

SpeakerCraft Inc.

Product : MZC-66 MultiZone A/V Controller
Firmware Filename : MZC66_1_2_2.ezf
Latest Firmware : Version 1.2.2
Document Date : May 23, 2005

Version 1.2.2 (May 23, 2005)

Issues:

#1 When the Doorbell/Page times out there is a possibility of an abrupt increase in audio level when returning to the original selection.

SOLUTION:

When the Doorbell/Page times out the audio level is first muted before the original audio level is restored, thus eliminating the short interval of high level sound.

#2 Accommodations made for new hardware implementation.

Version 1.1.4 (November 22, 2004)

Issues:

#1 The MZC-66 responds with the project data's starting address at 24,576, and the size of 16,384 bytes. Using these figures, EZ-Tools is not able to download any project over 8,192 bytes in size.

SOLUTION:

The MZC-66 now responds with the project data's starting address at 16,384, and the size of 16,384 bytes. Using these figures, EZ-Tools is now able to download any project under 16,385 bytes in size. This fix should now remedy EZ-Tools project download failures.

Version 1.1.3 (November 12, 2004)

Issues:

#1 After the Control Port's driver IC is enabled, there must be a

small delay before communication can begin. The delay was too short. This may have caused intermittent communication between the MZC-66 and EZ-Tools.

SOLUTION:

The delay was extended.

Version 1.1.2 (November 11, 2004)

Issues:

#1 Priority functionality does not apply across different MZC-66 units.

SOLUTION:

Priority functionality now works across different MZC-66 units.

Version 1.1.1 (November 09, 2004)

Issues:

#1 In an expanded MZC-66 system, a Party-Mode initiation from the Control Port would cause instability.

SOLUTION:

In an expanded MZC-66 system, a Party-Mode initiation from the Control Port no longer causes instability.

Version 1.1.0 (October 05, 2004)

Issues:

#1 When using EZ-Code keypad emulation, a unique EZ-Code command must be learned for each of the bottom 4 keys (MKP-6.1) for every source. When these EZ-Codes are received by the MZC-66, the selected source will be forced to match the source encoded within the EZ-Code (Source Synchronization).

SOLUTION:

The EZ-Codes that emulate the bottom 4 keys (MKP-6.1) no longer

force Source Synchronization.

Upgrades:

- #1 Added zone expansion. Up to 4 MZC-66s may be linked together allowing 24 total zones. (Note: Priority functionality does not apply across different MZC-66 units.)

Version 1.0.2 (June 22, 2004)

Issues:

- #1 The MZC-66 is only responding to EZ-Code Group 00.

SOLUTION:

The MZC-66 now responds to all EZ-Code Groups.

Version 1.0.1 (June 4, 2004) (Official Release)

Issues:

- #1 When in party mode, any activation of volume keys on zones that are on is also affecting the audio output of zones that are off.

SOLUTION:

When in party mode, any activation of volume keys on zones that are on is only affecting the audio output of zones that are actually on.

- #2 When a page audio input is used as a source it is not being restored as a source after a doorbell event.

SOLUTION:

When a page audio input is used as a source it is being restored as a source after a doorbell event.

- #3 When a zone is muted or turned off, it is not being de routed, this in turn causes there to be audio output on a zone that has its VC/NVC (Volume Control/No Volume Control) switch set to NVC even though it is muted or turned off.

SOLUTION:

When a zone is muted or turned off it is also being de routed.

- #4 When a mute relay command and a volume command are both under a single key, constant activation of that key is continuously

toggling between the two commands.

SOLUTION:

under When a mute relay command and a volume command are both
a single key, constant activation of that key is executing
first the mute relay command then it continuously executes
only the volume command.

- #5 Downloading a maximum sized project is corrupting the firmware
program thereby rendering the unit inoperable.

SOLUTION:

Downloading a maximum sized project is not corrupting the
firmware program.

- #6 If a one second or more timeout is programmed, the doorbell
event will conclude when the timeout has elapsed even if the doorbell
input is still held active.

SOLUTION:

event If a one second or more timeout is programmed, the doorbell
will stay active as long as the doorbell input is held
active and only conclude after the doorbell input is returned to an
inactive state and the timeout has elapsed.

- #7 There is no momentary triggering of the doorbell event.

SOLUTION:

will If a zero second timeout is programmed, the doorbell event
and stay active as long as the doorbell input is held active
returned will conclude immediately after the doorbell input is
to an inactive state.