

## Firmware Revision Notice Version 2.10

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This notice applies to the MixPre Series product line. This document describes new features in an officially released version of the firmware as well as changes to existing features that might have become available after the product documentation was published. The most up-to-date documentation for your Sound Devices product can be found online at: [www.sounddevices.com/support/downloads](http://www.sounddevices.com/support/downloads)

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### New Features

This section provides information on new features added to this version of firmware.

#### Cue Marks


This firmware release adds cue marks, which allow cueing directly to points of interest within a wav file. Cue marks can be added during recording or playback and can be deleted, named and moved. Jump directly to a cue mark by selecting it from a file's Cue List and then pressing play.

On the 10T, skip from cue to cue using << and >> keys.

Cue marks are embedded in the wav file's metadata and can be read and displayed by compatible computer applications e.g. Adobe Audition, Reaper.

*Note: The MixPre-10M already has Cue functionality; however, this firmware release adds to the 10M the embedding of cue marks to rendered WAV files. See the MixPre-10M User Guide for more information.*

#### To add cue markers:

- During recording, playback, or pause, tap  , the Q icon at the top of the Home screen. A cue mark number (starting from Q01 and incrementing each time a new cue mark is added) is displayed next to the Q icon.

*Note: The "Q" or Add Cue Mark functionality may also be set as a \*/\*\* shortcut.*

Cue markers added to a recording are provided in numerical order in the Cue List.

#### To access the Cue List:

1. When stopped, tap the top left region of the Home screen.
2. Select a file from the list by using the headphone encoder.
3. Tap the Dots icon to page through menu, and then tap Cue List.

#### To delete, move, or name a cue:

1. From the Cue List, use the headphone encoder to select a cue.
2. Do any of the following:
  - Tap Name and enter a new custom name.
  - Tap Move to adjust location of cue marker in 0.1 second increments.
  - Tap Delete to delete the cue marker.

### Remix (MixPre-3, -6, -10T only)

This firmware release adds the ability to playback any existing file and create a new LR mix by adjusting its ISO tracks' fader levels and pans. Remix is enabled in the Record menu and is only available in Advanced mode or Custom mode with Gain set to Advanced. Remixing requires that the source file include at least one ISO track. Remix is turned off by default.

#### To turn remix on/off:

1. Tap .
2. Tap Record > Remix.

### Re-record LR Mix (MixPre-3, -6, -10T only)

This firmware release adds the ability to record the LR mix during remixing. All metadata from the source file is transferred to the re-recorded 2-ch LR mix poly wav file. A re-recorded file's name is the same as the original source file name but prefixed with the characters **R\_**. Re-recording requires Remix to be enabled and the source file to have at least one ISO track.

#### To set re-record:


1. From the File list, select the file with isolated tracks.
2. Tap the Dots icon.
3. Select Re-record LR.

*Note: If you do not see Re-record LR as a menu item, ensure Remix is turned on.*

### USB Audio

This firmware adds the option to set the USB Audio interface to output only two channels in order to increase compatibility with applications that do not support multichannel USB audio.

#### To set USB Audio to output only two channels:

1. Tap .
2. Tap System > USB Audio, and set it to Stereo Out.

*Note: When USB Audio is set to Stereo Out, the MixPre does not receive USB audio from a computer.*

### Expanded Linking (MixPre-6, -10T only)

In this firmware release, the Multichannel Linking feature (3 or more) has been expanded on the following models:

- MixPre-6 — Channels 1-3 as well as 1-4 are now linkable.
- MixPre-10T — In addition to 1-4 and 5-8 linking, these other channel linking combinations are now available: 1-3, 1-5, 1-6, 1-7, 1-8, and 5-7.

Additionally, the Link Type menu provides the ability to choose which parameters are linked when linking three or more channels.

- Selecting the All option links input type, trim gains, faders, limiters, low cuts, record arms, and delays.
- Selecting the Faders Only option links only the faders.

## Changes

This section provides information on changes to existing features.

### On All Models

- The four button layout changed to a six button layout in Channel screens.
- Mute is now accessible via the Channel screen.
- Mute now deactivates the input. Previously, mute would only mute the input in the headphone monitor.

### On MixPre-3, -6, -10T only

- The original “File List icon” has changed:

NAME	ICON	DESCRIPTION
Old File List icon		Dog-eared page
New Audio File icon		Audio wave

### On MixPre-10M only

- Rendering start and stop points are now determined by the Play In and Stop cues, if set. This is ideal for rendering out only a part of a project.
- Monitor button is grayed out when Input is set to Off.
- The track that is using the Air effect is now displayed in the grayed out button on other tracks.
- Cue marks are now embedded into rendered WAV files.

### On MixPre-10T only

- The MixPre-10T now defaults to Advanced Mode instead of Basic.