

## ■ For Version 1.04 Software

### New Features

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- System optimizations have been added which result in a more responsive overall feel to the system and smoother screen updates, especially at the highest sample rates.
- Pre-record functionality has been improved. It now pre-records “forward” by advancing the timeline while in pre-record until the buffer is full. An on-screen text message helps to indicate what is happening:
  - “*Filling Pre-Record Buffer*”
  - “*Pre-Record Buffer Full*”When in auto-append mode with Pre-Record enabled, pressing Pause causes the timeline to jump to the end of audio, enter monitor mode, and time starts moving as the pre-record buffer is filled.  
If not in auto-append, the timeline starts where it is at and pre-record commences from that point forward.  
This means it is now possible to pre-record starting at zero. It also means that “abutted” recordings with pre-record will no longer overlap previous audio.  
When pre-recording (pause) is cancelled (i.e. the **STOP** key is pressed) the system now returns to the timeline location where pre-recording had started.
- Added “tTAPE=YYMMDD” string to the description field of the Broadcast Wave audio files to support automated sync & import with Avid systems.
- The take number now continues to be displayed after recording has stopped. Pressing another transport key, retake, or moving the playhead in time clears it back to normal behavior.
- A “**Please Wait...**” screen has been added to record stop processing to indicate large pending buffer writes in progress.
- The timecode value entry method has been changed to be easier to use with a keyboard. The Up and Down Arrow keys will change the highlighted field value (without needing to press the Enter key first). The Left and Right Arrow keys and Tab/Shift+Tab navigate from field to field.
- A seamless new-take feature has been added where hitting the **REC** key during a recording (10 seconds or greater since last the record started) closes the current file and opens a new one, creating a new take.
- An **S/PDIF** slip indicator has been added to the audio clock status page.

# HD-P2 ReadMe

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## Maintenance Items

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- Timecode cannot be turned on while in File Edit screen. This is because the File Edit screen requires control by the transport keys in conflict with those keys use while in timecode chase mode.  
The file edit screen can no longer be entered while chasing timecode.
- Previously, when chasing timecode and the timecode was stopped and started quickly, the HD-P2 would sometimes not re-enter chase (even with Auto Trigger mode enabled). This has been fixed.
- Rare instances of no audio playback at 192k while chasing timecode using certain CF cards have been fixed.
- Previously, a buffer overrun could occur with Pre-Record enabled and beginning to record at 00:00:00:00. This has been fixed.
- Previously, buffered audio was not being written to disk when stop was pressed. This has been fixed.
- Previously, chasing timecode at 23.976 or 24.975 would not work under certain conditions. This has been fixed.
- Previously, the correct clock source was not shown in the Audio Clock Information screen when timecode was enabled. This has been fixed.
- Input monitor is now correctly turned on when waiting to record locked to timecode.
- Previously, too many markers could be created under certain conditions when recording and chasing timecode. This has been fixed.
- The Max File Size parameter is now included in the system defaults.
- A New Project or Load Project command now correctly turns off the timecode LED.
- Previously, locating during playback did not function consistently as expected if a Locate button was pressed multiple times quickly. This has been fixed.
- Previously, renaming a project could cause audio output to mute until the project was reloaded. This has been fixed.
- Previously, discontinuous timecode, or the HD-P2 attempting to lock to timecode before the code was stable, could result in extra takes being written. This has been fixed.
- Previously, viewing the More Information screen from the File Edit screen would disable timecode chase. This has been fixed.
- The “:” frame separator is now displayed correctly in the menus, including the “:” separator for drop frame operation.

## Miscellaneous

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- Some USB keyboards will not work with the HD-P2 when using a USB to PS/2 adapter. Using a PS/2 keyboard is strongly recommended for correct operation.
- Note that the Media Speed Check utility is optimized for use with solid state Flash media.