Echo Digital Audio Corporation

AudioFire 2 AudioFire 4 AudioFire 8 AudioFire 12 AudioFire 8a AudioFirePre8 Gibson RIP Release 5.9.4 for macOS

Disclaimer

Please be aware that this software is used at your own risk; Echo Digital Audio Corporation is not responsible for any damage or loss incurred by the use of this software.

Release Information

This release of the console and firmware provides several fixes and improvements for all AudioFire products.

As part of Echo's partnership with Gibson Guitar Corporation, the console now supports the Gibson RIP as well as the Echo AudioFire products. The console has been renamed the Echo FireWire Console to reflect this change.

Supported Operating Systems and Hardware

This release supports macOS 10.10 through macOS 10.15.

Note that on macOS 10.14 or later, you will be prompted to allow the Echo FireWire Console to access the camera. While this may seem odd, be sure to select OK. Otherwise, the FireWire Console will be unable to control your AudioFire.

Changes

• FireWire console is now digitally signed for macOS Catalina

Known issues

• MIDI port names always appear as "Plug 01"

Installation

- 1. Simply copy the Echo FireWire Console to your applications folder or a convenient place on your hard drive.
- 2. The first time you run the console it will check the firmware version in your device.
- 3. If your firmware needs to be updated, select "Yes" and your firmware will be updated.
- 4. Reboot your device.

AudioFire2 and AudioFire4 Playback Routing

The AudioFire2 and AudioFire4 now support routing playback from the computer to different physical outputs.

Audio applications see the AudioFire's outputs listed as "Playback 1" through "Playback 6". Using the console, you can then route the playback channels to either the analog outputs, headphones (AudioFire2 only), or digital outputs. Each playback pair can be independently routed to any of the outputs. You can also duplicate playback pairs so the same audio goes to more than one set of outputs.

To change the routing, open the Echo FireWire Console. Select the Settings tab; near the bottom of the window you will see the new routing control.

Using Multiple AudioFires

The Echo FireWire Console offers a lot of flexibility in the way multiple AudioFires can be configured. But, there are some rules that must be followed in order for your AudioFires to work together. These are instructions and guidelines for using multiple AudioFires together.

Connecting to your computer

You can connect multiple AudioFires to your computer by daisy chaining FireWire cables (connecting one AudioFire to the next) or by connecting each AudioFire to a different FireWire connector on your computer. AudioFire12's and AudioFire8's can be mixed in any order and the clock master can be anywhere in the chain. When using an AudioFire12 and an AudioFire8 at the same time, 192kHz will not be supported.

Clocking

When using multiple AudioFires, they MUST BE clock synced together. Using a BNC word clock cable or a S/PDIF cable, connect from the out to the in of the next AudioFire. In this manner, each AudioFire must be daisy chained. The first AudioFire in the chain is the clock master, the rest are clock slaves. On the "Settings" tab of the Echo FireWire Console you must set each AudioFire to the correct clock settings. The clock master should be set to "Internal" clock and the slaves should be set to "Word" clock or "S/PDIF" clock. If these settings are changed while audio is running, sync will be lost and your AudioFires will stop working until they are re-synced and the audio is restarted.

Naming convention

Each AudioFire is given a unique name based on its serial number. You'll see this unique name in the console, Audio Control Panel, Audio MIDI Setup and in your audio application.

Using the console

With multiple AudioFires, multiple console windows will open when you open the console. Each console will be identified by the AudioFire's unique name. If one console window is closed, all windows will have to be closed and re-opened in order to restore it.