

DSP MASTER Release Note

V2.30 Build 25 | 2017-06-05

1. DISCLAIMER

DSP MASTER is provided as is. While this software has been tested and proven to run accurately, in the unlikely event of any user or computer incompatibility issues, the end user assumes complete liability of usage. This software contains no adware, scumware or spyware.

2. OS AND SUPPORTED DEVICES

DSP MASTER is a 32-bit software that is compatible with Microsoft Windows 7 / 8 / 8.1 and 10, both 32 and 64-bit versions. Despite being developed in object oriented C++ with multi-platform in mind from the ground, initial plan is to focus on Microsoft Windows Operating system (mainly due to lack of human resource to handle the technical support). That being said, if CELTO Networkable devices become very successful, then OSX, iOS, Android and Linux versions may become a reality; just don't ask for it now 😊

DSP MASTER v2 is compatible with the following devices:

- P4.25 DSP Switching amplifier with DSP, 4x2200W RMS, 19" 2U 12kg

Minimum screen resolution to run DSP MASTER without problem should be 1368 pixels wide. Full HD (1920*1080) resolution and above is highly recommended when more than 8 amplifiers are displayed on the screen.

3. KNOWN BUGS

- Saving a memory, a scene or a preset to disk with Asian characters creates an error.

For bug report and feedback please send an email to dspmaster@celtopro.com

4. CHANGE LOG

| | | |
|---|-------------------------------|-----------------------|
| Version 1.00 Initial release | Compiled on 2014-05-30 | Internal alpha |
| Version 1.10 NEW: Network code added NEW: Rack concept added | Compiled on 2014-06-24 | Internal Beta |
| Version 1.20 CHANGED: Startup screen rewritten for easier operation | Compiled on 2015-07-15 | Internal Beta |

Version 1.30 **Compiled on 2015-08-30** **Internal Beta**
NEW: Grouping added

Version 2.00 B7 **Compiled on 2016-07-21** **Private Beta**
CHANGED: Totally new 2016 object oriented C++ multiplatform code (written from scratch)
CHANGED: Totally rewritten UI for full screen mode operation
CHANGED: Totally new network engine
CHANGED: DSP workflow updated
NEW: Dynamic EQ feature

Version 2.00 B11 **Compiled on 2016-09-01** **Private Beta 2**
NEW: Preset management
NEW: Global MUTE button added to mini-view
NEW: Copy / Paste of Input / Output filters added
NEW: Input Level added
NEW: In Local Mode, device's DHCP server can affect an IP to the computer
CHANGED: VU METERS window replaced by MIXER window
CHANGED: Per Input routing on INPUT Window replaced by 4x4 Matrix routing on MIXER window
CHANGED: Display of memory names
CHANGED: Display Crossover switch is now ON by default
CHANGED: Number of memories is now 64 (from 100) to make room for new DHCP server and future features
FIXED: Decimal handling bug (Windows regional settings)

Version 2.00 B16 **Compiled on 2016-09-15** **First public release (Alleluia!)**
NEW: Multi-Level security
NEW: Factory mode to create locked presets
NEW: [Copy Clipboard] function added in SYS window
NEW: [FIND] button added to mini-view
NEW: [Show all EQ] function on output Window
NEW: [Quit and discard changes] added to the exit window
CHANGED: Limiter is set to ON by default
CHANGED: Averaging on temperature display
CHANGED: Limiter bar graph moved from OUTPUT window to MIXER
CHANGED: DSP-Update improved User Interface
CHANGED: improved refresh rate of the VU meter in the MIXER window
FIXED: auto-detection / disconnection bug
FIXED: Memory changing bug
FIXED: Amplifier name filled with ASCII 255 when updating firmware
FIXED: Comma/Dot regional setting bug in temperature reading

Version 2.10 B19 **Compiled on 2016-10-15** **Public release**
NEW: Load / Save all memories function added
CHANGED: Updated demo scene
CHANGED: Tweaked ON / OFF switch design
CHANGED: DSP-Update UI layout optimized for low resolution screens
FIXED: Phase workflow bug

Version 2.20 B22 **Compiled on 2016-10-27** **Public release**
NEW: Added Network test before any operation on firmware (DSP Update)
NEW: Added Network time-out management (DSP Update)
NEW: Added ON/OFF Switch on DynEQ
CHANGED: Threshold of PeakStop limiter for better behavior with heavy bass content
CHANGED: Threshold of Hall Effect Sensor current protection for better sustained bass

Version 2.20 B23**Compiled on 2016-12-23****Public release****FIXED:** Limiter threshold was incorrect with long attack time**CHANGED:** Hall Effect Sensor limiter optimization to avoid unnecessary protection**Version 2.30 B24****Compiled on 2017-03-28****Public release****NEW:** Added hidden PeakStop Limiter on class D amplifiers to avoid touching the power-supply rail.**NOTE:** This version is a major update that brings improved stability when the amplifier is pushed really hard. Thus, it is highly recommended to flash the firmware with the **DSP Update** utility.**Version 2.30 B25****Compiled on 2017-06-05****Public release****NEW:** Added look-ahead function on hidden PeakStop limiter to improve sound quality.**CHANGED:** 0ms attack time on hidden PeakStop limiter (instead of 1ms) to improve stability.**NOTE:** This version is an important update that brings improved sound quality when the amplifier is working at its limit. Thus, it is highly recommended to flash the firmware with the **DSP Update** utility.

5. ROADMAP

Coming in v2.40:

- OFFLINE scene builder
- Management of missing devices of a scene
- FIR Linear Phase correction (hidden function)

Coming in v2.50:

- Library management
- CELTO Library of presets for CT / VT / VCM / IWAC / SU series (first public release)

Coming in v2.60:

- Grouping (will bring lot of bugs!)

6. ONE LAST WORD

Special big **THANKS** to Jose and his patience during this long development process.