

## Pro Tools LE 7.3.1cs7 Update for Windows XP

June 30, 2008 — Read Me Document (Included with Download)

**For 003 Factory, 003 Rack, Digi 002, Digi 002 Rack, Mbox 2 Pro, Mbox 2, Mbox 2 Mini, Mbox 2 Micro, and Mbox Systems with Pro Tools LE 7.3 or 7.3.1 Only**

- This update requires previous installation of Pro Tools LE 7.3 or 7.3.1 for Windows XP
- *Please Note: If you are on 7.3, it is not necessary to update to 7.3.1 to use this update*

### Who Should Use Pro Tools LE 7.3.1cs7?

This update is recommended for all Pro Tools LE 7.3 or 7.3.1 users.

### Pro Tools LE 7.3.1cs7 contains fixes in the following areas:

- 003 Factory (console)
- Automation

Plus previous fixes in the following areas:

- Dynamics III Plug-in
- Digidesign Control Surfaces:
  - Command|8
  - Control|24
  - 003 Factory (console)
  - Digi 002 (console)
- Editing
- Using "Bounce To Disk"
- Importing OMFs
- Recording and Editing
- Playing and Recording
- Importing audio files from field recorders
- Low Latency Monitoring (003 Family, Digi 002 Family , Mbox 2 Pro)
- DigiBase preview
- Creating memory locations
- Plug-in editing on 003 (console)
- Sends

### Plus these important fixes from Pro Tools LE 7.3.1, required to avoid potential data loss:

- Editing
- Bounce to QuickTime movie
- Memory Locations

*Pro Tools LE 7.3.1cs7 is provided as an interim "customer support (CS)" release to address the issues described. While our testing has not shown these changes to introduce other problems, this version has not been fully qualified by Digidesign.*

### What's Fixed in Pro Tools LE 7.3.1cs7?

Pro Tools LE 7.3.1cs7 for Windows XP contains the following:

**Fixed: When Monitoring All Inputs on 003 Factory, Random Pops and Clicks Could Occur**

#### **on Inputs 4-8 (Item #101084)**

- Although this is not likely to occur on 003 Rack, this update is recommended for both 003 Factory (console) and 003 Rack

#### **Fixed: Pro Tools Automation Thinning Could Sometimes Remove Non-Redundant Breakpoints (Item #100794)**

- The thinning algorithm could mistakenly classify a breakpoint as redundant

#### ***Fixes Included from Pro Tools LE 7.3.1cs6***

#### **Fixed: Pro Tools quits unexpectedly when moving a plug-in window while closing it from a control surface (Item #99442)**

- If a plug-in window was closed from a control surface while the plug-in window was being dragged across the screen, Pro Tools would quit unexpectedly.

#### **Fixed: Opening a Session with an RTAS Version of Dynamics III Could Result in a Burst of Noise (Item #99562)**

- This problem was intermittent.

#### ***Fixes Included from Pro Tools LE 7.3.1cs5***

#### **Fixed: In Some Circumstances, a Trim Edit Could Not Be Constrained (Item #94425)**

- The "constrain" command (Win+Trimmer) would not work under certain editing situations involving overlap/underlap.

#### ***Fixes Included from Pro Tools LE 7.3.1cs4***

#### **Fixed: Dither Was Incorrectly Being Applied During "Bounce To Disk" Operations (Item #94510)**

#### **Fixed - Importing Audio Files From A Sound Devices 744T Field Recorder Caused Time Stamp information to be inaccurately displayed in the Spot dialog (Item #90820)**

- Note that the Workspace/Project browser displayed the correct time stamp information.

#### **Fixed: An OMF Generated From Smoke Could Not Be Imported Into Pro Tools (Item #93481)**

#### **Fixed: Pressing The Right-Arrow Button On 003 Can Scroll The Selector To The Session Start Position (Item #90718)**

- This would occur in Nudge or Bank mode
- Pressing the left-arrow button would cause normal behavior to resume

#### ***Fixes Included from Pro Tools LE 7.3.1cs3***

#### **Fixed: Random Disappearance or Corruption of Regions On Tracks When Editing Or Punching In (Item #85976)**

- Although this could occur while editing or recording over regions, the problem was most evident when QuickPunching over existing regions.

#### **Fixed: Attempting To Play From The Beginning Of A Session May Fail (Item #85674, 93283, 93289)**

- After the play command, the Play and Stop buttons flash, but Pro Tools does not play
- Repeated attempts may result in a successful play
- *Note: Pro Tools 7.3.1cs7 fixes some, but not all occurrences of this issue. Digidesign will continue to investigate additional fixes for this issue.*

#### **Fixed: Importing Audio Files From A Sound Devices 744T Field Recorder Causes Multiple Problems (Item #90570, 90726)**

- Audio files would not have a Unique ID assigned to them
- An assertion, "FF AudioProperty.cpp, line 33" would be thrown when overviews were being calculated
- Audio could be unreadable by Pro Tools

*Note: The following problem has not yet been addressed. We expect this fix in a future version of Pro Tools:*

- *Pro Tools cannot access the time stamp information in Spot mode*

#### **Fixed: Enabling Low Latency Monitoring Could Cause Loss Of Output Signal With a Pro Tools LE FireWire Audio Interface: 003 Family, Digi 002 Family , Mbox 2 Pro (Item #89073)**

- Note that although the output signal would stop, the meter would still indicate signal present

### ***Fixes Included from Pro Tools LE 7.3.1cs2***

#### **Fixed: Previewing Audio in the Workspace Could Cause an Assertion Error (Item #87627)**

- This would occur if the previewed audio was the result of a search. Note that clicking on the waveform was not problematic.

#### **Fixed: Under Certain Circumstances, Creating New Memory Locations Could Cause an Access Violation Error (Item #87164)**

- This would occur if the preference "Default Region Color Coding" was set to "Marker locations."

#### **Fixed: The Parameters and Values in the Display Bar of 003 Could Be Focused on the Wrong Plug-In (Item #85007)**

- After focusing to a new plug-in, the top row of the scribble strip would reflect the new plug-in, but the bottom row display and controls would continue to be focused on the previously selected plug-in.

### ***Fixes Included from Pro Tools LE 7.3.1cs1***

#### **Fixed: Adjusting Send Levels While Recording Audio Can Result in the Send Levels Resetting to "0" When Reopening The Session (Item #86186)**

- This would occur if no automation had been written on the Send.

### ***Fixes Included from Pro Tools LE 7.3.1***

#### **Fixed: Launching Pro Tools Could Result in an Assertion (Item #85058)**

- The assertion could be dismissed and Pro Tools would operate normally.

#### **Fixed: Using the Smart Tool to Adjust Fades Would Eventually Result in an Access Violation and/or Display Anomalies (Item #85462)**

#### **Fixed: Intermittent Corruption After Saving, Closing, and Then Reopening a Session, Regions Were Missing or in the Wrong Location on the Timeline (Item #85755)**

- As long as the session remained open, it would still playback correctly and with all playlists intact. The problem would not be observed until the session was closed and reopened.
- Any AutoBackup files created would have the same problem when subsequently opened.

#### **Fixed: Bouncing to QuickTime Movie Could Produce a File Where Audio and Video Were Out of Sync (Item #85906)**

- If the bounce duration exceeded the length of the video clip, the resulting movie would be stretched to fit the selection, resulting in a time-stretched picture.

#### **Fixed: Performing "Undo Add Memory Location" or "Undo Edit Memory Location" Would Cause a Crash (Item #84814)**

### **Updating Pro Tools**

To update to Pro Tools LE 7.3.1cs7:

1. Verify Pro Tools LE 7.3 or 7.3.1 is installed on your system.
2. Quit the Pro Tools application if it is open.
3. Locate the Pro Tools LE 7.3.1cs7 installer and launch it.
4. Follow the onscreen instructions to install Pro Tools LE 7.3.1cs7.
5. When installation is complete, restart your computer.

If you have installed previous updates, some file versions may not change. This update installs the following files:

- ProToolsLE.exe (v7.3.1cs7)
- 003.dll (v7.3.1cs7)
- Digi003.hex (v7.3.1cs7)
- Digi003\_Fader.hex (v7.3.1cs7)
- Dynamics III.dpm (v7.3.1cs6)
- Command8.dll (v7.3.1cs5)
- Control24.dll (v7.3.1cs5)
- Digi002.dll (v7.3.1cs5)
- HUI-MotorMix.dll (v7.3.1cs5)
- FFmt.dll (v7.3.1cs4)
- DAE.dll (v7.3.1cs3)

- DirectIO.dll (v7.3.1cs3)
- CFnd.dll (v.7.3.1)
- DFW.dll (v.7.3.1)
- VeDiolF.dll (v7.3cs1)

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