



DMP RELEASE NOTES

Version: 3.14
Date: Mar 14, 2019
File: DMP00314.hex
PWTUI156.hex

Description

Timing fixes for communicating with the Oppo during initial disk insertion that prevented album art from properly showing.

Fixed Issues

- Timing fixes to address issues where album art doesn't show.
- Fix issues where some CD's don't come up properly.

Version: 3.13
Date: Dec 13, 2018
File: DMP00313.hex
PWTUI156.hex

Description

Fix for reading newly inserted CDs , where artwork would not come up.

Fixed Issues

- Fix for initial read of CDs
- Speed up boot time of DMP



Version: 3.12
Date: Nov 30, 2018
File: DMP00312.hex
PWTUI156.hex

Description

Additional fixes for issues where SACDs were not connecting with DSD to PS Audio DACs.

Fixed Issues

- Fix for DSD connection issues
- Pressing Play to close tray does not start playing media



Version: 3.10
Date: Oct 29, 2018
File: DMP00310.hex
PWTUI155.hex

Description

Load 3.10 fixes several issues that caused UI lockups for CDs. This release includes some other minor bug fixes and improvements.

Fixed Issues

- SACDs don't always complete DSD handshake
- CD/SACDs play first few seconds of song when user presses Stop
- Implemented timeout to large screen display even when there is no Album Art, if Cover Art is enabled
- Bit depth and sample rates for a lot of media formats are not consistent on display between DSD/DSjr and DMP
- Repeat mode not working consistently
- Playing certain CDs causes DMP to crash
- Dimmer slider doesn't affect the logo brightness
- Pressing Play/ pause button on remote while Tray is out should cause CD to start playing after load
- Play immediately after disc insert or Stop doesn't play
- Sample rate and bit-depth are displayed when user moves through directories



Version: 3.09
Date: Oct 3, 2018
File: DMP00309.hex
PWTUI153.hex

Description

Load 3.09 improves CD load performance and data disc/ USB sub-directory navigation. There are various other UI improvements, including a new dimmer slider setting in the setting menus, fixes for track names not displaying fully and many others.

Navigation of USB and Data Disc sub-directories

For USB and data disc sub-directory navigation, functionality is added to allow navigation using the remote control.

If the track is STOPPED or PAUSED, the up and down arrow keys on the remote can be used to navigate up directory levels. During PLAY, these arrow keys are used to fast forward or fast reverse the playing track.

Pressing the UP arrow key will return to the previous directory level. This corresponds to the Up Level icon on the Track Select Menu.

Pressing the DOWN arrow key will return to the root directory, regardless of what level the player is currently at. This corresponds to the Root Dir icon on the Track Select Menu.

Directory entries are included as part of the track list and are numbered along with the tracks themselves. Directory entries have the text [DIR] pre-pended to the directory name, to distinguish them from song tracks.

Directory entries can be entered in the following ways:

- Skipping to the entry and pressing the PLAY button (the auto-play feature will not effect directory entries)
- Selecting it from the Track Select Menu
- Entering the track number using the remote

Fixed Issues

- Match DMP and DSD dimmer settings and turn into slider
- Users advance to the next track but no sound plays when DMP says it's playing
- Track names with a '.' - everything chopped off after and including '.'
- USB/DataDisc can't play track from touch panel - but IR remote will work
- Sub Dir navigation through remote control?



PS AUDIO

- CD didn't reset to track one at end of play
- CDs take longer to load on 3.07 than 3.06
- Large Track number will display as 255 and nothing will play
- Fast forward and rewind does not work properly with USB and DVD data discs.

Known Issues

- The initial load of CD/ SACD/ HD media is done in stages. This allows the user to select Track 1 of the CD as quickly as possible, while additional track information is loaded for the UI. Side effects of this behavior are:
 - The track Track Select Menu may initially come up empty.
 - The user is unable to use Next/ Prev commands for the first few seconds after track 1 is available, as the player reads the directory info and determines the number of tracks.
 - Track and album information, and artwork, may take up to 10 seconds to fully populate.
- Data discs and USB drives must be fully read before play can initiate. The length of time it takes for these media types to come up depends on the number of tracks and sub-directories present.
- Some SACDs are not recognized or do not play DSD properly



Version: 3.07
Date: Sept 14, 2018
File: DMP00307.hex
PWTUI151.hex

Description

This release restores the ability to navigate sub-directories in USB and data disc media types.

In addition, there are numerous user interface and general performance improvements and bug fixes.

Ability to read USB and Data Disc sub-directories

The ability to read sub-directories in USB and data discs has been restored, but works slightly different from previous releases.

Directory entries no longer appear on the main display and cannot be selected using the FFW/ FRW/ PLAY buttons on the touchscreen. Only music tracks appear on the main display. Sub-directories may be selected from the Track Select menu.

Two new icons have been added to the Track Select menu for USB and data disc media.



The “Up Directory” icon goes up one directory level. If you are in the root directory and this icon is selected, the unit will return to the root directory.



The “Home Directory” icon will always return to the root directory regardless of the sub-directory level the player is on. If there is any confusion about where in the directory hierarchy the player is at, this icon can be used to reset back to the root.

If a directory is empty, nothing will appear in the track name field on the main display and no entries will appear in the Track Select menu. If a directory has sub-directory entries, but no tracks, the main display will be blank but the Track Select menu will display all the sub-directories.

If no media is playing, entering the Track Select menu will display the first entry on the media in the top position (i.e. the list starts with entry one, whether it's a track or sub-directory). If media is playing, the Track Select menu will center the list around the playing track.

The number of entries in any directory (including the root) is limited to 45. This limit includes both sub-directories and tracks. While more entries can be present on the media, the DMP may encounter errors when reading more than 45 entries per directory.

Fixed Issues

- Fix reading sub-folders for USB and data discs



PS AUDIO

- Album Artwork sometimes doesn't work
- Number pad on remote not working to select a specific track
- Fix when CD/SACD etc finishes playing you can't restart without eject
- Skipping songs flashes wrong track number for a bit
- F-Fwd/Rewinding before track starts to play pauses track and cannot be played unless you skip to the next/previous song and go back
- FFW/ FRW indicator stays up too long when doing next or prev
- Repeat/ Shuffle mode not working
- On Disc load, the first track will play for a second or two then pause
- When CD finishes playing, the screen displays the last track paused at 00:00

Known Issues

- On data discs/ USB drives, track names with a '.' have everything truncated after and including the '.'
- DMP screen brightness doesn't match the DSD screen brightness



Version: 3.06
Date: August 13, 2018
File: DMP00306.hex

Description

Multiple User Interface and general performance improvements and bug fixes.

Improved handling of USB and data discs.

Fixed Issues

- Number pad on remote not working to select a specific track
- Play after fast forward resumes play at beginning of track
- Skip to next/previous track doesn't work when fast-forwarding/rewinding
- Tray does not close when unit put in standby

Known Issues

- Album artwork sometimes does not display
- Number pad on remote not working to select a specific track
- USB and data discs will only play files in the root directory. Sub-directories are ignored.