalling a DANTE INPUT PATCH LIBRARY. Please reset MOUNT, PATCH, and DANTE INPUT PATCH Library data using V1.51 if necessary.

- In some specific network switching conditions, a CL-series device may link at 100Mbps instead of the expected 1Gbps. This could be due to the self-checking function of some switches. Use the Device Status screen of Dante Controller to check the link speed of each device. If it shows up as 10 or 100, then disconnect the network cable for this device and re-connect it to correct the problem. To avoid the problem in most cases, first allow the network switches to fully boot up before turning the power on for the CL-series devices.

\*If you update the device from the V1.51 firmware, update the both MAIN and SUB firmware. To update the MAIN and SUB firmware, perform operations of only the section “Updating the CL firmware” in the [“CL5/CL3/CL1 Update Guide.”](#)

If you update the device from other than the V1.51 firmware, update the CL device by following the steps in the [“CL5/CL3/CL1 Update Guide.”](#)

## NOTICE

- When setting up the latency in Dante Controller, and there is a discrepancy in latency with the transmit device or the receive device, the largest (slowest) latency setting becomes effective.
- Do not change a device label except for the portions shown below as \*\*\*\*\*. Portions other than \*\*\*\*\* are used for the device recognition from CL series.

Y###-"manufacture name"-"model name"\*\*\*\*\*

# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\* indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)

- The Dante-MY16-AUD card and DANTE ACCELERATOR card will be recognized as a SUPPORTED

DEVICE if you assign the device label as follows.

Dante-MY16-AUD: Y###-Audinate-DANTE-MY16\*\*\*\*\*

DANTE ACCELERATOR: Y###-Yamaha-DANTE-ACCEL\*\*\*\*\*

# is a three-digit hexadecimal number containing the digits 0 - 9 and uppercase A - F (000 - FFF)

\* indicates any desired character (alphabetical uppercase or lowercase, numerals, or -(hyphen) may be used)

## V1.60

### [Important Notice]

With V1.60 firmware, we found that CL consoles may partially lose HA gain control of R series units after being powered on for a long period of time. We have released the new firmware V1.61 in which the serious problem was fixed, and strongly recommend to update your CL/R series units with V1.61. We sincerely apologize for the inconvenience.

## V1.51

### New Features

- Supports the Scene Preview function.

- Supports the Help function.
- Ri8-D, Ro8-D, NXAMP with NXDT104, etc. were added as Dante devices which can be detected / patched in CL series.
- Added a CUE LEVEL knob to the CUE popup window, allowing adjustment of the Cue level. This can be assigned to a Custom Fader.
- Added a HPF type select button to the HPF/EQ popup window (1ch), and the magnitude of attenuation has an option of -12dB/oct or -6dB/oct.

## Improvements

- Improved the DANTE SETUP screen.
- Added the I/O DEVICE screen, and the Dante device setup function was separated from the VIRTUAL RACK screen.
- Integrated function with Nuendo Live now works even with a CL console that is set to an ID other than #1.

## NOTE

- The Console File Converter supporting CL V1.51 will be released in early March. The conversion to other models from CL V1.51 cannot be performed until then.

# V1.15

## Fixed Bug

### Solved the following problems:

- CL could not recognize a Dante device if its device label had less than six characters.
- After editing a number of channel labels for one device in Dante Controller, the network module of the Dante device might need to be repaired by Yamaha service.
- When the CL was turned on, or when the Wordclock setting was changed, on a rare occasion audio might not output.

# V1.14

## New Features

- Added functions for adjusting the brightness and contrast of the channel name displays. The operations are as follows:

### To adjust the brightness:

1. While holding down the SCENE MEMORY [STORE] key on the panel, turn on the power of the CL unit.
2. Press the CHANNEL COLOR CALIBRATION button.
3. Press the [CUE] key or the [ON] key on the top panel to select the indicator for which you want to adjust the brightness.

Pressing the [CUE] key raises the brightness, and pressing the [ON] key lowers it.

4. When you have finished adjusting the brightness, press the APPLY button located on the right of the window to confirm the change.

5. Press the EXIT button.

The CL unit will start up in normal operating mode.

#### **To adjust the contrast:**

1. While holding down the SCENE MEMORY [STORE] key on the panel, turn on the power to the CL unit.

2. Press the CHANNEL COLOR CALIBRATION button.

3. Hold down the [SEL] key and turn the multi function knob of channel 1 on the Centralogic section. Turning the knob to the left lessens the contrast of all channels, and turning it to the right increases the contrast of all channels.

4. To change the contrast of one channel independently from the others, hold down the [SEL] key of the corresponding channel and press the [CUE] key or the [ON] key.

Pressing the [CUE] key lessens the contrast, and pressing the [ON] key increases the contrast.

5. When you have finished adjusting the contrast, press the APPLY button located on the right of the window to confirm the change.

6. Press the EXIT button.

The CL unit will start up in normal operating mode.

#### **Improvement**

- The initial brightness value of the channel name display was changed from maximum to an intermediate setting.

#### **Fixed Bug**

- Solved a problem in which sounds were not output from the MY16-ES64, MY16-EX, and MY16MD64 in Native mode.
- Solved a problem in which, when a fader was set as the object of Recall Safe and set to a desired value, and the settings of the CL unit were loaded from USB memory, the default fader position value would not be restored.
- Solved a problem in which Gain Compensation (GC) was set to On and the Input Channel Library setting of GC = Off was recalled, the Analog gain of HA was not reflected correctly.
- Solved a problem in which a user logs in as an administrator or a guest to other users with the user authentication key saved on the CL unit, and re-logs in as an administrator or a guest again, the authorization would not change accordingly.
- Solved a problem in which a user for whom Library List operation is restricted has logged in, and other users consequently could not log in by user authentication keys saved on the CL unit.
- Solved a network problem in which the device detection or the patch configuration recall was too slow in large-scale Dante system.

## **V1.12**

## Fixed Bug

- Fixed a problem in which the CL series device rarely freezes when you record or play back files with the USB memory recorder, after performing specified operations on the console.  
\*If you update the device from the V1.11 firmware, update the MAIN firmware only. To update the MAIN firmware, perform operations of only the section “Updating the CL series firmware” in the “CL5/CL3/CL1 Firmware Update Guide.” In step5, the MAIN firmware “MCLP1\_12.PGM.” is the file for copying.  
If you update the device from other than the V1.11 firmware, update the CL series device by following the steps in the “CL5/CL3/CL1 Firmware Update Guide.”

# V1.11

## Improvement

- Now supports Nuendo Live.
- Added the GPI functions.
- Several User Keys can be stored inside the console.
- Changed the configurations of the DANTE SETUP window.
- A pop-up message appears when an I/O rack is newly recognized or removed in the Dante audio network.
- The maximum of the number of units which can be used simultaneously is as follows:
  - Up to four CL units and up to thirty-two I/O rack units in a Dante audio network.
  - Up to eight I/O rack units which can HA remote in one CL unit.
  - Up to twenty-four I/O rack and Dante device units which can patch to one CL unit.

## Fixed Bugs

- Solved a problem in which the panel controls might occasionally freeze.
- Solved a problem in which the Gain Compensation parameter settings were changed when a scene memory was recalled.
- Solved a problem in which the CL series device may not have recognized Rio if the CL series was started before Rio.
- Solved a problem in which when Dante-MY16-AUD was installed in a slot, it may have been unlocked while the Error LED on Dante-MY16-AUD lit in orange for at least 45 seconds or audio may not have been streamed.
- Solved a problem in which if Dante-MY16-AUD was set as Slave to External Word Clock, the Sync LED may not have lit in green when the device was turned on.
- Solved a problem in which when Dante devices (such as Rio) were not connected to the Dante connector of a CL series device, the CL was muted and audio signals were not output.
- Solved a problem in an environment with two or more CL series devices, in which the following malfunctions may have occurred with the I/O RACK OUTPUT PATCH pop-up window.
  - A port patched to a different CL series device could not be canceled, but a message would appear, indicating that the port could be canceled.

- When a file was loaded, patching could not be reproduced, even though the WITH DANTE SETUP AND I/O RACK button was on when the file was loaded.
- Solved a problem in which when devices with the Dante -MY16-AUD were rebooted, recalling patching of CL series devices and Dante-MY16-AUD may have taken several minutes.
- Solved a problem in which it may not have been possible to store or recall Dante Input Patch settings to or from the library, even if the Dante Controller was used for patching the Dante Virtual Soundcard (DVS) to the CL series device.
- Improved the performance in which when a preset file was loaded and patch settings were changed while a CL series device and Rio were connected by a Dante audio network, the changes to the patch settings may not have been completed.
- Improved the performance in which when the word clock or audio bit rate were changed with a CL series device and Rio connected by a Dante audio network, Rio may have been muted and audio may not have been outputted.

## **V1.04**

### **Fixed Bugs**

- Solved a problem in which the controllers in the top panel and the touch screen may freeze with certain panel operations.
- Minor bug fixes.

## **V1.03**

### **Fixed Bugs**

- Solved a problem in which the Channel Name Display may not be shown when the power switch was turned off and on again in a short span.

## **V1.02**

first release version (preinstalled version)