

## iLive Editor V1.63 Release Notes April 2010

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This is a maintenance release of the iLive online/offline Editor software application as part of the iLive firmware V1.63 release.

iLive Editor is a software application that can be used to configure and control the iLive range of live mixing systems. The software can be downloaded free of charge from the Allen & Heath web site.

Editor can be used with all modular and fixed format iLive products including iDR10, iDR0, iDR-48, iDR-32 and iDR-16 based systems.

The Editor can be run **offline** to configure a system and create a Show file which can be transferred to the iLive via USB key.

The Editor can be run **online** to **MixRack and Surface** to control the iLive in real time by connecting to one of its NETWORK ports, at either the MixRack or Surface. A Custom Strips feature lets you create an independent 'virtual surface' layout for the Editor.

The Editor can be run **online** to a **MixRack only** when there is no Surface connected. This controls the MixRack in real time by connecting to one of its NETWORK ports. Editor provides full control for configuring and mixing a show using just a laptop or touch tablet.

Using the Editor with iLive requires connection over TCP/IP Ethernet. Attention to selecting suitable computer hardware, correctly plugging up the network, and setting compatible IP addresses will help you avoid problems. Please read through these notes before starting.

**Important note about version compatibility** - The Editor software and iLive system firmware versions must be compatible. If you are connecting to an earlier major release of firmware then Editor will not connect and will prompt you to update firmware. If you are connecting to an earlier minor release then you may experience performance issues associated with bug fixes.

Check the Allen & Heath web site for the latest version of iLive firmware and Editor Software. Always update both when a new release is made available.

**Note** - User Shows stored within Editor are located within a version related directory under your home directory on your computer. If you want to keep these make sure you **copy existing Shows to USB key** before you update Editor, then load them into the new version via the USB key. Alternatively you can locate their directory and move them manually.

## Notes on maintenance release V1.63

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**Change to Dual-Rack function.** From firmware V1.62 onwards the Dual-Rack function has changed. The Slave MixRack now uses Port A instead of Port B as the link between the two MixRacks. This frees up Slave Port B for other card options. To use Dual-Rack make sure your Master Port B and Slave Port A have a compatible network option loaded. More information is available in the Help manual within Editor and the Surface.

**Template Show changes.** Due to the increase in the number of possible combinations of MixRack and Surface, the Template Show Scene list has changed. Recall two Scenes, one for your MixRack model, and another for your Surface model (if you have one).

**Note** - To avoid new user confusion, the Surface FX sends are now on faders rather than rotaries for the Template Shows. These can be changed if preferred using the Sends on Rotaries option in the ROUTING screen for the FX master.

## New features introduced in V1.6

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**Revisions to menu structure.** The menus and toolbar buttons have been slightly revised to improve navigation of Editor functions.

**Input, Mix and GEQ 'SuperStrip' views added.** These combine important live mixing functions in one window making it quicker to access parameters while mixing live. The GEQ 'SuperStrip' includes the RTA display and master fader, ideal when ringing out the monitors on stage.

Several new 'Simulation' windows are provided under the Tools menu. These are small windows for live mixing control. They can be positioned anywhere on screen or docked in the top right corner.

**SoftKey simulation added.** The new window also lets you name each key to label its function.

**PL Device simulation added.** You can simulate the operation of PL remote devices that are or will be connected to your iLive system. Right click over a PL device in the PL-Anet Browser window to edit its name, assign its controls or open its simulation window.

**PFL/AFL simulation added.** A new window provides Input or Output PFL or AFL mode switching, CLEAR ALL and PAFL active status indication.

**TALK simulation added.** The TALK button is presented as a small window which provides a space saving alternative to the bigger Talkback setup window.

**GO Scene recall simulation added.** A small window presents a simulation of the Scene recall keys found near the faders on the iLive Surface. This provides quick access for cue recalls during a theatre show, parameter changes during songs and so on. The previous, current and next Scene number and name is displayed above the keys.

**Direct Output level trim added.** The input channel SuperStrip view provides access to the Direct Out trim control above the fader.

**Desktop working area increased.** Window views can be moved to positions outside the screen area. Scroll bars and the new screen finder icon at the lower right toolbar let you navigate the extended working area.

**Light / Dark colour schemes added.** Two Editor colour schemes in the Options menu optimise Editor for working in bright light or a dark theatre environment.

**Show RTA Peak Band option added.** You can now choose to enable or disable the display of the dominant frequency in the RTA display. This defaults off after updating Editor software.

**Channel Safes display added.** Channels, mix and DCA masters are now made safe by right clicking over the associated strip. A 'Safe' icon appears above the fader to conveniently show which channels have been made safe from Scene recall.

**Custom Strips layout saved in Shows.** The user assignable Custom Strips layout is now saved in Shows archived using Editor.

**Context sensitive Help added.** Windows and setup pages now include a ? button to access related Help topics. You can also use the Help Manual contents for an introduction to the iLive system, its application and operation, and help with troubleshooting.

**Scene name number of characters increased.** Increased from 8 to 14 characters.

**Dual-Rack function support.** Linking of two MixRacks to expand to up to 128 input channels is supported for online sessions.

**Note** - Dual-Rack is not supported for offline Editor sessions in this release.

## Minimum system requirements

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The iLive Editor Software application is designed to run on a desktop or laptop PC or Apple Mac.

**Note** - Due to the amount of data processed and displayed by Editor including real time metering of every signal within the system, the computer should meet the minimum system requirements outlined below to ensure trouble free operation.

**Minimum computer requirement** - There are so many different types of processor with different performance capability that it is impossible to identify a 'minimum specification' based on type or speed alone. For this reason there are several Internet sites that provide benchmark comparisons to 'score' processor power.

One such site is: <http://www.cpubenchmark.net/> From the lists on this site we recommend you choose a processor with a benchmark score greater than 1000. A dual core processor is recommended.

Hard disk space = 50MB

Minimum RAM = 1GB or more

Graphics memory = 256 MB or more

Graphics resolution = 1024 x 768 or better

**Recommended computer requirement** - The following are examples of computers we have tested as benchmarks for choosing a system. These score around 1400 in the benchmark list above.

**Desktop example:** Intel E6600 Core2 Duo 2.4GHz - 1066MHz FSB, 4MB Cache, Dual Core. Graphics 1600 x 1200.

**Laptop example:** Intel T8300 Core2 Duo Mobile 2.4GHz - 800MHz FSB, 3MB Cache, Dual Core. Graphics 1280 x 800 (WXGA)  
For Mac computers an Intel x86 processor is required.

**Java requirements** - Java lets you run programs such as Editor written in the Java programming language.

**Java for the PC,** Java SE Runtime Environment (JRE) 6 Version 1.6 or more recent is required for Windows operating systems. A suitable version is bundled with the Editor download and installs automatically with the software.

**Java for the MAC,** Java Version 1.5 is required. This is the default shipped with the Mac.

**Note** - Do not use the Apple version of Java 1.6 with the Mac.

## Operating systems supported

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At the time of release of this software the Editor has been tested to be compatible with the following operating systems (OS). It is not guaranteed to work with other versions of OS. Refer to the Allen & Heath web site for the latest information on system compatibility. Currently Editor supports:

Windows 7 32bit and 64bit  
Windows XP 32bit.  
Windows Vista 32 bit.  
Apple Mac OS Leopard 10.5 (Using Java v1.5)

**V1.62 introduces the first release of a version of Editor that can be installed on a desktop or laptop PC running the Linux operating system.**

Ubuntu 9.10 32bit (Requires Java 1.6)

**Note** – This Editor Linux version only supports online connection to ‘Surface and MixRack’. It does not support Offline or MixRack only connection.

**Note** – This Editor Linux version does not support remote firmware update.

## Minimum networking requirements

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Editor can connect to the iLive system using a wired or wireless Ethernet connection. For wireless connection a suitable wireless router is required.  
Wired = 100 Mbps Wireless = 54 Mbps capable

If your wireless reception is poor and you want to enable the new Multicast option ensure that all wireless access points and wireless routers on your network support and are enabled with IGMP Snooping (Internet Group Management Protocol). If you are unsure please refer to your network equipment manufacturer or an IT specialist.

## Installing and running the Editor on your computer

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Download either the PC or Mac version of the Editor software from the Allen & Heath web site: <http://www.ilive-digital.com/editor.asp>

**PC/Mac** - Run the setup application and follow the instructions to install iLive Editor.

**Note for Mac users** – To run the iLive Editor please find it under Applications.

## Connecting the network and assigning IP addresses

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Each device on the network must have a unique IP address with the same Subnet mask.

**Static IP addresses** - It is most common for static IP addresses to be used on the iLive network. A single iLive system has three networked devices – MixRack, Surface and TouchScreen each with its own IP address. The connected computer, wireless router and any other devices must have their own IP addresses compatible with the iLive.

The iLive default addresses are:

Default **MixRack** IP address = 192.168.1.1

Default **Surface** IP address = 192.168.1.2

Default **TouchScreen** IP address = 192.168.1.3

Default Subnet Mask = 255.255.255.0

If you are using static IP addressing for your **computer** you could for example set this to 192.168.1.10 with Subnet Mask = 255.255.255.0. If you have a **wireless router** you could set this to 192.168.1.11.

Of course you could choose any other number >3, but the above recommendation is useful if you have another iLive on the same network, for example a FOH and Monitors application, and you choose to assign this with addresses 1.4, 1.5, 1.6.

**DHCP IP addressing** - Working with the static IP addresses described above will get you going 'out of the box'. For more complex network arrangements involving DHCP, connection via routers, servers etc we recommend that you refer to your IT administrator or a web based learning resource if you are unfamiliar with Ethernet technology, for example:  
<http://compnetworking.about.com/cs/homenetworking/a/homenetguide.htm>  
<http://compnetworking.about.com/cs/wirelessproducts/a/howtobuildwlan.htm>

**Plugging up the network** - Use standard CAT5 network cables and plug the computer network adapter into any available iLive NETWORK port on the MixRack or Surface. Do not remove the usual network connection between the Surface and MixRack. iLive provides three network ports at each end.

**Working with a wireless router** - A wireless router may be plugged into any iLive NETWORK port to allow wireless laptop or tablet control of the iLive system giving the operator freedom to move around the stage and venue. Refer to the wireless router user guide and set up its IP address to be compatible with the iLive. Make sure the wireless router is positioned in line of sight and within reasonable working range of your laptop as you may experience loss of connection or a drop in its operating speed if a weaker signal is detected.

**Note** - If you experience difficulties connecting using wireless, disable any LAN network connections on your computer, and vice versa.

**Controlling two iLive systems** - It is possible to connect your computer and two iLive systems on the same network so that you can run two Editor sessions and switch between them, for example to control FOH and Monitor systems. Make sure each iLive has a unique set of addresses. For example, you could change the default 1.1, .1.2, .1.3 addresses of the second iLive to 1.4, 1.5, 1.6.

## Quick Setup

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1. Check that your **computer operating system** is supported, and that your computer meets the minimum requirements detailed below.
2. If working online, set unique **IP addresses** for your computer and wireless router (if used) on the same network as the iLive, typically 192.168.1.nn where nn>3 if the default iLive addresses are used. For static IP addressing recommend you use 192.168.1.10 for your computer and 192.168.1.11 for your wireless router.
3. **Start the Editor.** The **Select System Configuration** dialog lets you choose the type of operating environment required. Choose [Offline], [Online Surface and Mix Rack] or [Online Mix Rack Only]. Always choose the connection type that matches your iLive system.

**Note for Mac users** – To run the iLive Editor please find it under Applications.

4. **Choose Hardware Config.** If running [Offline] to create Shows to run on your system, you must first ensure that the offline hardware config matches the physical hardware the show will be recalled on. The same applies for [Online Mix Rack Only]. Ensure that the virtual Surface hardware matches the physical Surface hardware you intend to use with the Show.

5. **Choose the USB drive location.** Select File / USB Drive.

6. **Use the left hand toolbar Setup Modes** to configure the strips, patchbay, names/colour, but remember to select None to return to normal operation.

## More Information

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For more on using iLive Editor refer to the Help file within the application. Please regularly check the Allen & Heath web site for further firmware and software updates. If you need further assistance or wish to report issues using the iLive Editor please contact Allen & Heath Tech Support in your territory. <http://www.allen-heath.com>