Solid State Logic

OXFORD · ENGLAND

System T

T-SOLSA V3.1.27 Installation Notes

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Document Revision History

Initial Release	EA	December 2021

Minimum PC Requirements

Supported Operating Systems

Windows 7 64-bit, Windows 8 64-bit, Windows 8.1 64-bit or Windows 10 64-bit operating system.

Installations of the Windows operating systems listed above may be run on Intel-based Apple Mac computers using a multi-boot utility such as Bootcamp or virtual environments such as Parallels. The hardware requirements listed below still apply to these environments.

Windows 7 Support

Microsoft ended support for Windows 7 in January 2020.

V2.3.19 was the last version of T-SOLSA that officially supported by SSL on Windows 7.

T-SOLSA will continue to be supported on Windows 8.1 64-bit and Windows 10 64-bit.

Hardware

Minimum 8GB RAM (16GB recommended)

2.6GHz Dual core CPU or higher

200MB hard disk space

Minimum screen resolution of 1920 x 1080 recommended with a 16:9 ratio

Required Software

This version of T-SOLSA requires that .NET V4.7.2 or later is installed on your Windows machine.

Dante services

Ensure you are running V4 Dante Controller

New Features in V3.1.27 T-SOLSA

- Send Stems
- Channel View Scene Automation Recall Safe Processing Blocks
- Monitor level Numerical Entry and Presets
- I/O Management improvements
- Mic Control RedNet MP8R (only relevant on a console)
- Access Control Additions
- Effects Rack - LtRt Downmix
- HC Config GUI and ACS Record of Tempest Engine Config
- Licencing Management Improvements (only relevant on a console)
- Network Adapter Selection
- Each Event can now have multiple Scene Automation Input and Output Actions as event sources and destinations
- Drive letters are included in file browser (useful for T-SOLSA with multiple/networked drives)
- New Eyeconics: AMBEO^{TM} Mic, Diagonal Arrows, UK four country flags
- Long path names on meterbridge are truncated and compacted (only relevant on a console)
- Status message when dynamic dual domain routing is full
- Status message and routing GUI update when a console made (owned)routing subscription on Rx channel of external IO device is removed by another controller
- Console Rx dynamic dual domain routes are remade when console sees they are removed by another controller
- Console routing GUI updated when external IO devices become reachable again, changes made to device Rx subscriptions while unreachable are now reflected on the console routing GUI
- HC card name in surface to engine config can now display up to 31 characters, the maximum the device can have
- Dante devices with specific drivers use both manufacture and model ID
- Improved data storage when T-SOLSA used with windows user accounts
- Improved handling when importing large IO database in T-SOLSA

Important Details / Changes

T-SOLSA Offline

When using T-SOLSA offline to prepare showfiles it is crucial the I/O Database, Tempest Engine Config and Surface Config files are loaded from the target console into T-SOLSA. With the improvements in V3.1 around VTL and dynamic dual domain routing listed above, the Tempest Engine Config file <u>must</u> match the I/O database for T-SOLSA offline routing to operate and be accurate. The surface config file will allow the operator to correctly manage layers for the tile layout of the target console.

Network Adapters

Network adapter selection for T-SOLSA has moved in the same way as the console network GUI. Adapter selection is now found in **Setup>Service>Network**. All adapters available from the operating system when T-SOLSA is started will be displayed. The adapter to be used with T-SOLSA is selected in the **Surface Network** pane. Adapter settings must be configured within Windows, the **Network Adapters** pane in T-SOLSA is read only.
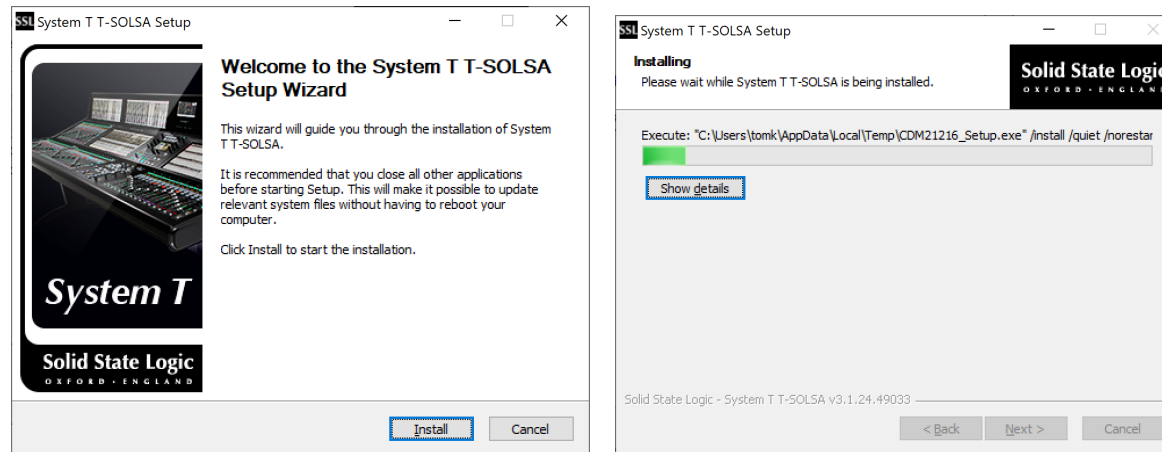
Installer

Following Microsoft advice for apps within Windows 10 there are some changes to the installer; no automatic Desktop shortcut, no version numbers in Start Menu shortcuts, no Start Menu shortcuts to the uninstallers.

If a shortcut is required, this can be created using Windows with a shortcut to **SystemStartSequencer.exe** located in **C:\Program Files\Solid State Logic\SystemT**. This shortcut can be renamed accordingly. The T-SOLSA version number may be found in the properties of this file or from the **Service>Admin>About** GUI within the software. If you need to uninstall T-SOLSA please do this through the inbuilt **Settings>Apps & Features** tools within Windows.
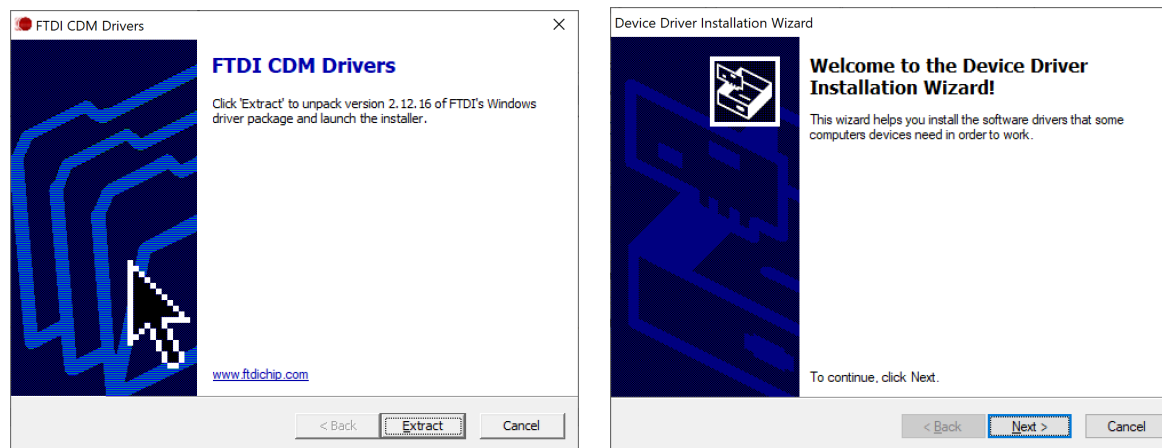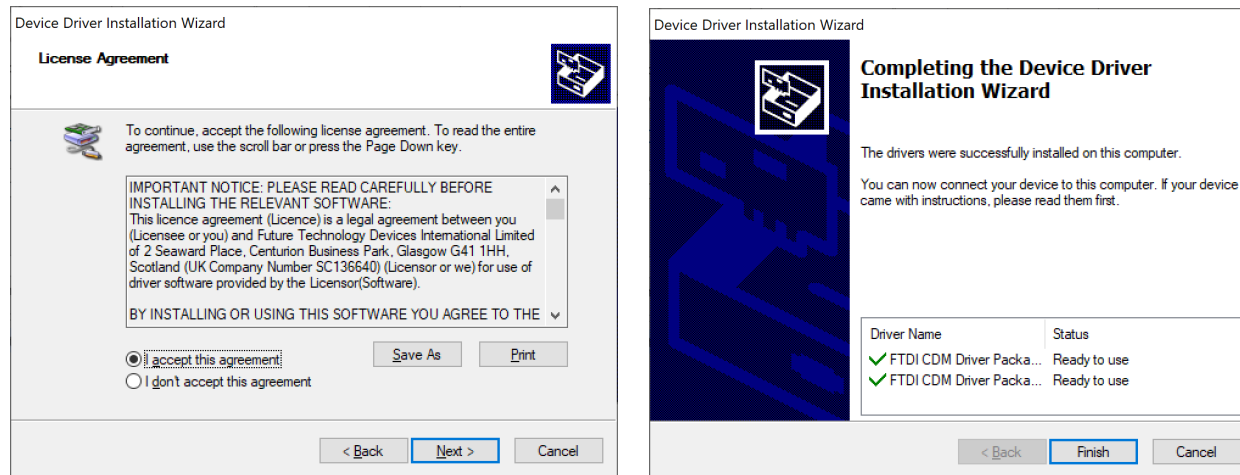
Install T-SOLSA

These instructions should be used alongside the System T Install Notes and Features Release Notes for the matching version of software. For operational instructions please see the System T Operational Guide; operationally the T-SOLSA apps are the same control software that runs on the console.

Locate the **SSL_SystemT_PC_V3.1.27.exe** file and double-click to launch. Dialogue boxes will appear asking if you wish to run the file and then install the software, confirm these:
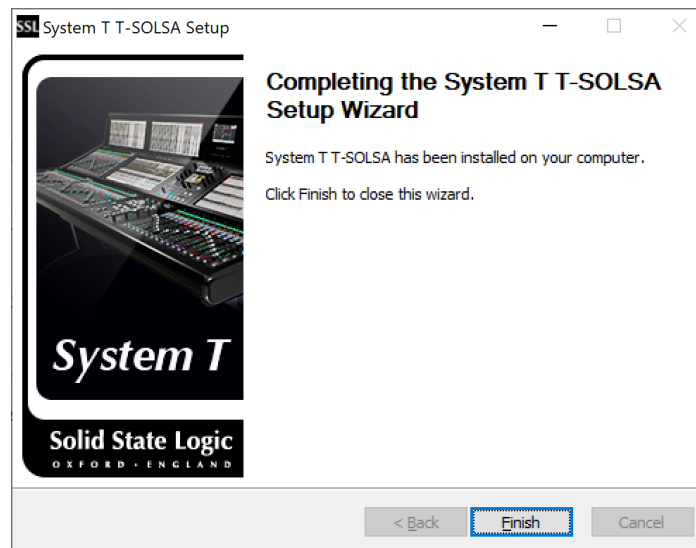
Dialogue boxes appear asking if you wish to extract and install the FTDI CDM Drivers. Click **Extract, Next,** accept the agreement and click **Next,** then **Finish.**
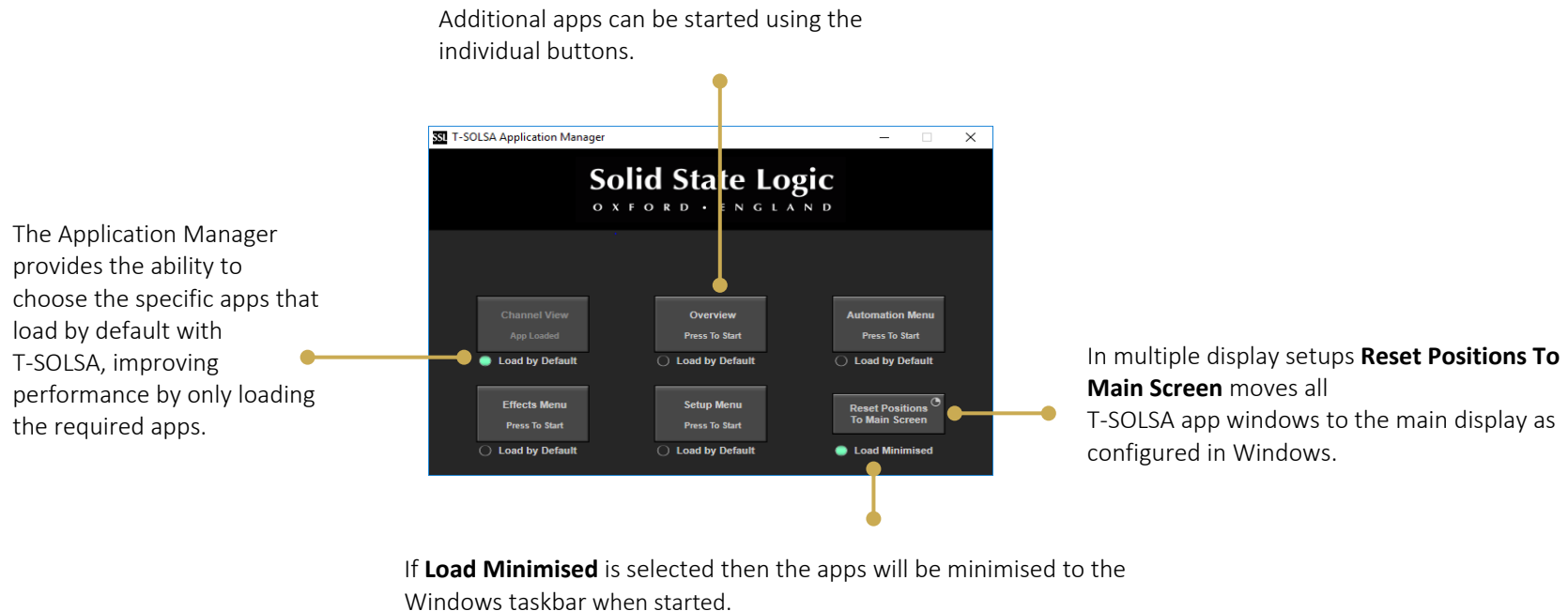
Upon completion of the install a dialogue box will appear asking you to select **Finish**. Once this is done the program is ready to launch.

When T-SOLSA is launched the **T-SOLSA Application Manager** window appears first. This provides the option to choose the apps that run/load by default/load minimised etc. Reducing the number of application windows that launch to only those required can improve system performance. Apps return to their previous display locations when launched.

Additional apps can be started using the individual buttons.

The Application Manager provides the ability to choose the specific apps that load by default with T-SOLSA, improving performance by only loading the required apps.

In multiple display setups **Reset Positions To Main Screen** moves all T-SOLSA app windows to the main display as configured in Windows.

If **Load Minimised** is selected then the apps will be minimised to the Windows taskbar when started.

Connect T-SOLSA to Console

1. **Create a password:** On the console, go to **Setup>Options>Surface Remote Connections**, double-click the password box to define a password.
   If required enable **Auto authorise to slot 1** providing the ability to skip step 3 of this process.
2. **Log in from T-SOLSA:** In T-SOLSA launch the setup window and go to **Setup>Options>Surface Remote Connections**, set to **REMOTE** mode, and press to connect to an available slot.
3. **Allow the connection:** On the console **Surface Remote Connections** tab, click to allow the requested T-SOLSA connection.
4. **Sync the console layers:** If you wish to push the console user layers from the main to T-SOLSA in slot 1 or 2, on the console go to **Setup> Layer Manager** and hold the **Sync** button in the right-side menu bar.

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