

Embedded Software Release

for WING Digital Mixing Consoles



WING Firmware V2.0.

Release 2023-09-12



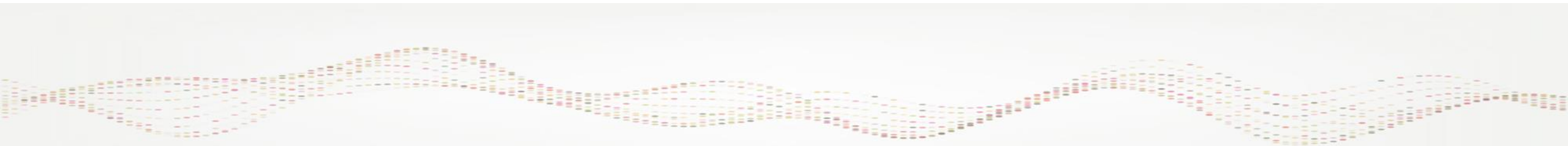


Overview

After active community testing of 1.13.9 ff, we are now confidently releasing the WING 2.0 firmware.

It provides exceptionally powerful tools for integrating WING into musical theater applications and complex live productions. Kudos to Thomas, who has carefully listened to the early tester feedback and has applied important improvements, making the operation fluent and flexible at the same time.

There is some learning curve inherent to complexity of the matter, however. The documentation will ultimately flow into the QSG, too. Details are listed on the following pages.

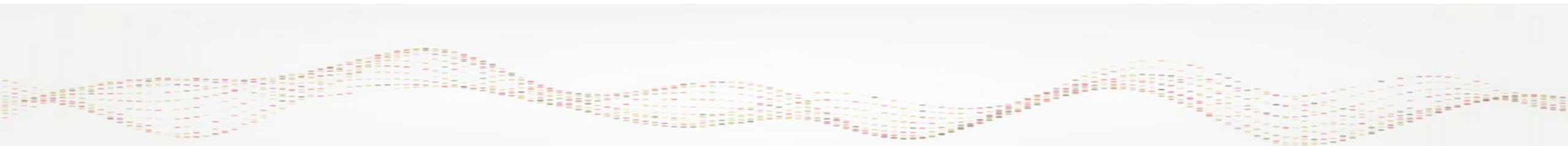




New Library Features

Library now also features:

- **„SNIP“ or Snippets**, i.e. any specific parameter changes can easily be recorded into a Snippet. There are no limitations of what parameter values can be recorded into a Snippet for later recall, but the REC FOCUS allows to define what changes should be included and what should be ignored. Snippets do not contain any other values than the ones that were recorded. Hence, loading a SNIP will keep the entire mix state intact, except for the specifically recorded values and settings.
- **„CHAN“ or Channel Presets**, i.e. all channel specific processing parameters will be stored together with their scope flags. The scope can be adjusted before loading a preset into another channel.
- **„FX“ or Effects Presets**, i.e. a specific plug-in effect type with all its current parameters will be stored. Note that any selected effects preset can be loaded into one of the 16 available plugin slots from the virtual FX rack. An overview of the FX rack with the currently assigned FX types helps you to select which free slot you want to use, or which of the used slots shall be replaced with the FX Preset you are loading.

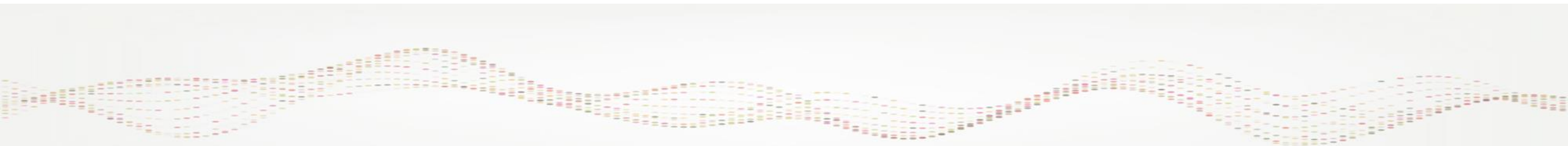




New Library Features

Shows now also feature:

- **„SHOW“ or eventlist**, i.e. any selection of load/play actions that you want to recall in a specific sequence during the performance. The events listed in that show can be of all the library item types, **SNAP** (snapshots of complete mix states), **SNIP** (snippets of specific parameters that were recorded for surgical adjustments to the current mixer state), **CLIP** (2ch or 4ch audio clips that can be played back from USB or internal DATA), **FX** (effects presets replacing the effect in one of the FX slots 1-16), **CHAN** (channel processing presets can be loaded into a channel)
- **SHOW event TAG**, i.e. any items that are listed in a SHOW sequence can be given a tag, e.g. for referencing specific appearances in a theater production.
- **SHOW event #TAG**, i.e. any items that are listed in a SHOW sequence can be given a tag starting with a #, e.g. for referencing the specific item in the Custom Control Section. This allows jumping to a specific scene, or playing back a specific audio track upon the press of a Custom Control button.
These event items can also be triggered from external MIDI device Program Changes.
- **SHOW event SEND MIDI**, i.e. any items that are listed in a SHOW sequence can be associated with a free text MIDI message, for automatically sending that message to external MIDI equipment when that item is recalled.





New Features

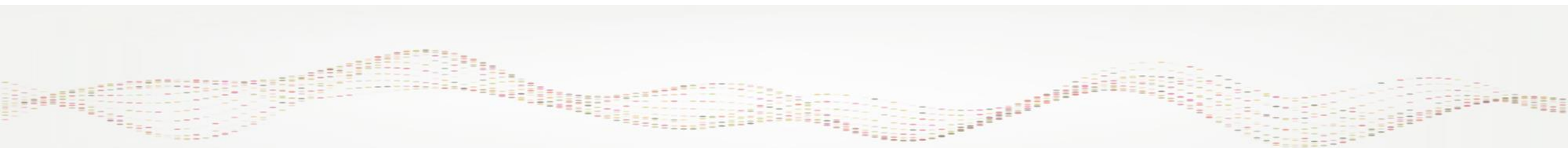
- New Preference on Setup/Audio screen:
Global Input Select (Main/Alt) Override switch
 - ON > input channel source MAIN/ALT switch can always toggle the sources, even when the channel's Input Select switch is set to Global
 - OFF > input channel source MAIN/ALT can toggle the sources **only when** the Input Select switch is set to Individual.

- New Preferences on SD Recorder settings screen:
Automatic switching of Main/Alt sources in channels depending on the SD Recorder state.

You can now separately define for STOP, PLAY and RECORD states :

- to either keep the current source
- always switch to the MAIN source, or
- always switch to the ALT source

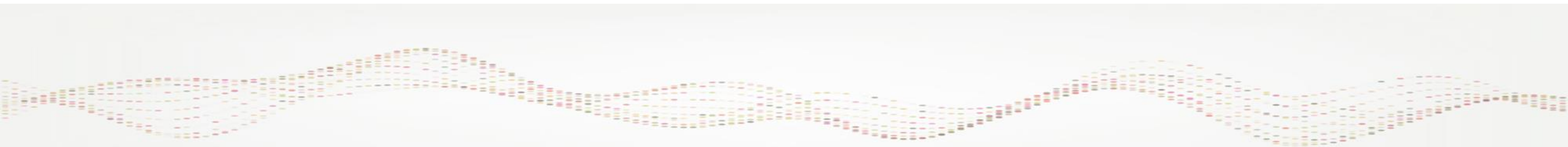
Auto Input Select determines which (SD1 or SD2) states the input selection should follow.





New Features

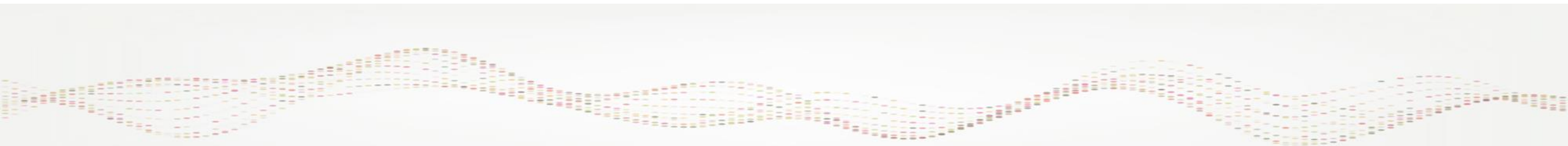
- **Channel UTILITY toolbox** allows copying channel parameters to multiple targets, with automatic increase of source assignments, when more than one target is selected
 - Note, on the Sends details for copying a channel's send settings to other channels, the scope will be automatically changed to ,Sends' only.
- **BUS UTILITY toolbox**, it is worth noting that it allows selecting the scope "FEEDS" specifically for copying all input channel Sends to this Bus to multiple targets Busses. This is a very convenient way of copying monitor mixes from one to another bus.





New Features

- **New USER SIGNALS Routing** features additional USER PATCHES 25-48, that allow arbitrary combinations of Sources, with their individual HA Gain, Mute and Polarity, to new stereo User Signals, e.g. as channel inputs.
- The DATA partition now also features a **STARTUP folder**, where „STARTUP.show“, „STARTUP.snip“ or „STARTUP.snap“ files can be placed for automatic load after the console start up.
Hold LIBRARY button during startup to temporarily skip the automatic loading.
- Custom Control for FX Mix added to end of plug-in parameter list
- Function to clear fader layers
- Option to auto-adjust (compensate) the send levels when changing the receiving Bus' mode globally, i.e. for maintaining the same contribution level





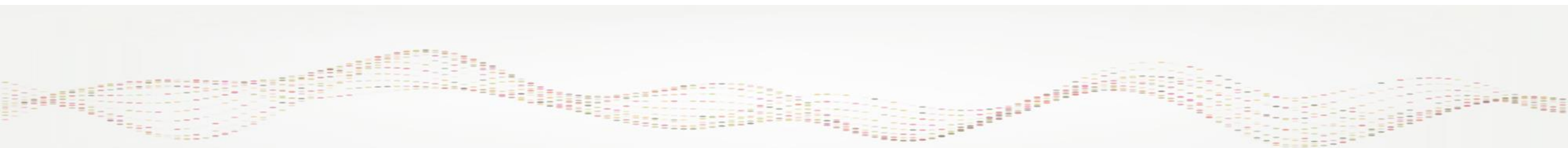
Other Changes

- **The Dynamic EQ** has a significantly improved response. As a consequence, the values stored in snapshots previously will not be compatible with Firmware 2.0, and may need re-adjustment.

The no-doubt complex operation of dynamic eq-ing is now much easier to comprehend:

- use **above** with **positive** gain for dynamic enhancement
- use **above** with **negative** gain to reduce harshness
- use **below** with **positive** gain for dynamic loudness
- use **below** with **negative** gain for noise/bleed reduction

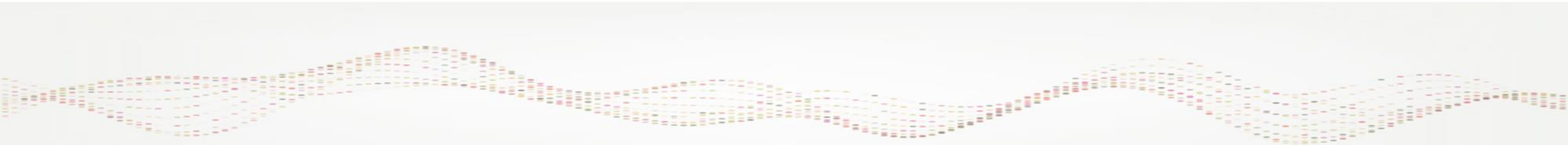
- New Preferences SEL double click OFF, jump to 1st tab on HOME, or jump to BUS insert FX page
- New deadtime for improved fader auto-select reduces channel switching while moving more than one fader
- Sources for stereo or m/s user signals are no longer linked, please set them both manually
- User Signal customization no longer taken from sources
- User Signal highlight now indicates that a signal is assigned to the user source, rather than showing if that user source is used as a channel input





Bugfixes

- UTILITY button backlight and operation (when toolbox and option box are present)
- issue where solo on buses was activated automatically even when not in sends-on-fader mode
- global main/alt switch reset to main on boot when sd recorder auto input switch was activated
- sd recorder now correctly opening a linked single session
- using the wheel to set sd recorder playback position could lead to inconsistent sd player state
- cursor control for GEQ faders
- position of homescreen EQ indicators (gain)
- selecting linked Wing-Live sessions could lead to console freeze



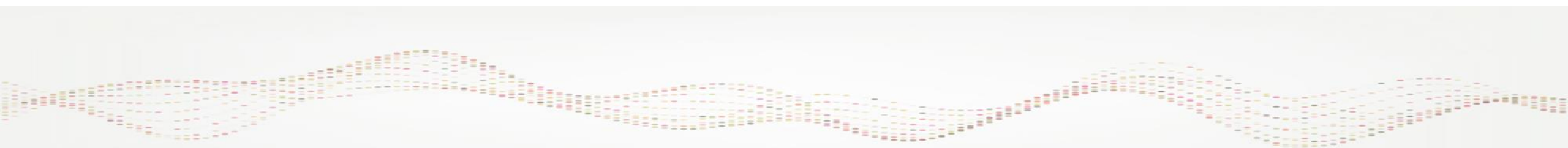


Applying WING Firmware Updates from USB Stick

Update Process using USB thumbdrives:

- Download any future FW updates from [behringer.com](https://www.behringer.com) and store it on a FAT formatted USB stick.
- Connect the USB stick to the top panel USB port of WING.
- Open the SETUP/GENERAL page and tap on the UPDATE icon on the left of the screen.
- A file browser will appear on the screen, and you can navigate to where the fw update is located.
- Select the correct FW update file and tap on UPDATE.
- After installing the update is completed, you will be prompted to reboot the console.
- The console can be rebooted by power cycling, or by selecting SETUP/SHUTDOWN and holding the SETUP button while pressing the HOME button.
- Verify the update was successful by comparing the firmware version on the left of the SETUP/GENERAL screen.

*Note: WING will always boot using the most recent firmware in the OS drive.
However, it is recommended to delete older firmware files or move them to a subfolder.*



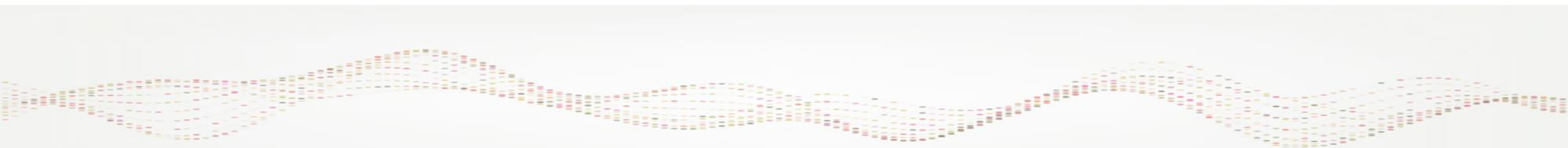


Applying WING Firmware Updates directly from PC

Alternative Update Process without USB Stick:

- Connect a USB cable from the rear panel USB port to your computer.
- Hold the blank button on the main display during power-up.
Alternatively, open the SETUP/GENERAL Edit page in order to enable the WING OS drive.
- A drive icon will appear on your computer, like connecting a flash drive or external hard drive.
Double click the drive to open.
- Extract the firmware zip file and drag/copy the new firmware file into the WING OS drive.
- After copying is completed, please eject the WING OS drive from your computer.
- WING should reboot automatically a few seconds after ejecting the drive.
If you chose the SETUP/GLOBAL Edit method, please reboot the console manually and verify the correct firmware version on the left of the SETUP/GENERAL screen, afterwards.

*Note: WING will always boot using the most recent firmware in the OS drive.
However, it is recommended to delete older firmware files or move them to a subfolder.*





Disclaimers

- **NOTE:** *The fw 2.0 has changes on the remote-control API and must be used with the recent app versions: WING CoPilot mobile app minimum version 1.12 and WING-EDIT application for PC/Mac/Linux 1.1. Previous CoPilot versions will not be fully compatible with WING fw 1.13 or higher.*
- **NOTE:** *Fw 2.0 will require stagebox firmware updates for supporting HA remote control and the use of WING on both sides (AES50 A and B) of the stagebox. We plan releasing those updates in the next coming weeks and suggest only using WING on the stagebox' A-ports until then. Using X/M32 series products on A- and B-ports is no issue, however.*

