

# Revision History of MULTIPLAYER OS

---

## Version 4.04:

- The copy function has been extended. When using the "ALL" option, it will copy all files and directories recursively.
- New: Backup function for copying the whole contents of media between different drives.
- New (W-series only): after initialization, drives B, C, and D are already assigned to SCSI-IDs 2, 3, and 4. Drive C is assumed to be a CD-ROM device.
- The Waveplayer may be setup automatically on an initialization (memory reservation =9x64K, control via OUT4/Ch.15).

## Version 4.04b:

- SCSI error handling modified because of some sporadic problems with NOMAI-drives ("SCSI Error #000").
- 

## Version 4.05:

- New function "Move Assignment Entry" to move complete song programs to other program numbers.
- Improved CD-ROM driver now supports drives which are using a block size of 512 bytes.
- Transmission of "All Notes Off" on matrix program changes and data of the TMR-function can be disabled for a specified MIDI Out (e.g. to avoid total darkness when light controllers are connected).
- New Matrix Filter Type for filtering "Note Off" events - may be useful for light control or calling up waves by MIDI drum pads.
- Extended Lyrics Function Menu on devices with built in karaoke board. In order to use the new features, the firmware on the karaoke board must be updated, too, by replacing it's EPROM.
- Some smaller bugs fixed...

## Version 4.05a:

- Bugfix in CD-ROM driver software. Bug in Version 4.05 could cause hard disk accessing problems after the CD Audio Playback function was used.
- 

## Version 4.06:

- The Sound Settings function has been improved. You may now edit any controller value.
- Long names of songs are now stored in the assignment file. They will be displayed even if the song is not yet loaded into the memory or if the song name (name of the MIDI file's first track chunk) has been removed by editing the song with another sequencer program.
- New: function "Display assigned path" to examine the path of the current song or audio file.
- New: the default path for storing the assign file is now the root directory.
- On startup, the player tries to load the file ASSIGN.ASG from the currently selected drive (like in previous versions). New: if that fails, it tries to load it in a second pass from the first mounted SCSI drive.
- New: you may enable an automatic usage of directories (folders) when saving song files on a harddisk. If this is activated, a file will be stored in a directory according the first letter of it's file name automatically.
- New: "LOCK"-function to protect the player against unauthorized use (e.g. while you are absent) by a 4 digit code.
- Some smaller bugs fixed (disk operations: recognition of write protection of files, file selection from CD - could cause an endless loop when copying "ALL" from CD).
- Problem with long headers of audio files fixed.

- Improved handling of corrupted MIDI Files: data bytes with values >128 within SysEx data do no longer lock MIDI Outputs.
- Handling of harddisks with large capacity has been improved. The partition size is now restricted to 2 or 4 Gigabyte (user selectable, a warning message about compatibility problem with MS-DOS/WIN 3.x will be displayed).

---

#### **Version 4.06a:**

- Bugfix: Insertion of Tempo- and Time Signature Events corrected (failure in V.4.06!)

---

#### **Version 4.07:**

- Bugfix: the function "Apply DOA to entire bank" (ASG - DOA - ALL) doesn't work in 4.06 versions. It overwrites all assign entries with the same full assignment data set instead of changing the output assignments only.
- New: when the function "Apply DOA to entire bank" (ASG - DOA - ALL) is executed while the song numbering mode is switched to 3 or 4-digit decimal mode, the output assigns of **all songs** will be changed, instead of the settings of the current bank (128 prgs) only.
- New: Insert and Delete function (ASG - INS / ASG - DEL) for inserting/deleting song programs. The programs above the currently selected one are moved up/down by one.
- New: If there is no SCSI-access for about 10 seconds, the player clears any buffered directory and FAT data from it's memory. Therefore it is no more necessary to reboot the player after the contents of it's harddrive has been altered by a PC.
- New (Karaoke Version): now it is possible to choose "Track =ALL" as selection for the song track which shall be scanned for lyrics events. In this case the player displays lyrics of the first track which contains such data. This makes it possible to playback different songs which contain lyrics in different tracks without having to change this setting.

---

#### **Version 4.08:**

- New: function for arranging songs alphabetically on the program numbers.
- The "Lock"-function can be called by holding down the EXIT-button for 2 seconds.
- Bugfix: "Insert Program" function sometimes did not move all programs.
- Bugfix (Waveplayer): displaying wrong names of all wave files within bank WVH.
- Modification (Karaoke): handling of CR characters and user defined character for new line.
- Modification (Waveplayer): if there is enough memory for waves, the waveplayer reads more data in advance from the harddisk while it plays back. This ensures proper operation even if the disk recalibrates while playback is running.

---

#### **Version 4.08a:**

- Fixed bug of V.4.08, which could cause problems when 'Send Data'-settings are cleared or altered by the editor program.

---

#### **Version 4.09:**

##### **Changes regarding the Player section:**

- For each Song, a Matrix Program may be assigned, which will be called up when the song is selected.
- The song numbering within the assign file may be now in decimal mode, too. When saving the assignment, the player writes numbers in decimal format if the 3- or 4-digit decimal song numbering mode is selected.
- After loading a new assign file, the player loads the currently selected song file, too.

- It's possible to use "Wildcards" instead of song numbers in an assign file (format: "S \*=..."). If the player finds such an entry while loading or merging the assignment, it assigns the first unused program number to this song.
- The algorithm for sorting songs alphabetically now does not always start sorting at the very first song program, but sorts the block of continuous programs which contains the currently selected one.
- The initial status of the Loop-function (on/off) can now be defined for each song.
- The Loop-function will not jump back to the start of song when the first cue point has been reached, but will jump back to the first cue point when the second cue point has been reached.
- Loop may be turned on and off by using the foot switch.

#### **Changes regarding the Matrix section:**

- New function: "Call Another Program". For each matrix program, another song- or matrix-program may be defined, which will be called when the matrix program is selected.
- For each matrix program group, it can now be defined separately, if "All Notes Off" events will be send after program changes.
- The maximum number of program banks, which a device can hold in it's memory, has been increased from 8 to 12.

#### **Version 4.09a:**

- Bugfix: matrix programs with blank name were not received correctly via MIDI Dump.
- 

#### **Version 4.10:**

- Matrix: New filter type "Notes = <note>" to filter out any single note.
- Device displays an error message if it can't load a song when selecting the song's program number.
- The PLAY-button may already be pressed while a song is still loading. The song will then be started as soon as loading has finished.
- Job execution: if the last event in a job chain is the selection of a job, the execution of the current job will be terminated and the new job will be just selected, but not yet executed. Useful in order to pre-select another (job-)program, which may be executed simply by pressing PLAY or another program may be selected.
- The floppy drive (A:) may be installed or released within the Device Drive Manager. In case that the floppy drive has been replaced by a SCSI drive, the device will load update files from a SCSI medium as well (if the floppy is released).
- Bugfixes:
  - Could not start song after sorting programs alphabetically.
  - Freeing memory for reservation of buffer by removing songs automatically fixed.
  - Could not read an assign entry (S xxx=<path>) if there was a space between song number and "=".
  - Deleting of cue points after song changed by Sound Settings function.

#### **Version 4.10a:**

- Bugfix: the "Read"-function of the "Sound Settings" menu didn't work properly if the song's time signature was not 4/4.

#### **Version 4.10b:**

- Bugfix: under some conditions, the Loop-function didn't work properly.
- 

#### **Version 4.20**

**This version supports the additional hardware of the new MultiPlayers (ATA interface, SmartMedia card slot).**

- New: support of up to 4 partitions per harddisk drive.
- New (Matrix): Sending order PRG/VOL/SND or SND/PRG/VOL can be selected.
- Support of adjustment of DS-48 wavetable daughterboard's equalizer.
- Sending of initializing data to DS-48 after power on.
- New: During copying of multiple files, if there is an error on reading a source file, the copy operation may be continued after the error has been displayed. The bad file will be skipped.
- New: Display of a progress meter when copying long files.
- The default setting of the "Automatic directory usage" function is now "on".
- The copy function does no more copy files whose length is 0 - caused errors in FAT.
- Lock and password functions are now available for MP44-W, too.
- Some internal changes of CD-ROM driver (audio playback!).
- Bugfix: Copying files from diskette to harddisk could cause errors in the filesystem if the copy operation took very long.
- Fixed: Some types of SCSI harddisks caused the system sometimes to hang on power up.
- Bugfix: Faulty loading of ASG-file if the entry of the song name ("N:<name>") was longer than 20 characters.
- Bugfix: "Initial Loop Status" was not written to the ASG-file if the 4th cue point was used.
- Fix: SCSI errors of type "Recovered error" ("SCSI error #1xx") do no more abort the current operation.
- Some more internal changes...

#### **Version 4.20a**

- Bugfix: SCSI errors of type "Recovered error" ("SCSI error #1xx") could still result in abort with error message.
- New: multiple outputs can be excluded from the panic function (not for MP22/MP44 devices!).
- New: display of "working..." message when loading/saving matrix data.

#### **Version 4.20b**

- Bugfix: Calling a job from another job did not work properly when the job was not yet loaded into memory.
- Winding to a different song position during execution of a job does no more skip the "Wait for end" event.

#### **Version 4.20c/d**

- Some internal modifications of interrupt system routines (diagnostics, error management).

#### **Version 4.20e**

- Timer value for temporary disabling the matrix function "Call Another Program" (holding down ENTER for a while when selecting the matrix program) has been increased from 0.5 to 1.5 seconds.
- When SP1 is the only defined cue point and "Loop" is enabled, the song plays from start when SP1 is reached.

#### **Version 4.20f**

Only for MP22-CDW/MP88-CDW: changes in ATA/ATAPI drivers in order to fix a problem when there is an ATA harddisk and an ATAPI CD-ROM drive.

---

#### **Version 4.21**

- Changed SCSI initialization routine, avoids problems with some ATA harddisks with add-on SCSI interface ("SCSI error #555")
- Some internal timings for smartmedia card access have been adjusted
- Bugfix (PERF function): setting of cue-points (SP1..SP4) when song was stopped could fail
- Bugfix (editing of sound settings): system locked up when READ was pressed at a songposition beyond end of current track.

---

### Version 4.22

- New: random operator for selection of a random program within a job
- Bugfix: misinterpretation of first foot switch pressure after device has been switched on.
- Bugfix: problem when using harddisks bigger than 8 GB.

---

### Version 4.30

- Supports MP3 decoder card
- Audio files (WAV, AIFF, MP3) can simply be assigned to the song numbers, just like MIDI Files.

### Version 4.30a

- Bugfix: device hangs in V.4.30 when user switches to Matrix while "Night Mode" is on.
- Song names, that are given by entry "N:<name>" in ASG-file for audio files, will not be cleared by Save Assignment.

### Version 4.30b

- Fixed: device could not access CD-ROM Toshiba XM-2402 in connection with some types of IDE harddisk.

### Version 4.30c

- Bugfix: Save Assignment did not save MXP-settings for audio songs.

### Version 4.30d

- Improved CD-ROM access after disk was changed.
- Internal IDE harddisk can be switched to Standby by function DRIVE->OFF.

---

### Version 4.40

- Driver for SmartMedia cards is now SSFDC compatible and supports SmartMedia Flash memory cards with capacity up to 128 Megabytes. For reliable operation, a small hardware modification should be applied to all devices, which have been manufactured before November 2002 ([see picture](#)).
- The velocity value of trigger notes now may be used to control the volume of triggered MP3 files.
- Improved browsing through directories, which contain a large number of files.
- Bugfix: malfunction on enlarging directories over cluster boundary.

### Version 4.40a

- Bugfix: On older Multiplayer devices (MP22-W, MP88-W) without SmartMedia card slot, Version 4.40 stopped working after a floppy disk access.

### Version 4.40b

- Bugfix: Sometimes invalid data were written to SmartMedia cards.
- Fix (devices with Karaoke Card): text could be asynchronous to music if PLAY-button was hit quickly after selection of song.

### Version 4.40c

- Bugfix: display of current song information and tempo changes did not work in PERF mode, when song from another bank was selected.

#### **Version 4.40d**

- Bugfix: after applying "Drive Off" function, on further drive accesses the harddisk did no more start up, but SCSI error #204 appeared.

#### **Version 4.40e**

- Bugfix (devices with FORNET only!): FORNET network error could occur on some special operations, causing execution of TMR function.
  - Bugfix (MP22 only): Waveplayer did not work when it wasn't activated on device initialization, but afterwards.
  - Bugfix (4.40/e): When a Job was terminated by EXIT while "Wait for FS", afterwards the Footswitch needed to be pressed multiple times.
- 

#### **Version 4.41**

- Bugfix: writing data via SCSI from a PC to an internal IDE harddisk in Multiplayer could produce wrong data.
- New: by setting "SCSI Target Mode: disabled" (double-click SEQ/DRV/TRG) the MP's SCSI controller does not show up on the PC's SCSI bus. This avoids Windows asking for driver installation each time when it boots up.

#### **Version 4.411**

- Bugfix: access to SCSI drives with "SCSI Target Mode: disabled" caused device to hang.

#### **Version 4.412**

- Bugfix (only devices with MP3-decoder): if harddisk access takes some longer time (e.g. because of sleep mode), there could be timing problems on start of MP3-files, even if the WVP parameter was increased.
-