



DiGiCo v21 Release Notes

December 2025

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1.0 Quantum 8 temperature warnings and fan control

If, due to environmental conditions, a worksurface reaches either of the specified temperature levels below, this will now be reported as an exclamation mark in the status windows.

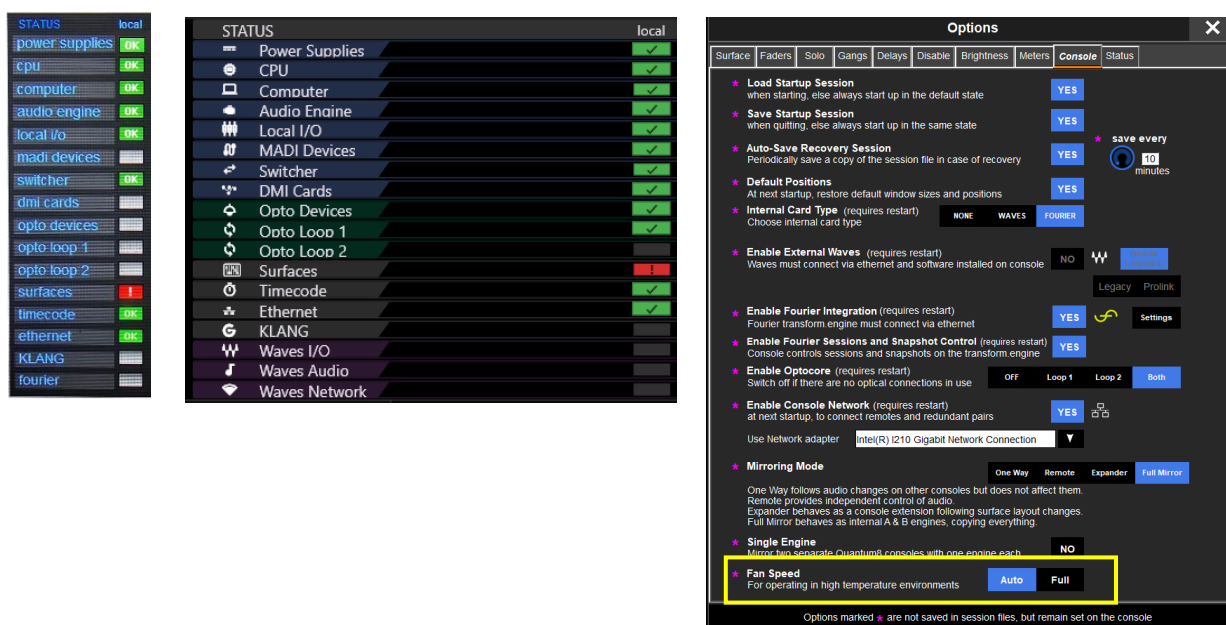
The following messages will appear and refer to a new section in options -> console, that now has fan speed controls. The default setting is Auto and should only be changed if prompted to do so or the console is knowingly operating outside the manufacturer specified temperature range, which is 0-40 degrees Celsius ambient.

Lower level (80 degrees)

The Worksurface is getting hot, please go to options -> console and set fan speed to Full

Higher level (84 degrees)

The Worksurface is getting close to critical operating temperature, please go to options -> console and set fan speed to Full and apply additional cooling to the console.



1.1 Default settings in options

Solo - Console defaults to single mode

Surface - Consoles that have **quick select** - 'Global Quick select' now defaults to YES

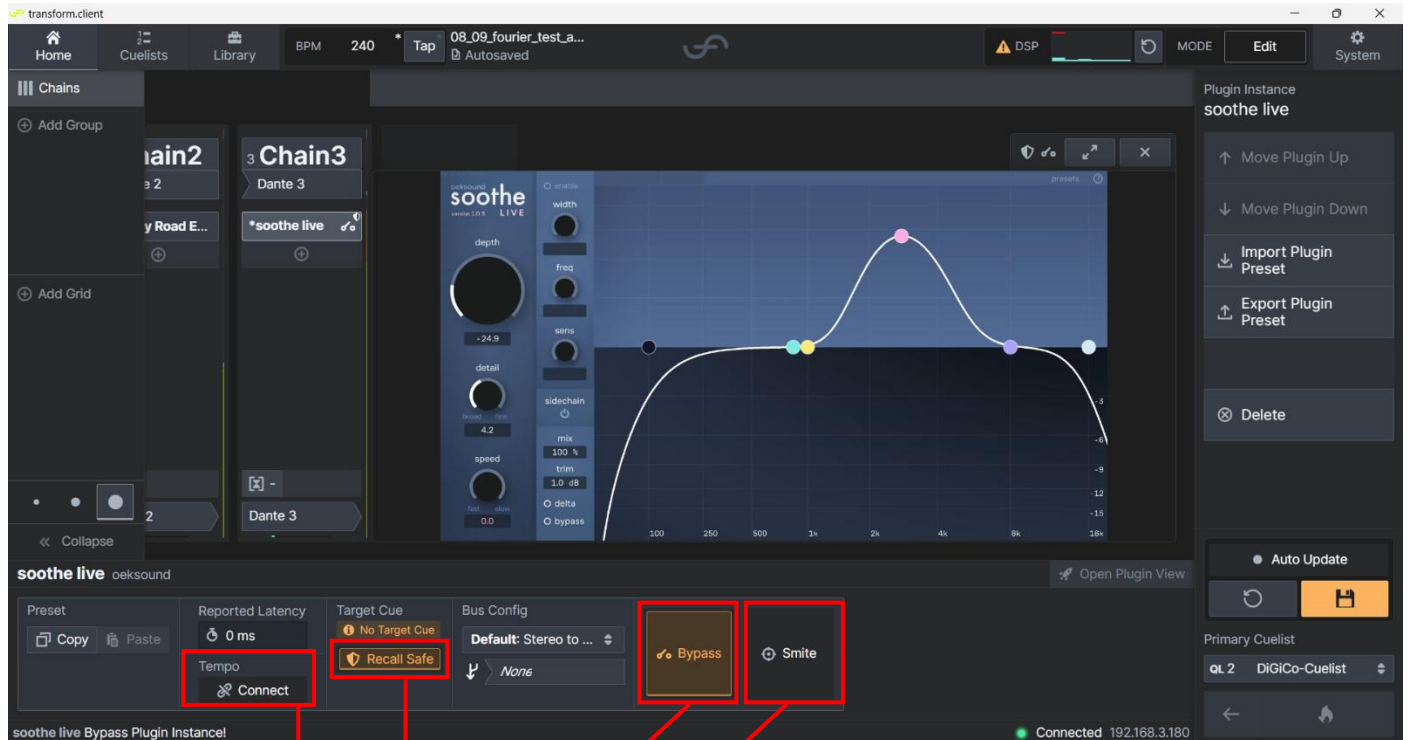
In **Surface** Options, under Auto Expand options, switch 'exclude OFF button' defaults to YES



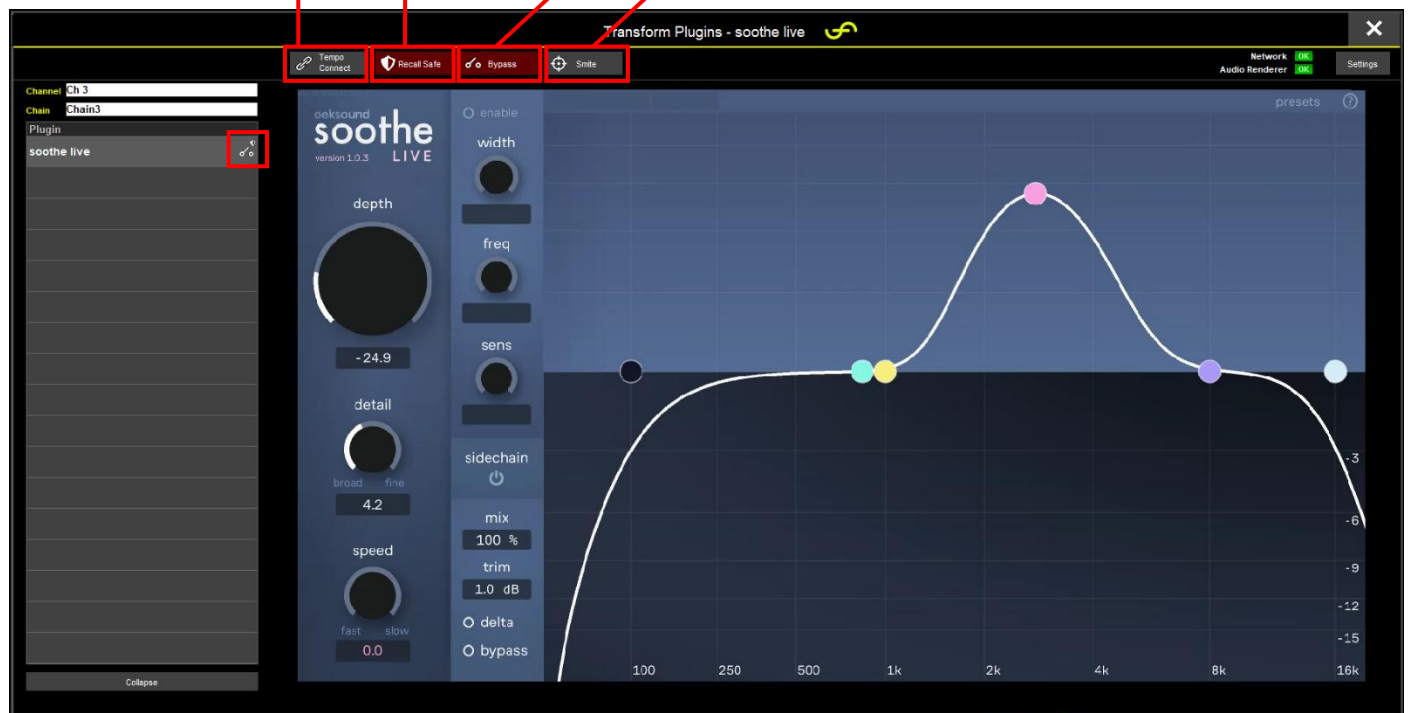
1.2 Fourier transform.engine – Further Control Integration

(Quantum Only)

New functionality has been added to console's transform.engine control panel to access additional aspects of the device from the console interface.



transform.engine client interface



Console interface

1.2.1 Tap Tempo

Tap Tempo is now linked and follows the console's global tap tempo function.

1.2.2 Added Controls

The Fourier panel on the console has 4 added buttons.

Tempo Connect allows a plugin to join the transform engine's global tap group.

Recall Safe allows individual plugins to be safed, preventing them from being affected by any cues.

Bypass will bypass the plugin. The audio is bypassing the plugin but the DSP is still running. This is a useful way to A/B the effects of a plugin from the dry signal.

Smite means that the plugin is shut down, no DSP, just an empty placeholder, until smite is deactivated when it will return to standard operation.

Bypass, Smite and Recall Safe are represented as symbols next to the plugin name to the left of the panel.

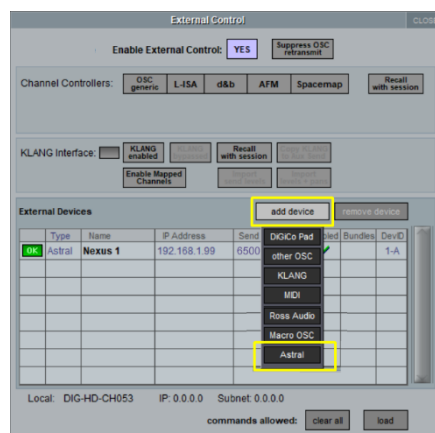
1.3 Sound Devices Astral Control

(Quantum Only)

It is now possible for consoles to fire macros on Sound Devices Astral units. For example, turn on all Astral Transmitters.

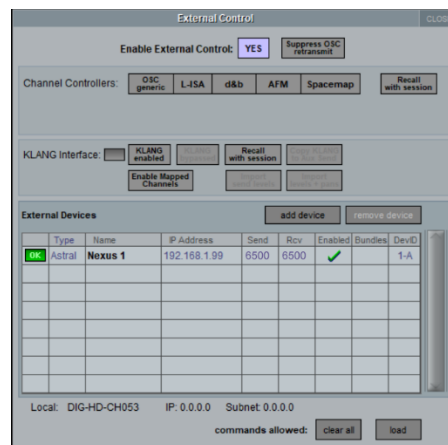
1.3.1 Astral Device Setup

To configure an Astral controller on the console, first navigate to external control, then select add device -> Astral



Check the IP addresses of the Sound Devices hardware and the console.

You can see console IP in the External Control panel, and the Astral IP in Network menu, under the Control IP header. In console External Control, input your IP Address. Note that Send and Receive ports are fixed when using Astral integration.



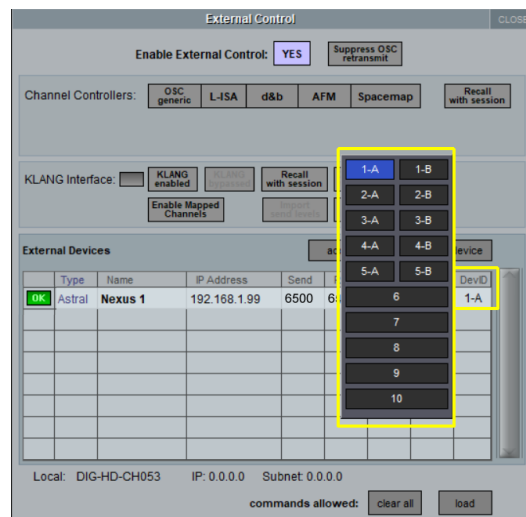
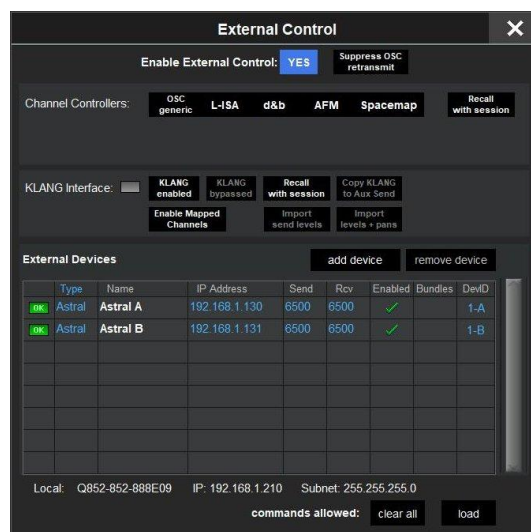
On the Astral device, enter your Console IP(s).

This can be done by navigating through:

Menu -> System -> Macros -> DiGiCo Console List

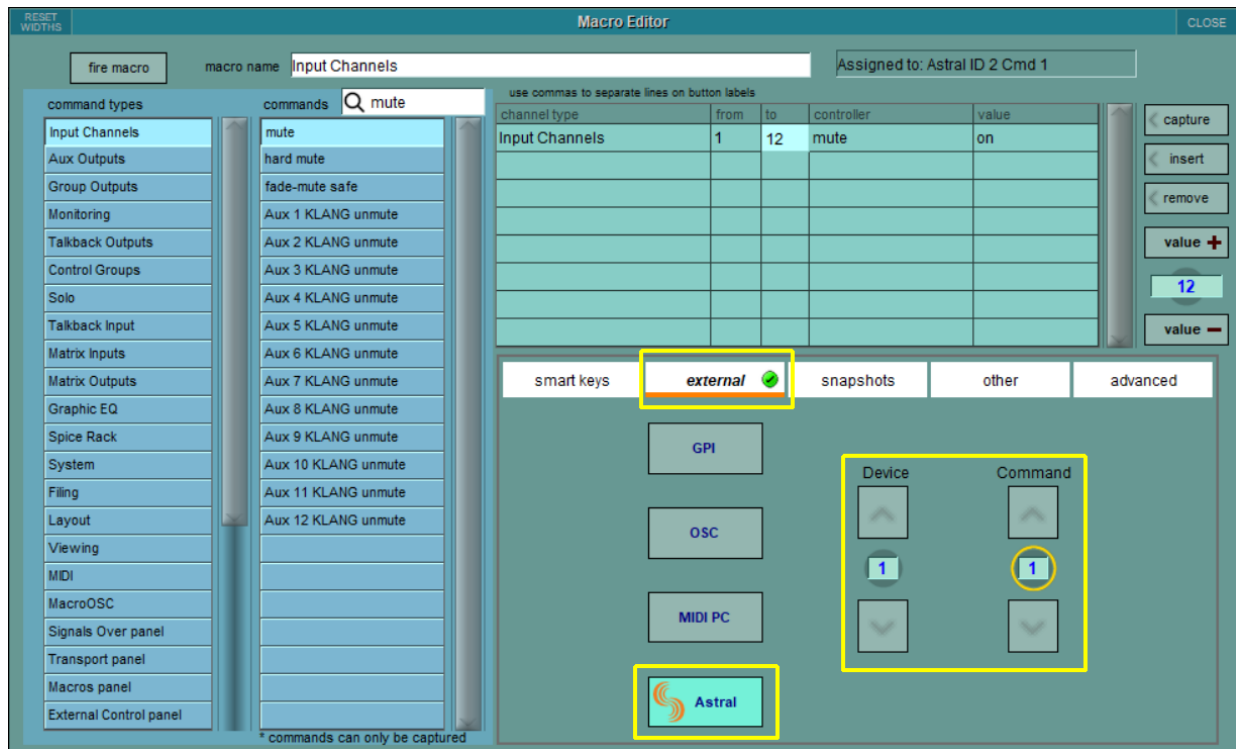
Next, set your Device ID. You can have up to 5 pairs of redundant boxes, or 15 single boxes on your network.

For example, in a system with two Nexus boxes and two consoles/engines, configure the relevant IP addresses on all devices, and set each Nexus box to 1-A and 1-B on both consoles.



Once your IP address has been set on all devices, enable the device(s) in External Control.

When macros have been set up on your Astral device, you are able to select both the Device and Command ID. The Command ID will need to match the OSC ID of the relevant macro on the Astral, while the Device simply matches the DevID set in External Control.



1.3.2 Firing an Astral Macro

There is also a new command named **Fire Astral Macro** in the Macro Editor list under the Sound Devices command type which provides the ability to trigger an Astral device Macro from a console Macro trigger.

The console Macro requires a Device ID and a Command ID which relates to the required device and command on the Astral unit.



1.4 Multi-select in SD Convert

SD Convert now allows multiple channels to be selected at once. This can be done by clicking and dragging the mouse across multiple channels or by using Shift + Click. Once multiple channels have been selected, they can all be enabled or disabled in one click.



1.5 Support for the Fourier Interface Card in SD9, 10 and 11

The Fourier Interface Card is now supported in SD9, SD10 and SD11 consoles. This delivers 64 channels of bidirectional Dante audio at both 48kHz and 96kHz. Once fitted to the console, the card can be specified to the console in Options -> Console -> Internal Card Type.

1.6 Errors Fixed

- When unfolding a Multi-Channel, the mute indicator would follow on the mute switch across different banks, the actual channel was not muted and still passed audio.
- Fixed AV 00473216 when changing layers with Aux On Faders enabled.
- Restructuring a converted session from SD12 to SD11 was permanently deleting the MAD1 BNC port.
- Removed reference to MIDI/HUI from External Control Options.
- Fixed a Nodal processing mismatch after conversion.
- Q1 UB MAD1 - Fixed the channel routing mismatch that sometimes occurred at 96KHz.
- Fixed AV 0040A698 and tVMeter32 in Q1
- Fixed AV 00743216 caused by selecting Aux nodes with KLANG or nodal processing for a Multi with Aux folded controls.
- Aux on Fader while on a Multi-Channel with Klang Enabled linked channel to upper fader bank on Q8.
- Fixed repeated temperature error messages on Q8 when the temperature was on the threshold.
- Prevented Q8 temperature error messages incorrectly reporting.
- Changing Q8 Preset scopes was selecting channels.
- Meters on Q8 master screen now snap to grid and remember their position on a session load.