

Pro Tools TDM 5.3.1cs7 Update (Macintosh Systems Only)

Fixes Included with Pro Tools 5.3.1cs7

- Time Code Generated from a NTSC- or PAL-Referenced SYNC I/O was Not Always Aligned to the NTSC or PAL Frame Edge

Includes Fixes from Pro Tools 5.3.1cs6

- Loss of Communication between SYNC I/O and Pro Tools

Includes Fixes from Pro Tools 5.3.1cs5

- Tapping Fingers After Abort when Recording Online (Locked to Timecode)

Includes Fixes from Pro Tools 5.3.1cs4

- Apple 23-inch Cinema Display Redraw Problems

Includes Fixes from Pro Tools 5.3.1cs3:

- Ascending Lock Up Time while Chasing Time Code
- Region Handling Problem with certain AudioSuite Operations (Such as NoNOISE)

Includes Fixes from Pro Tools 5.3.1cs2:

- Potential Crashes when Starting Playback while Changing Parameter Values via Control Surfaces

Includes Fixes from Pro Tools 5.3.1r2:

- Assorted Issues when Using PRE in Conjunction with ProControl
- The Feet.Frames Ruler was Incorrectly Calculated when Session Frame Rate was Set to 29.97
- Inserting Silence into a MIDI Track Did Not Always Displace Automation Data Accordingly
- DirectConnect Plug-ins or Applications like Soft SampleCell and Native Instruments Did Not Work with the 192 Digital I/O

What's Fixed in Pro Tools 5.3.1cs7?

Pro Tools 5.3.1cs7 contains the following:

Fixed: Time Code Generated from a NTSC- or PAL-Referenced SYNC I/O

Time Code was not always properly aligned to the NTSC or PAL Frame Edge (Item #34375)

Fixed: Loss of Communication between SYNC I/O and Pro Tools

Some users have experienced an unreported loss of communication between the SYNC I/O and Pro Tools version 5.3.1 on HD systems while in "on-line" mode. This may have resulted in Pro Tools being unresponsive to incoming timecode stops or starts.

Fixed: Apple 23" Cinema Display Redraw Problems

When using the Apple 23-inch Cinema Display, some users have experienced problems with the waveform overviews not re-drawing correctly in the Edit window when scrolling down. Specifically, the waveform overviews, backgrounds, and grid lines are not drawn on the bottom-most tracks. This problem has been fixed. Other sizes of the Cinema Display do not appear to exhibit this behavior.

Fixed: Ascending Lock Up Time while Chasing Time Code

While chasing time code for extended periods, the time taken by Pro Tools to achieve lock up may increase over time. When this problem occurs, the lock up time continues to grow until the system will finally fail to achieve lock. Pro Tools 5.3.1cs4 addresses this issue by allowing the user to enter a fixed "minimum sync delay" setting. This setting is located in Setups > Peripherals > Sync Devices Dialog. The default setting is 30 frames. This number may be adjusted up or down to achieve optimum performance based on the performance of the hard drives in the system.

Fixed: Region Handling Problem with Certain AudioSuite Operations (Such as NoNoise)

In certain workflows, you may encounter either the Error -34 Disk Too Full or No Audio Selected error messages when using NoNOISE DeCrackler or Manual DeClicker. Please see the Sonic NoNOISE Read Me for details. Note that this problem does not affect any other plug-ins at this time.

Fixed: Potential Crash when Starting Playback while Changing Parameter Values via Control Surfaces

When entering playback, while simultaneously modifying parameter values via a compatible control surface, Pro Tools may crash if one or more tracks are record enabled.

Fixed: Incorrect Feet.Frames Ruler at 29.97

In Pro Tools TDM 5.3.1 on Macintosh, the Feet.Frames ruler was incorrectly calculated when session frame rate was set to 29.97. This problem has been fixed.

Fixed: Additional Known Issues

- Assorted issues when using PRE in conjunction with ProControl
- Inserting silence into a MIDI track did not always displace Automation data accordingly.
- DirectConnect plug-ins, or applications like Soft SampleCell and Native Instruments, did not work with the 192 Digital I/O.

Who Should use Pro Tools TDM 5.3.1cs7?

Pro Tools 5.3.1cs7 can only be used to replace Pro Tools TDM 5.3.1, 5.3.1r2, 5.3.1cs2, 5.3.1cs3, 5.3.1cs4, 5.3.1cs5, or 5.3.1cs6 on Macintosh. If you are using an earlier version of Pro Tools, you must first upgrade to Pro Tools TDM 5.3.1 on Macintosh, then install the Pro Tools TDM 5.3.1cs7 application.

This update should be used only by:

- Pro Tools|HD users on Mac OS 9 systems who use a NTSC- or PAL-referenced SYNC I/O to generate time code.
- Pro Tools|HD users on Mac OS 9 systems who use online record (locked to timecode), Apple 23-inch Cinema Display, MIDI tracks, Feet.Frames ruler, PRE, SYNC I/O, 192 Digital I/O, or control surfaces.
- Pro Tools|HD users on Mac OS 9 systems who use the following control surfaces: Digidesign ProControl, Digidesign Control|24, CM Labs MotorMix, Mackie HUI, JL Cooper CS-10, Peavey PC-1600, Penny & Giles MM-16 and DC-16, JL Cooper MCS-Panner, and others.


▲ *Important: We recommend that only the Pro Tools users specified above use this update. Pro Tools 5.3.1cs7 is provided as an interim “customer support (CS)” release to address the issues described. While our testing has not shown these changes introduce other problems, this version has not been fully qualified by Digidesign.*

Updating Pro Tools

To use this fix, you'll need to replace your existing versions of the Pro Tools application.

To replace Pro Tools:

- 1 Drag the new Pro Tools application into the Pro Tools folder within your Digidesign folder.
- 2 Click OK to replace the older version. (Should you need to revert to the “older” version, reinstall Pro Tools 5.3.1 using the Pro Tools 5.3.1 installer.)
- 3 Note that if you have changed the memory allocation assigned to Pro Tools from the default setting, you will need to repeat the process and change the memory allocation for Pro Tools 5.3.1cs7.

 *Going forward, newer “customer support” versions of Pro Tools components may be made available to provide additional bug fixes. When available, these versions will be located on the Download page in the Support section of Digidesign’s Web site (located at www.digidesign.com).*