

Dolby IMS3000 Software Bundle v3.4.11

Release Notes

10 June 2020 IMS.RN.005860.DRM Issue 3

1 Introduction

This documentation provides the update instructions and describes new features, bug fixes, other improvements, and known issues for the Dolby IMS3000.

Contacting Dolby

Contact Dolby Cinema Solutions and Support

- Send an email to cinemasupport@dolby.com.
- · Call:

Americas: +1-415-645-4900

Europe/Middle East/Africa (EMEA): +44-33-0808-7700

Asia-Pacific (APAC): +86-400-692-6780

Japan: +81-3-4540-6782

Access documentation

Visit https://customer.dolby.com.

Submit feedback about this documentation

Send an email to documentation@dolby.com.

2 Updating the Dolby IMS3000 software

Before you operate the Dolby IMS3000, we recommend that you update the Dolby IMS3000 with the latest software version.

- Software update overview
- Updating the Dolby IMS3000 using a USB flash drive
- Updating the Dolby IMS3000 using the Ingest Manager
- Updating the Dolby IMS3000 using FTP
- Accepting the Dolby IMS3000 license agreement

2.1 Software update overview

With previous products, several different components had to be updated separately. With the Dolby IMS3000, the firmware, software, and Security Manager (SM) update all together in a single bundle.

The latest Dolby IMS3000 software package is available from the Dolby customer portal at www.dolbycustomer.com. If you need access, you can sign up on the site or you can contact your dealer.

2.2 Updating the Dolby IMS3000 using a USB flash drive

You can update the Dolby IMS3000 software using a Universal Serial Bus (USB) flash drive.

Prerequisites

You have received the software package from Dolby.

Procedure

- 1. Load the software package onto a USB flash drive.
- 2. Insert the USB flash drive into a USB port on the Dolby IMS3000.
- 3. Click Ingest.
- 4. In the Ingest Scan window, from the Select a Location list, select Local Storage.
- **5.** Select the software package.
- 6. Click Ingest.
- 7. Reboot the Dolby IMS3000 to apply the update.



Remove the USB flash drive from the server after the update is complete.

Results

You are now ready to use the newly updated Dolby IMS3000 software.

2.3 Updating the Dolby IMS3000 using the Ingest Manager

You can update the Dolby IMS3000 software using the Ingest Manager.

Prerequisites

You have received the software package from Dolby.

Procedure

- 1. In the Dolby IMS3000 web user interface (UI) Status window, click Ingest.
- 2. Click Upload.
- 3. Click Choose Files.
- 4. Click the software package.
- 5. Click Upload.
- 6. Reboot the Dolby IMS3000 to apply the update.

Results

You are now ready to use the newly updated Dolby IMS3000 software.

2.4 Updating the Dolby IMS3000 using FTP

You can update the Dolby IMS3000 software using File Transfer Protocol (FTP).

Prerequisites

You have received the software package from Dolby and have an FTP client application.

Procedure

- 1. Log in to the Dolby IMS3000 via an FTP client application using admin credentials.
- **2.** Upload the software bundle to the directory /etc/rc.once/.
- 3. Reboot the Dolby IMS3000 to apply the update.

Results

You are now ready to use the newly updated Dolby IMS3000 software.

2.5 Accepting the Dolby IMS3000 license agreement

You must accept the license agreement in the Dolby IMS3000 web UI after initial setup and after a software update.

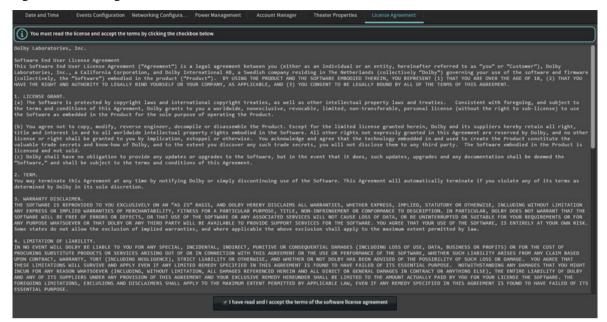
About this task

This option may not be available in future versions of the software.

Procedure

- 1. After you log in to the Dolby IMS3000 web UI, click **Setup & Maintenance**, click **System Settings**, and then click **Licenses**.
- 2. Scroll down, read the license agreement, and then select I have read and accept the terms of the software license agreement.

Figure 1: License agreement



3 Dolby IMS3000 software bundle v3.4.11 release notes

Dolby IMS3000 software bundle v3.4.11 includes new features, bug fixes, other improvements, and known issues.

- Software bundle v3.4.11 component versions
- Software bundle v3.4.11 new features
- Software bundle v3.4.11 bug fixes
- Software bundle v3.4.11 other improvements
- Software bundle v3.4.11 known issues

3.1 Software bundle v3.4.11 component versions

Dolby IMS3000 software bundle v3.4.11 consists of several component versions.

Component	Version
Software bundle	3.4.11-0
Software	3.4.11-0
Web UI	3.4.11
Firmware	3.4.10-0
SM	3.4.11-0
Watermark video	Dolby 0.3
Watermark audio	Dolby 4.3.2

∣ ■ Note:

Dolby TMS software v4.2.1 and greater supports the Dolby IMS3000.

Dolby TMS v5.0.4 and greater supports the loading of dual key delivery messages (KDMs). The Dolby IMS3000 accepts its own keys, and accepts keys for an external Dolby Atmos processor, like the CP850.

Important:

Before you can update to software bundle v3.3.x or 3.4.x, your Dolby IMS3000 must run on software bundle v3.1.8 or greater. The update to software bundle v3.3.x will fail if you update from a Dolby IMS3000 with software bundle v3.1.7 or below.

3.2 Software bundle v3.4.11 new features

Dolby IMS3000 software bundle v3.4.11 new features.

- Adds the ability to make the web UI log out times configurable from the Account Manager. [DCPLYR-2848/DCPLYR-5685]
- Adds the Dolby Cinema Processor CP950 to the Device Manager as a supported Audio Processor device.
 Adding this device enables the Dolby IMS3000 to send automation commands to the Dolby CP950.
 [DCPLYR-2999/DCPLYR-6807/DCPLYR-6808]

- Adds the ability for the user to select Sign Language Video (SLV) to output on the AES auxiliary. This
 feature is used with the CineAssista for hearing impaired (HI) customers in Brazil. [DCPLYR-5847/
 DCPLYR-6492]
- Adds the ability to create *firealarm_cues.xml* or **default_cues.xml** in the web UI. The user can now create a show playlist (SPL) and then click **Save**. There is a drop-down menu that enables the selection of a normal SPL, the newly added Fire Alarm Playlist, or Default Cue Playlist. [DCPLYR-5852]
- Adds two new automation cues in the Macro Editor that enables the system to switch between HDMI 1.4 and HDMI 2.0 specifications. To view the new automation cues, open the Library from Macro Configuration, and then select Certainty from the Driver list. [DCPLYR-6061]
- Adds support for LED Wall installations by LG. Requires the purchase of a specific Dolby IMS3000 (IMS3-L) in order to pair with an LED Display. [DCPLYR-6437/DCPLYR-6663/DCPLYR-6839]
- Add support for the Sign Language Video (SLV) channel in the Inter-Society Digital Cinema Forum (ISDCF) audio mapping. [DCPLYR-6440]
- Adds support for GENERIC LED Wall installations. Requires the purchase of a specific Dolby IMS3000 (IMS3-L) in order to pair with an LED Display. [DCPLYR-6488/DCPLYR-6631/DCPLYR-6629]
- Supports the labeling of Channel 15 of Interop as Channel 15 of Config4 Material Exchange Format (MXF) and displays it as Sign Language Video (SLV). [DCPLYR-6490/DCPLYR-6600]
- Adds improvements to the logs (*raid.log* file) when pausing/resuming redundant array of independent disks (RAID) operations. [DCPLYR-6604]

3.3 Software bundle v3.4.11 bug fixes

Dolby IMS3000 software bundle v3.4.11 bug fixes.

- Implemented a feature called IOlate in a previous version, which provided hard disk drive (HDD)
 performance metrics and health warnings. The thresholds involved were found to indicate problems
 incorrectly. The warnings for IOlate are now disabled until better thresholds can be identified.
 [DCPLYR-3391/DCPLYR-6905]
- Fixed an issue where the user typed the incorrect password into the system and the web UI incorrectly
 displayed that the playback mode had changed even though it had not changed. Note that the Playback
 Mode in CineLister requires the password for the manager account. [DCPLYR-3738]
- Fixed an issue with the **Hide ingested content** button (on the **Ingest Scan** page) that did not hide the ingested content if the Dolby IMS3000 was using a Main Storage NAS configuration. [DCPLYR-5371]
- Improved the SATA RX equalization (EQ) values for a 1 TB WD10JFCX-68N6GN0 HDD. Without these adjustments, the Self-Monitoring, Analysis, and Reporting Technology (SMART) data may have an increase in ATA Bad cyclic redundancy check (CRC) errors. [DCPLYR-5669]
- Fixed potential audio underflow issues with specific 20th Century Studios test content. [DCPLYR-5794]
- Fixed an issue which lead to a composition playlist (CPL) with 5.1 audio having no audio output on the rear surround (Lrs and Rrs) channels. [DCPLYR-5944]
- Fixed an issue where the hidden default and trigger cues were unexpectedly shown in the **Cinelister Playback** tab. [DCPLYR-5961/DCPLYR-5965]
- Improved the language names and flag icons on the Dolby IMS3000 log in page. The newly renamed languages are Brazilian Portuguese and Latin American Spanish. [DCPLYR-5967]
- Fixed an issue where the system experienced a segmentation fault after the AES67 configuration file was not found. [DCPLYR-5968]
- Fixed an issue where the cinema server was unable to edit the SPL that was originally created using third-party software, like a theatre management system (TMS). [DCPLYR-5969]
- Fixed an issue where the Detailed Report file was excessive in size (30 MB). [DCPLYR-5974]
- Fixed an issue that crashed playback if a piece of content was added to the Default Cues file (Default_Cues.xml). This file is only expected to have trigger and automation cues. [DCPLYR-5990]

- Fixed an issue where the Macro Editor defaulted the Dolby Cinema Processor CP950 library to send a message as binary instead of text. Text is the correct message type. [DCPLYR-6023]
- Improvements made to support more of the industry standard immersive audio bitstream (IAB) elements. [DCPLYR-6120]
- Fixed an issue where pink noise was constantly set to Left when selecting an array. [DCPLYR-6128]
- Fixed an issue where the user could not redirect the pink noise to another array while the pink noise was on. [DCPLYR-6130]
- Fixed an issue that prevented the Dolby IMS3000 from connecting to a USB Bluetooth transmitter. [DCPLYR-6141]
- Fixed an issue where the playback paused when the server played a piece of content less than four (4) seconds in length. [DCPLYR-6171]
- Added the ability for any input channel to route more than once to auxiliary AES3 outputs. [DCPLYR-6388/DCPLYR-6524/DCPLYR-6546/DCPLYR-6553/DCPLYR-6882]
- Fixed an issue where log rotating was not working correctly on the network-attached storage (NAS). [DCPLYR-6448]
- Fixed an issue where the **drmplaylistd** engine crashed on a specific SPL. [DCPLYR-6454]
- Fixed an issue where the **RetrSPL** and **GetSplContent** application programming interface (API) commands did not correctly return the loaded SPL. [DCPLYR-6574]
- Fixed an issue where the linear timecode (LTC) output did not output the correct value for most frame rates 25 fps or above. [DCPLYR-6567]
- Fixed an issue where the Dolby IMS3000 kept trying to connect to an old Cinema Audio Processor after a new CP was installed. [DCPLYR-6718]
- Improved the system management of an audio processor Key Delivery Message (KDM) when a Dolby Atmos enabled audio processor is switched in the Device Manager. [DCPLYR-6740]
- Fixed an issue where the Right Center Channel was routed incorrectly on the AES3 outputs for SMPTEConfig 3. [DCPLYR-6791]
- Fixed an issue where the center channel was output on Channel 4 when playing back a Blu-ray Disc with 5.1 DTS-HD audio (PCM). [DCPLYR-6793]
- Fixed an issue where the global audio delay was displayed incorrectly in the web UI after a reboot or software update. [DCPLYR-6810]
- Added protection to prevent the sending of RAW messages to an Audio Processor device registered in the Device Manager application. Audio Processor devices should use the messages within the Macro Editor application's External Audio Processor commands. RAW messages are designed for RAW devices registered in the Device Manager. [DCPLYR-6840]
- Fixed an issue where the **Audio Meter**, **Fader**, and **Mute** buttons occasionally appeared when the Dolby IMS3000 was in **Server Mode**. [DCPLYR-6881]
- Fixed an issue where the RAW devices registered in the Device Manager were incorrectly saving the configuration file, *devices.xml*, and adding "urn:uuid" multiple times to the device. [DCPLYR-6906]
- Fixed an issue where the Dolby IMS3000 did not allow any adjustment for the Low-Frequency Effects (LFE) parameters in the web UI. [DCPLYR-6986]
- Fixed an issue which after pushing a Dolby Atmos Designer configuration to the Dolby IMS3000 in Server
 + Main Audio mode, the global output levels showed 0.0. [DCPLYR-6987]
- Fixed an issue which allowed the AES67 configuration page to be accessible while the Dolby IMS3000 was in **Server Mode**. [DCPLYR-6990]
- Fixed an issue in the web UI where the **Play** button was not grayed out after clicking **Play**. [DCPLYR-6993]
- Fixed an issue where the Soap UI call for the **CPLManagement soundEncryptionAlgorithm** property incorrectly returned the answer of **None**. [DCPLYR-7121]
- Removed dB unit from the array output levels box. [DCPLYR-7130]
- Fixed an issue where the EQ speaker output levels were not updated on the web UI when a configuration was restored from an audio backup, with existing output level adjustments. [DCPLYR-7133]

- Fixed an issue where the Cinelister **Refresh** button lit up every two minutes even when new content was not available. [DCPLYR-7143]
- Fixed an issue where the Ls and Rs Array Level Controls were not available in the web UI. [DCPLYR-7152]
- Fixed an issue where the **Array Output Level** adjustments were not working correctly in the web UI control in edit mode. [DCPLYR-7153/DCPLYR-7159]

3.4 Software bundle v3.4.11 other improvements

Dolby IMS3000 software bundle v3.4.11 other improvements.

- Improved the StreamIt behavior to silence audio when a live stream is paused. This removes the possibility of noise during the paused playback. [DCPLYR-4878]
- Updated the end-user license agreement (EULA) and third-party software notices. [DCPLYR-6185]
- Improved the web UI to inform the user when the Dolby IMS3000 is in **Standby** mode. [DCPLYR-6352]
- Removed the MDA device from the Device Manager, as it is no longer supported. [DCPLYR-6383]
- Improved the Device Manager so that devices can be saved with an empty Identifier field. [DCPLYR-6737]
- Updated the Time Zone data to 2019c. [DCPLYR-6799]
- Added the ability to create and save a new configuration file in the Device Manager on the rare chance that the devices.xml file becomes corrupted. [DCPLYR-6899]
- Updated the Macro Editor automation cue libraries for the Dolby CP650, Dolby CP750, Dolby CP850, and Dolby CP950 audio processors. [DCPLYR-6902]
- Updated the web UI language translations for Dolby IMS3000 v3.4.11. [DCPLYR-7189]

3.5 Software bundle v3.4.11 known issues

Dolby IMS3000 software bundle v3.4.11 has issues that are known to cause problems. Suggested workarounds are provided where applicable.

Issue

When you add a **JNIOR** device in the Device Manager, a default incorrect password is erroneously inserted instead. [DCPLYR-7308]

Workaround: In the **Password** field, type the correct password **jnior** and then click **Save**. A hotfix is under development to resolve this issue.

4 Dolby IMS3000 software bundle v3.4.6 release notes

Dolby IMS3000 software bundle v3.4.6 includes new features, bug fixes, other improvements, and known issues.

- Software bundle v3.4.6 component versions
- Audio processor modes and capabilities
- Software bundle v3.4.6 new features
- Software bundle v3.4.6 bug fixes
- Software bundle v3.4.6 other improvements
- Software bundle v3.4.6 known issues

4.1 Software bundle v3.4.6 component versions

Dolby IMS3000 software bundle v3.4.6 consists of several component versions.

Component	Version
Software bundle	3.4.6-0
Software	3.4.6-0
Web UI	3.4.6-0
Firmware	3.3.24-0
SM	3.4.6-0
Watermark video	Dolby 0.3
Watermark audio	Dolby 4.3.2

| ■ Note:

Dolby TMS software v4.2.1 and greater supports the Dolby IMS3000.

Dolby TMS v5.0.4 and greater supports the loading of dual key delivery messages (KDMs). The Dolby IMS3000 accepts its own keys, and accepts keys for an external Dolby Atmos processor, like the CP850.

Important:

Before you can update to software bundle v3.3.x or 3.4.x, your Dolby IMS3000 must run on software bundle v3.1.8 or greater. The update to software bundle v3.3.x will fail if you update from a Dolby IMS3000 with software bundle v3.1.7 or below.

4.2 Audio processor modes and capabilities

For new production units, software v3.4.6 removes the default audio processor capabilities from the Dolby IMS3000.

This action enables you to configure the Dolby IMS3000 in three different ways:

- **Server Mode**: the Dolby IMS3000 uses an external cinema audio processor
- Server + Main Audio Processor mode: uses the on-board audio processor functionality

• Server + Atmos Processor mode: uses the on-board audio processor functionality

New production units of Dolby IMS3000 ship in **Server Mode**. If your setup requires the use of an external audio processor, then you will continue in this mode.

If your setup uses the on-board audio processing functionality of the Dolby IMS3000, you can purchase an enablement to turn on the 5.1/7.1 surround sound (**Server + Main Audio Processor** mode) audio processor or full Dolby Atmos processing (**Server + Atmos Processor** mode).

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Important:

Customers upgrading from software v3.3.x to v3.4.6 or greater **will not** have their audio processor functionality altered. No extra enablement is needed.

4.3 Software bundle v3.4.6 new features

Dolby IMS3000 software bundle v3.4.6 new features.

- Adds support for using an external Dolby Atmos enabled cinema audio processor, like the CP850 (when
 the Dolby IMS3000 is in **Server Mode**). As part of this change, the system now adds dual KDM support.
 The Dolby IMS3000 now accepts keys for itself and the connected Dolby Atmos cinema audio processor.
 These keys are transferred to the cinema audio processor when needed for Dolby Atmos playback of
 encrypted content. Note that content loading time may be longer due to this change.
- Adds support for AES3 passthrough audio routing.
- Adds support for Dolby CP650, Dolby CP750, Dolby CP850 and Dolby CP950 audio processor devices in the Device Manager.
- Adds support for the management of Dolby Atmos KDMs for external audio processors.
- Adds support for validating a Dolby Atmos KDM within the CPL sanity check.
- Adds support for alternate audio input.
- Adds support for limited PCM for HDMI audio only when in **Server Mode**. While in **Server Mode**, there is no support for the decoding of coded audio.

4.4 Software bundle v3.4.6 bug fixes

Dolby IMS3000 software bundle v3.4.6 bug fixes.

- Fixed an issue where silent channels were rendered in 7.1 rooms when playing a 5.1 Digital Cinema Package (DCP).
- Fixed a bug that displayed the wrong server mode in the web UI after a reboot.
- Fixed an issue that made the parameter **dcpProjectorsAlarmTable** undefined for NEC and Christie projectors. [DCPLYR-3415]
- Fixed an issue that prevented the display of 4K Full/UHD 50-60 fps pattern on a Quantum 280G Video Generator. [DCPLYR-5358]
- Fixed an issue that prevented the audiometer from displaying any activity during playback when in basic audio mode. [DCPLYR-6103]
- Fixed an issue that applied the audio channel mapping only after a reboot of the server when in **Server Mode**. Changes to the audio channel mapping now go into effect after reloading the SPL. [DCPLYR-6144]
- Fixed a bug that prevented the user from creating an audio processor device in the Device Manager. [DCPLYR-6146]
- Fixed an issue where the Dolby IMS3000 played the Dolby Atmos audio out of sync with the image. This bug is related to the ingest engine of the Dolby IMS3000, where the CPL was made available for playback before the Dolby Atmos reel was finished ingesting. When this happened, a default Entry Point of zero frames for the Dolby Atmos reel was entered, which may have been different from the intended value. If

- the default Entry Point was incorrect, the Dolby Atmos audio was out of sync with the image. [DCPLYR-6234]
- Fixed a bug that caused no audio when the system transitioned to **Server Mode** while in mute. [DCPLYR-6235]
- Fixed an issue with the reported status of the AES67/Dolby Atmos audio in the web UI diagnostics. [DCPLYR-6296]
- Fixed an issue that caused some CPL integrity checks to stop even though the overall process continued. [DCPLYR-6368]
- Fixed an issue that reported an **AuxDataValidation** warning with no reason, when performing a sanity check on a Dolby Atmos CPL. [DCPLYR-6373]
- Fixed an issue that prevented the listing of an audio processor KDM until a refresh was performed.
 [DCPLYR-6379]
- Fixed an issue that prevented the cleanup of audio processor KDMs when deleting an Audio Processor device. The audio processor KDMs now are deleted when the Audio Processor device is deleted in the Device Manager. [DCPLYR-6380]
- Fixed an issue that resulted in no audio on Channel 1 when routing two outputs to the same channels in **Server Mode**. [DCPLYR-6388]
- Fixed an issue with the HDMI input that caused missing lines when feeding the server 3D 720p 50 fps packing content. [DCPLYR-6467]
- Fixed an issue that prevented switching the HDMI input from HDMI 1.4 to HDMI 2.0. [DCPLYR-6468]
- Fixed an issue in the **Content** page that displayed the ingestion date for a Dolby CP950 KDM as "Unknown". [DCPLYR-6522]
- Fixed an issue that prevented the scanning of an audio processor KDM when adding a new audio processor device in the Device Manager. [DCPLYR-6532]
- Fixed an issue that caused the AES3 outputs to go active when all the inputs were previously muted. [DCPLYR-6535]
- Fixed an issue where an HDMI PCM source set to 5.1 DTS incorrectly routed the Center channel on AES3 outputs for SMPTE Config 3. [DCPLYR-6791]

4.5 Software bundle v3.4.6 other improvements

Dolby IMS3000 software bundle v3.4.6 other improvements.

- Improved the Macro Editor page so that it adds and removes macros depending on the Dolby IMS3000 mode. In Server Mode, the external audio processor commands are visible. In Server Mode + Main Audio Processor mode, the external audio processor commands are replaced with internal audio processor commands. [DCPLYR-6305]
- Addressed an issue where multiple search buttons were displayed in the Licenses tab in the Content page. [DCPLYR-6432]
- Created messaging in the event that the Dolby Atmos audio processor KDM is missing. This functionality is only present in **Server Mode**. [DCPLYR-6523]
- Removed unused audio configuration templates while in **Server Mode**. [DCPLYR-6549]

4.6 Software bundle v3.4.6 known issues

Dolby IMS3000 software bundle v3.4.6 has issues that are known to cause problems. Suggested workarounds are provided where applicable.

Issue

An issue with the HDMI input creates vertical green lines of pixels on YCbCr 4:2:2. [DCPLYR-5410]

Issue

There is an issue with playing 3D 4:2:2 content using the HD-SDI input. [DCPLYR-5516]

Workaround: Do not play 3D 4:2:2 content when using the HD-SDI input.

Issue

An issue causes picture artifacts on transitions between internal pull-down and non-pull-down formats. [DCPLYR-5651]

Issue

An issue where ingesting content with the "%" symbol in the title causes the Ingest Manager to crash. [DCPLYR-5930]

Workaround: If you experience this known issue, contact Dolby Cinema Solutions and Support.

Issue

An issue causes the Dolby IMS3000 to fail to connect to a tablet via Bluetooth. [DCPLYR-6141]

Workaround: You must contact Dolby Cinema Solutions and Support for a solution.

Issue

An issues causes playback to pause before the main feature when the SPL includes 1 or 2 seconds of black pattern. [DCPLYR-6171]

Workaround: Do not use 1-2 seconds of black pattern in your SPL.

Issue

An issue produces the wrong fps in Dual Link for 1080P 50, 59, 60 fps 4:2:2 10 bits, when using serial digital interface (SDI) input. [DCPLYR-6212]

Issue

A logging issue in the *kern.log* incorrectly reports 8 channels of PCM audio when playing a DCP without audio. [DCPLYR-6222]

Issue

A rare issue with the Ingest Manager displays the log error message "sql exe failed with error database or disk is full" when the actual content was ingested. [DCPLYR-6269]

Workaround: Reboot the server after the ingest process.

Issue

An issue causes a message with "Not enough samples in buffer to do fade" to appear for errors for 96 kHz audio clips. [DCPLYR-6472]

Issue

An issue causes underflows when switching from MPEG to JP2K (**drmauxsyncd**) with Dolby Atmos. [DCPLYR-6520]

Issue

An issue prevents the LTC from outputting the correct values for all the frame rates, except for 23.98 and 24 fps. [DCPLYR-6567]

Issue

An issue causes the Dolby IMS3000 to get stuck when the Main Storage NAS becomes unavailable. [DCPLYR-6615]

Issue

An issue prevents the Dolby IMS3000 from throttling the ingest from a USB during 450 Mbps Dolby Atmos playback. [DCPLYR-6665]

Issue

An issue on the CPL **Audio Mapping** page incorrectly abbreviates "Left rear surround" as Rls. [DCPLYR-6710]

Issue

An issue causes the SOAP asset check to fail unexpectedly when in **Server + Atmos Processor** mode. [DCPLYR-6714]

Issue

An issue with the FLM-X cleanup prevents deletion of cinema processor devices. [DCPLYR-6715]

Issue

An issue causes the server to keep the old certificates of the previous CP device configured, instead of cleaning them, if the system is already configured with an audio processor device (other than Dolby CP950). [DCPLYR-6718]

Workaround: Delete the **Audio Processor** device and create a new device. This action changes the universally unique identifier (UUID) of the device, forcing the system to cleanup.

Issue

An issue allows the user to save all devices with an empty **identifier** field in the **Device Manager** page. [DCPLYR-6737]

Issue

An issue prevents checking and deleting the audio processor KDM when updating the audio processor certificate. [DCPLYR-6740]

5 Documentation revision history

The documentation revision history lists the date, issue number, and description of all publications of the *Dolby IMS3000 Software Bundle v3.4.11 Release Notes*.

Date	Issue	Description
30 October 2019	1	Release notes added for software bundle v3.4.6
26 March 2020	2	Release notes added for software bundle v3.4.11
10 June 2020	3	Adjusted section for v3.4.11 new features

Glossary

CPL

Composition playlist. A composition playlist represents a complete digital cinema work, which may include features, trailers, teasers, and advertisements.

DCP

Digital Cinema Package. A packing list (PKL) file and all of the files that it references.

IAB

Immersive audio bitstream. A frame-based audio bitstream that includes audio channels and/or audio objects, plus metadata.

KDM

Key Delivery Message. An XML file that is used to provide decryption keys for a specific composition playlist (CPL) containing encrypted content. A KDM also specifies the time window during which the keys remain valid, as well as trusted equipment information to ensure that the CPL playback is possible only on authorized equipment and for an approved period of time.

FTP

File Transfer Protocol. A network-based protocol designed for transferring data using a client-server architecture.

fps

Frames per second. The number of unique consecutive audio or video frames an audio or imaging device produces in one second.

НДМІ

High-Definition Multimedia Interface. A high-speed, high-capacity format for transferring digital information and the specific hardware interface for the format.

LTC

Linear timecode. A timecode developed by the Society of Motion Picture and Television Engineers (SMPTE) that provides a time reference for editing, synchronization, and identification.

NAS

Network-attached storage. Data storage that is accessed by means of a local network connection for fast data sharing and file access.

PCM

Pulse code modulation. A method that is used to convert analog signals into digital, binary, coded pulses by sampling the analog signal, quantizing each sample independently, and converting the resulting quantized values into a digital signal.

SDI

Serial digital interface.

SPL

Show playlist. A playlist that defines one digital cinema show and is made up of a sequence of composition playlists (CPLs) that are associated with automation events, inserts (black pattern and others), or both.

SM

Security Manager. Embedded software that controls security data and content access from unwarranted intrusion. SM is required by Digital Cinema Initiatives, LLC (DCI) and is controlled according to defined policy.

SNMP

Simple Network Management Protocol. A protocol for managing IP network devices

SKU

Stock-keeping unit. An identifier for a distinct item for sale.

UI

User interface.

UUID

Universally unique identifier. A 128-bit string used to identify a software component.

USB

Universal Serial Bus. A standard that defines the cables, connectors, and communications protocols used in connections between computers and electronic devices.

YCbCr

Representation of a color space for digital imaging systems. YCbCr represents color using brightness and two color difference signals for blue and red: Y, Cb, and Cr, respectively.

Notices

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