Mobile I/O 2.1f11 Software Release Notes

This release of the Mobile I/O software includes a large number of bug fixes and improvements to MIOConsole and the Mobile I/O Driver. While the MIOConsole improvements apply to all OS X users, the updated driver is only available for Mac OS 10.3 and Mac OS 10.4 users, and is required for Mac OS 10.4 users.

Please see the "ReadMe_Installing.rtfd" document in the "Mobile I/O Software OS X" folder of the installer image for detailed instructions as to which software is applicable to your system and how to install it.

Please note that this version of the Mobile I/O software (2.1f11) only contains the extremely well-tested features that were present in version 1.5d15 along with bug fixes, minor functional improvements and support for Mac OS 10.4 (Tiger). This package also includes a new version of the firmware for all Mobile I/O devices that includes the following improvements:
- New firmware (1.5.08) that reliably provides:
  - Clock improvements for ULN-2
  - Enabling of Mix bus 5 & 6 on ULN-2
  - Fixes the Single Sample input delay issue

Metric Halo is also releasing a public preview of many new features which will be added to the main version of the Mobile I/O software. Please see the Driver website at http://www.mhlabs.com/metric_halo/download/mio_driver.shtml to download the public preview. The public preview is a public beta release of the Mobile I/O software that contains everything in this package as well as:

- The "Record Panel" - integrated multitrack recording software
- Initial control surface support for SAC2.2k and Mackie Control
- OpenGL enhancements
- Many, many new +DSP plug-ins w/ initial Documentation

The Public Preview has also received a great deal of testing, but its features are not 100% complete and Metric Halo considers it to be beta quality software. If you only use the features that are present in this 2.0 release, you should see no performance differences, but we want to make it clear that there may be undocumented problems with the public preview release, and that support for that release is limited.

See below for a list of the changes and improvements in this software relative to the v1.5d15 release.

CHANGES FOR 2.1f11 from 2.0f08

1. Fixed crash due to input area of +DSP graph allowing clicks outside of active area.
2. FIXED: (MM) Random changes to digital pots when switching any of the input channel types.
3. CHANGED: Removed grid from background in Graph window. It slowed down redraws and didn't look that good.

4. (MN) Fixed bug introduced as part of an attempted workaround for the OpenGL freeze problem where the window would sometimes "shake" on screen when you switched panes.
5. FIXED (HH): Clicking link button for an input pair (in the Analog I/O pane) causes the input path type from the wrong channel to be linked to the second channel of the pair. This leads to strange problems with relative levels when the channels are linked if the channel pair is not 1+2.
6. FIXED (MM): Clicking link button for an input pair (in the Analog I/O pane) was not updating the pad state of the input path when setting the input type on the second channel.

CHANGES FOR 2.0f08

1. Numerous interface tweaks
2. Fix for one source of the "Disk Too Slow"/"Couldn't Synchronize Audio to Midi" in Logic. This also fixes the problem with metering in the Console and recording at 96k, especially when using a hard drive on the same bus
3. Clip names in Plug-in Popup menu
4. Fixed +DSP Graph not recalling layout of patches
5. Fixed Crash on startup in Tiger
6. Plug-ins now have brushed metal background (but resizeable plugs have a visual bug)
   a. OPEN: Resized widgets need update.
7. Made it so that global command keys are processed only if something else does not snarf the event; this allows you to use simple keys for global commands, but does not interfere with normal typing...
8. Fixed lack of cable update when flipping process blocks
9. Added DSP resource indicators to Graph
10. Began support for localization
11. Added key commands to switch between console panels
12. Added support to remember the visibility and position of the "Command Keys" window
13. Added support to allow popup entries to be cancelled by the escape key (as well as command-period).
14. Fixed a crashing bug due to an incorrect order of initialization causing the wrong box parameters to be loaded into the system state when multiple types of boxes are attached to the system
15. Fixed volume offset on Cans volume on 2882 (introduced with the b 01 console).
16. Fixed stuck mix-matrix cross points
17. Added support to allow user to order boxes in the Console as desired.
   a. Click-drag a tab lets you set where you want the tabs to appear in the list (drag the tab to the desired location)
   b. Console automatically orders boxes as they were saved in a multi-box console state file when the file is opened by the user.

c. Console remembers the last position a box appeared in the console and attempts to return that box to the same position when the box is rediscovered. This means that for most users, the boxes will always appear in the same order, once the desired order is set. If the user has multiple boxes and routinely only uses one at a time, but occasionally uses multiple boxes at once, then the console will not generally remember the order that was set the last time all the boxes were used together; In this case, the user should reorder the boxes manually, or recall a saved console state (by opening a console state file) to reset the order as desired.

d. Changed Record engine to properly track user tab order when connecting I/O to the boxes.

e. OPEN: Record panel UI tracks changes to the box order, but the record engine does not; so if the user changes the order of the boxes while the record engine is running, the channel names will be updated but the overviews will not — this is very confusing. WORKAROUND: Don't change the box order while the record engine is running.

18. Added support to allow certain panes of the MIO Console window to be resized and zoomed
    a. Supports live resize
    b. Supports unified zoom update
    c. When a resizeable pane is selected, the resize box in the lower right hand corner will be visible (if OpenGL is not enabled). If GL is enabled, the resize box is not shown, but the lower left corner is still active for resizing.
    d. When a resizeable pane is selected, the zoom gadget in the title bar of the window is activated (turns from light grey to green).

19. Added resize support for the +DSP panel (with retained size preferences)
    a. TODO: Add resize constraints so that user can't make panel so small that UI does not fit properly.

20. Added help tags for menu items and Preferences window.

21. Fixed bug where new console would crash if you read a multi-box console document that had a MIO listed that was not attached to the computer. Certain channel related data in system model was not being synthesized for the OFFLINE box and that data is now required by the UI for configuring channel controls, etc.

22. Fixed bug in linking which made MIOConsole unable to launch on 10.2.8

23. Fixed appearance bug related to fonts on 10.2.8

24. Fixed bug where record panel could crash when updating appearance.

25. Fixed problem with moving tabs from right to left

26. Integrated correct Japanese localization for menus

27. Fixed messed up encoding of characters in clock source menu

28. Added JP Localization with translated help tags.

Please send bug reports to: