

WaveFrame Version 6.53

Installation & Release Notes

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This release document discusses the following:

- Installation instructions for WaveFrame Version 6.53
- WaveFrame Version Compatibility – **IMPORTANT!!**
- Details of new features and fixes in this version update
- Warnings, cautions, and known problems

These release notes are available in a Word (.doc) version on disk 1 of the WaveFrame 6.53 installation set and are also added to the WaveFrame directory during installation.

(Release notes for versions 6.20 through 6.52 are included in a separate document in your WaveFrame directory. **If you are upgrading from 6.11 or 6.2x, please read this.**)

August, 2000

Installation of Version 6.53

The installation instructions remain the same as in v6.52 and are repeated here for consistency. Read further for the new 'custom' install options.

WaveFrame version 6.53 **requires** Microsoft Windows 98. Please refer to your Windows documentation and set up Windows 98 on your system before continuing here. If you would like the option of dual-booting to Windows 3.11 and WaveFrame versions prior to 6.20, please see the section entitled, '**Installation of Windows 98 Upgrade - Dual-Boot Option**' towards the end of the WaveFrame 6.2x-6.52 Release Notes included in your WaveFrame directory. (Please note that versions prior to 6.20 will not run properly in Windows 98).

You should install version 6.53 in a different directory/folder and program/shortcut group than any other versions (including Beta) already installed on your system. **Our installation now includes a Custom install option giving you the choice of saving your current wavefrm.ini and/or layout.ini files – see below.** (It is still a good idea to rename or backup your current wavefrm.ini file (in your specific Windows directory) before the installation). Pre-6.2x installs, including any .ini files, will not be affected by v6.53 installation since they correspond with the Windows 3.11 directory.

Close all WaveFrame applications before installing a new version.

Once you have installed and configured the basic Windows 98 OS, you may install the WaveFrame software by left-clicking on the **Start** window in the bottom left hand corner and selecting **Run** from the menu options. Install Disk 1 of the WaveFrame 6.53 software in the floppy drive and type **A:\Setup** in the command line box. When the setup program prompts you for the name of the directory to install to, WaveFrame 6.53, you can use it or choose WF653 or something similar. You can also change the default program group name if you so desire. Setup now offers three install types – Typical, Compact and Custom. The differences are explained below:

Choosing 'Typical' will install ALL files needed for WaveFrame including wavefrm.ini and layout.ini. (choosing this option will overwrite these two files).

Choosing 'Compact' performs same install as 'Typical' (see above).

Choosing ‘Custom’ will present you with three choices. Check only the box called ‘Required Files’ to install only the required WaveFrame files. This will preserve your wavefrm.ini and layout.ini files. Check either or both of the ‘Wavefrm.ini’ and ‘Layout.ini’ choices to overwrite them with a new version. Doing so will replace many of your settings with the defaults.

After all these dialogs, click Next to confirm your choices. Setup will continue automatically at this point.

After installation, it is important to re-boot the computer before running the new version. Please select ‘Finish’ and the set-up program will re-boot the system; alternately, you can choose to view the release notes (readme file) before restarting by selecting the appropriate option. In this case, go to Start..Shut Down..Restart.

You will notice 3 new WaveFrame program group icons (shortcuts): one each for new nfreaddme and wavefrm.ini settings documents and one for quick access to the WaveFrame web site (www.waveframe.com).

IMPORTANT - Wavefrm.ini change

The new Broadcast Wave conversion features in version 6.5 required an updated wavefrm.ini file. If you are upgrading a system from 6.2x, it is recommended to do a Typical install, which will update (overwrite) your current waveframe.ini file. Not installing this will prevent these features from working. If you need to preserve your current wavefrm.ini settings, you can do a Custom install as described above, and then add the necessary lines into wavefrm.ini yourself. These can be found in the ‘New Features’ section of the 6.5 release notes below under Broadcast Wave conversions. Please contact Customer Support with any questions.

WaveFrame Version Compatibility - IMPORTANT

All WaveFrame versions since 6.00 are compatible except for instances noted below, including database changes since 6.11.

Upgrading directly from v6.50 or 6.51 (but not 6.52 release):

Because of significant file system changes to Mount/Dismount and some resulting problems, it is **highly recommended to:**

1. **Reimport any ‘removable drive’ sessions** used in those earlier versions directly into 6.53 (if needed there). You can do this in Manage by creating new Projects and Reels and using the Import Tracks function.
2. Delete (or do not use) the older version sessions.

Not following this procedure may result in duplicate tracks and/or problems copying or saving session data. This only pertains to removable drives in versions 6.50 and 6.51 and therefore not necessary for fixed drive-only projects (F1, F2 etc).

Installing version 6.2x onto a machine with any v6.5x already installed:

WaveFrame’s device driver, vnfd.386, was modified in v6.50. This file is located in the Windows\System directory (and a copy is now kept in the WaveFrame directory as of 6.52). **It is important to use the newer version of this file in any version 6.5x.** The file is backward compatible so using the newer vnfd.386 on any 6.2x is OK. Therefore, do the following **before** the 6.2x install on your 6.5x machine:

1. Look for a vnfd.386 file in your 6.5x WaveFrame directory. If it is there, skip to step 2. If it is not there, locate it in your Windows\System directory and copy it to your 6.5x directory.
2. You can now install and run version 6.2x.
3. Before switching back to version 6.5x the first time, locate the ‘cpvnfd.bat’ file in your 6.5x directory and double-click it. As long as a vnfd.386 driver file is found in this directory, it will be placed into your Windows\System directory.
4. Reboot Windows and you can then run 6.5x and safely switch between any version with the newer vnfd.386 file.

6.53 and pre-6.20 versions of WaveFrame (i.e. 6.11):

If you want the ability to switch between 6.5x (or 6.2x) and 6.1x versions, it is necessary to switch between the two Windows operating systems. Please follow our optional '**Installation of Windows 98 Upgrade - Dual-Boot Option**' procedure at the end of the 6.2x-6.52 release notes document, included in your WaveFrame directory, which will set up your WaveFrame as a dual boot system. As long as you are using any version prior to 6.20, you can choose which version to start by using icons in the correct program group once you have reverted to Windows 3.11. In addition, you may need to run cpvnfd.bat from the DOS prompt in the directory of your 6.xx version to get the right vnfd.386 in the Windows\System directory. (To use versions prior to 6.00, you must start Windows 3.1x using the DCS command from DOS in the directory for the version you want to run.). When changing versions always reboot the entire system first. Please follow the procedure below to rebuild your database when switching between 6.1x and 6.2x or 6.5x versions.

Important Database Changes:

The following steps **MUST** be completed immediately after launching WaveFrame version 6.53 for the first time when upgrading directly from v6.20 or pre-6.20 versions (i.e. 6.11). **If you are upgrading from v6.21 or later versions you do not need to perform these steps.** In other words, they must be completed when switching between v6.11 and any future versions or between 6.20 and any version.

- 1) Launch WaveFrame System only (within the appropriate WaveFrame program group). From the Disk Utilities menu, select Database Reclaims. In the Database Reclaims dialog box, select FV - All Fixed Volumes. In the section labeled Reclaim operation, select Rebuild Database. After the database is rebuilt, click OK (or press the Enter key). You should rebuild the database for each drive (fixed and removable) the first time it is used in version 6.53 when coming directly from 6.20, and any time you switch between versions as noted above.
- 2) Launch the desired application (Manage, Edit, Assemble, or Print) for the WaveFrame version you are running.

New Features in version 6.53

- **Transfer of DEVA Broadcast Wave files adds Scene and Take info**

Scene and Take fields will be filled in during a Transfer SoundFile of broadcast wave files recorded on a Zaxcom DEVA recorder provided the data is part of the DEVA file header. This information is useful on the WaveFrame for doing assemblies and especially dialog editing. For details on the DEVA or their Broadcast Wave file format, please contact your Zaxcom dealer or visit www.zaxcom.com.

Fixes in version 6.53:

These items have been fixed in this release. Please report any further problems immediately to WaveFrame Customer Support.

- **mSoft (Wave) Player auto-transfer option broken - FIXED**

We fixed a bug in the WaveFrame auto-transfer routine of the mSoft Player. Only the first wave file in a list was converting – and it was doing so a number of times equal to the number of files in the batch list. All wave files in the list will now convert.

- **Destination folder name field entries crash Transfer SoundFile - FIXED**

We fixed a bug whereby entering a new directory/folder name into the destination Folder field of the long file names dialog in Transfer SoundFile crashed the system. You will now get a warning that the directory does not exist. You can avoid this by first creating the folder on your target drive in Windows Explorer before typing the name in this field (or finding the folder using the drive navigation window).

- **Converted .WAV and .SD2 files always loop while auditioning - FIXED**

We modified the Transfer SoundFile operation so that converted .wav and .sd2 files will not loop when auditioned in Sound Selector or SoundStore.

- **File..Retrieve while playing disabled – warning added**

Because Save is no longer allowed while playing, doing a File..Retrieve while playing was causing errors if it performed a save when changing reels. We have added a warning in the lower-left status area of Edit indicating ‘Cannot retrieve while playing’. You must now stop the transport before doing a File..Retrieve. (As is the case with Save, you can override this warning by holding CTRL while selecting File..Retrieve. Be aware that this is not recommended as track corruption could occur if a Save is forced here).

Warnings, Cautions and Known Problems

**** Potential problem while building waveform files (decimating)**

There have been a few reports that the system can crash during a build waveform process or when waveform display is used in Edit. In a few of these cases, the SCSI drive with waveform files on it may become inaccessible during a subsequent reboot when the drive is mounted; during system initialization, a message is presented informing the user that the drive's 'magic header is bad' and it will only allow mounting the drive in Read-Only mode. You will not be able to use the drive unless you copy all files to another drive or, if that does not work, you initialize or low-level format the drive (which will erase all data)*. Until we provide a fix for this problem, we suggest the following:

DO NOT do a 'background' Build Waveform Files process in SoundStore. In other words, when building waveform files in SoundStore, do not also work in Edit or Manage or any other application. Doing so may increase chances of the above problem.

* After an initialize (only) the WaveFrame DARCOMM utility can be used to safely unformat the drive and recover the material. Please contact WaveFrame for details on this process. In addition, if you encounter this problem, Studioframe version 6.11 may allow you to mount the drive in Read-Only mode so you can backup or copy the data. You will then need to initialize or low-level format the affected drive.

**** Actor32 errors when switching between Manage, Edit and/or Print**

We are still working to solve some random, intermittent crashes that occur when switching to or from Print and other WF applications after doing some project management tasks. Please report any similar problems to Customer Support. Until we provide a fix, it is recommended to do a File..Retrieve and/or Save before switching to Print after doing these tasks. This has been reported to decrease the frequency of these crashes.

**** Recording between 23 and 24 hour timecode sometimes fails**

Recordings made between 23 and 24 hour timecode in chase mode (and sometimes other modes) do not always print. This is due to a conflict as the counter approaches 24 hours, or 'zero' time. This

is especially a problem when loading dailies/sound rolls stamped with time-of-day code. A suggested workaround is to use an offset and later move material to proper locations.

**** Waveform display problems**

We are looking into reported problems with waveform display where a break or hole appears in the waveform of a particular event or track. In addition, waveforms of certain events appear to render again, even after already rendering in Edit or after a previous 'Build waveform files' process.

**** Error exiting Print application**

Certain printers and drivers under Windows 98 Second Edition (only) may cause a non-fatal error when exiting or switching from Print. Clicking OK at the error will allow you to continue working with no further problems. You can also uninstall the printer in Windows (if not needed) and you will not get the error.

**** Inaccessible (gray) menu items in Manage**

When booting Manage, certain top-tier menu items may appear grayed out, making them inaccessible. A suggested workaround is to either go to Edit and back to Manage, or close and reopen Manage. We hope to have this issue resolved in a future version of WaveFrame.

**** Specific instance of Drag & Drop broken**

A mouse Drag&Drop of **more than 1** grouped (LR,LCR,LCRS) and combined display (hidden) set of tracks is broken. Copy/Paste works fine and is recommended here.

**** Timecode writer output drifts**

With 48k and 44.1k sample settings, the timecode writer output on the WaveFrame appears to drift about a sub-frame every couple minutes when compared to the corresponding audio output. This is a legacy problem and we hope to provide a fix in a future version of WaveFrame. (the pulldown rates are not affected).

Misc. Notes

Transfer SoundFile conversions to a Mac drive (used with the Here&Now Mac reader program) work best when the drive has been formatted with the Mac OS; using FWB or other utilities may produce errors or incorrect results.

When Manage or Edit are running, it is advised to only access the Volume Manager (where mounting is done) through Manage or Edit (File..Mount/Dismount or Ctrl+Shift+M) rather than directly in WaveFrame System. Although operations will work this way, some window focus issues may cause two Volume Manager windows to be open at the same time. If only WaveFrame System is running you can (and have to) access Volume Manager from there.

Occasionally after a crash the WaveFrame will boot to a black 'debug on COM' screen in Windows. This is due to a WaveFrame file trying to run as a full-screen box instead of as a windowed application. To fix this error, do the following:

Locate the nf.pif file in your WaveFrame directory. Right-click with the mouse and bring up Properties. Select the Screen tab. Under Usage, select Window (not Full-screen). To prevent this from happening again, change the Attributes property under the General tab to Read-only. (With this checked a WaveFrame crash will not be able to toggle the Screen setting). Click OK. WaveFrame will now boot properly.

The StudioCAD application cannot support file and directory/folder names longer than 8 characters. Please limit your CAD file names to 8 characters. The CAD File Open Dialog will not find either long file names or any files in long name directories until you navigate through at least one directory; at this point, you will notice that the truncated (DOS) version is shown in dialog. (The directory navigation error only happens after a clean WaveFrame install; once the truncation appears in the dialog subsequent opens work properly.)

Although we allow building waveform files in the background through WaveFrame System, please use caution when combining this with too many other operations. For example, building waveform files while playing in Edit and dismounting a drive may crash the system. Also, SCSI resources may get too low to properly play or scrub many edits and tracks, or search the database while building waveforms.

Two redefined selections are offered under Transfer Mode in the initial Transfer SoundFile window. Stereo Pairs as Stereo Files will only list one instance (one channel) of a stereo file to be transferred but will transfer both channels. Choose this option to guarantee that both channels of stereo files will convert (important for transfers both from and to WaveFrame format). Choose Individual

Selected Sounds (the default) to make available all channels of all sounds for the transfer. In this mode you can select channel 1 or 2 of a stereo file if need be (the exception is on transfers from a non-WaveFrame file; in this case only one channel is listed and converted). Mono files are listed in both modes. (Transfer SoundFile can only convert mono or stereo files).

Due to current database requirements, users should continue to refrain from mounting or dismounting fixed volumes in the Drive Manager, except to initialize or low-level format (it is recommended to close and re-open WaveFrame after doing so). However, Drive Manager can be safely used to mount removable drives that were not on-line at start-up time by clicking "Include Tape Drives" to scan the SCSI buss and then mounting from the same dialog. Please be aware that mounting from this area will not copy project and track files from your removable to your hard drive. To do this, go to SoundStore ...Volume Manager, dismount and re-mount the drive. Your drive can now be used in the editor applications.

In order to guarantee sync while using the ADR/Foley Replay feature, make sure the Edit...Edit Preferences...Loop Play option is set to Single (instead of Continuous).

It is not recommended to do a WaveFrame System...Disk Utilities...Waveform File Cleanup while waveform display is turned on in Edit. Doing so may crash the system or corrupt the database. Until we resolve this, do a waveform file cleanup in Manage or close Edit before using WaveFrame System for the operation.

When the WaveFrame transport is chasing timecode (gray mode), and stop is invoked on the TC source (i.e. VTR), it is necessary to also press Stop on the WaveFrame transport to view waveforms. Not doing so will prevent waveform display from resuming. Current requirements of TC chase mode do not allow the waveform display routine to have priority in this situation. Note that this does not affect machine control (white) mode, only chase (gray) mode. This is not a change in v6.53 - this requirement has existed since early versions of WaveFrame.

It is not recommended to perform certain operations on **only** the waveform files themselves. This would include making backups of only waveform files, and copying/moving only waveform files from one drive/volume to another in the SoundStore browsers. Special links are created between sound files and they're corresponding waveforms; any attempt to alter the default location of waveform files may cause database corruption and/or waveform display problems. One exception is the deletion of waveform files. This can be done without reservation and should be followed by a waveform file cleanup.

When using the WaveFrame transport in Edit (play, record, shuttle, jog, etc..), you may experience problems using the Windows 98 Taskbar to change focus or switch between open applications, or to

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minimize/maximize windows. Due to changes in Windows and the introduction of the taskbar, certain WaveFrame window operations can cause the transport to freeze. Instead, it is recommended to use the traditional ALT-TAB keyboard routine that you are already familiar with. WaveFrame will be updating this routine for Windows compatibility in the future.

Please note that in order to properly save ALL user preferences under File..Export Preferences, you must define specific user preferences under Fixed Toolbar Editor and View Preferences first. Once these two areas have a user-name 'file', all settings in these areas will be included in the export preferences routine - and can be successfully imported on another machine. (Edit Preferences, Colors and Recording Preferences do not require a user-defined name).

The old Disk Recorder (wfdm.exe) still works only on the first 8 tracks and only on F1 (FA or FB) files. There are no plans to change this. Since it is only provided for users who want this interface, and is not supported in current versions of the software, WaveFrame does not recommend using this application.

The monitor mixer CAD views have faders tied to hardware tracks (player numbers). With the automatic assignment of layout tracks to hardware tracks, the ordering of the faders may not correspond to that of the tracks in the layout. This can be avoided by not having more tracks in the layout than there are hardware tracks available.