

V1.41 is a new maintenance release of GLD Firmware.

Note 1: Refer to the A&H website (www.allen-heath.com) for **instructions on how to update** your GLD system firmware. Please follow these instructions carefully.

Note 2: Updating firmware resets the system parameters to factory default and deletes the Scene memories. Store them first as a User Show if you want to keep these settings. Show and Library memories are not affected by the update. After the update is complete we recommend you recall an existing User Show or one of the Template Shows.

Note 3: Updating firmware resets fader calibration to factory default. If you have previously changed your fader calibration then go to the **Setup / Utility / Calibration** screen and follow the on-screen instructions to recalibrate the faders after updating. Also check the **touch screen calibration**.

Note 4: Loading a pre V1.2 GLD-80 Show file into the larger GLD-112 results in:

1. GLD-112 fader Banks 1 and 3 will be assigned according to the GLD-80 Banks 1 and 2, with the GLD-112 middle Bank 2 retaining the assignments it had before the Show was loaded. Re-assign this bank after loading the GLD-80 show.
2. The 4 extra SoftKeys of the GLD-112 will become unassigned when the GLD-80 Show is loaded.
3. If the SoftKeys were safe or filtered in Scenes in the GLD-80 Show then the GLD-112 SoftKeys 1-10 will be set according to the Show, but SoftKeys 11-14 will default to not safe or filtered. Go to the **Scenes** screen to edit the safes and filter settings.
4. If the Strip Assignments were safe or filtered in the GLD-80 Show then the GLD-112 Banks 1 and 3 will be set according to the Show, but its Bank 2 assignments will default to not safe or filtered. Go to the **Scenes** screen to edit the safes and filter settings.

Overwrite or Store a new Show for the GLD-112 once you have finished editing the layout.

Version 1.41 - New maintenance release. May 2014

Features:

1. Korean Language pack added, including Help
2. Spanish Help added
3. Improvements to Transient Controller

Fixed Issues:

1. GLD1911: GLD could become temporarily unresponsive due to Event Log file management.
2. GLD1912: Insert pages did not display the new socket numbering format.
3. GLD1915: Removing a networked device could cause the currently selected Embedded Recall unit to change.

Previous version release notes

Version 1.40 - New feature release. February 2014

Features:

1. Scene crossfade added – 0 to 20sec.
2. Other Scene recalls can be embedded in Scenes – Recall delay 0 – 4min.
3. Higher order HPF – Option to choose slope 12, 18 or 24dB/octave.
4. Dynamic EQ FX added.
5. Multiband Compressor FX added.
6. Transient Controller FX added.
7. MIDI Strips for remote control of DAW track functions (Mac DAW Control driver available)
8. SoftKeys can be assigned press and release MIDI messages.
9. Reset function to quickly set faders to '0' or off.
10. I/O screen shows if AR racks are connected.
11. Preamp source patch shows rack socket numbers.
12. Remote and OneMix apps – SoftKeys added.
13. Remote and OneMix apps – Clock and battery icons added to toolbar.

Fixed Issues:

1. GLD1475: USB audio playback could repeat the wrong track if changed during playback.
2. GLD1623: Safe/Filter would not work correctly for a stereo channel feeding a stereo Aux.
3. GLD1634: Stereo Aux mix Pan could jump when accessing it after a reboot.
4. GLD1832: On recalling a Show, stereo channels would not update their names in the Routing screen.

Version 1.30 - New feature release. September 2013

Features:

1. Support for GLD Editor for control using a PC or Mac.
2. Trim added to channel Ganging.
3. Mix outputs can be routed as input or mix sources.

Fixed Issues:

4. ID_1507: Reassigning the main mix to a stereo matrix using Assign All could result in loss of right side audio from the matrix.
5. ID_1582: Loading a De-Esser into an even numbered FX slot could result in unpredictable gain reduction.
6. ID_1592: When a Show saved in V1.12 or lower was recalled on a system running V1.20 or higher, both Input and Mix channel Safe'd delays were overwritten by a scene recall even though they had been made Safe.

Several other minor issues were also fixed.