



For technical support contact D3@martin-audio.com

Major build update

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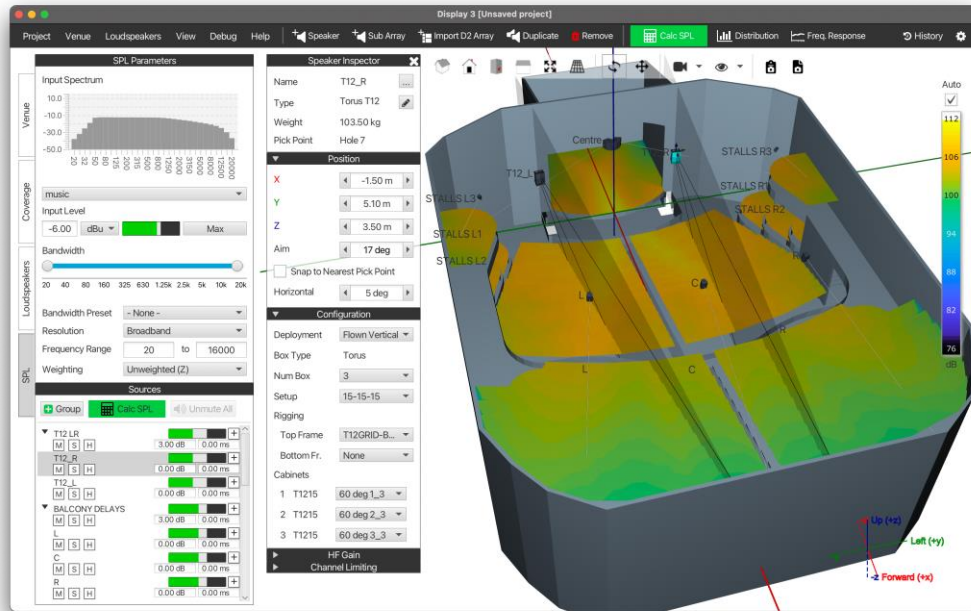
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Introducing

Mac OS

We're delighted to present the first fully native version of D3 for the Mac OS. Both Mac and Windows versions are identical, and files generated are fully compatible between the platforms.

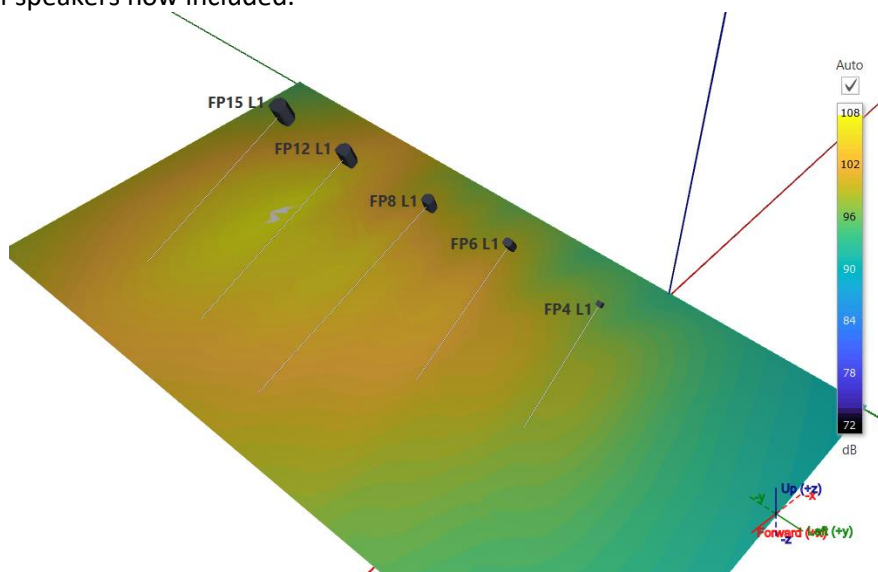


The build has been tested on the following versions for both x86_64 (Intel) and arm64 (silicon M1 & M2) hardware types.

- Catalina (10.15)
- Big Sur (11.7)
- Monterey (12.8)

Flexpoint

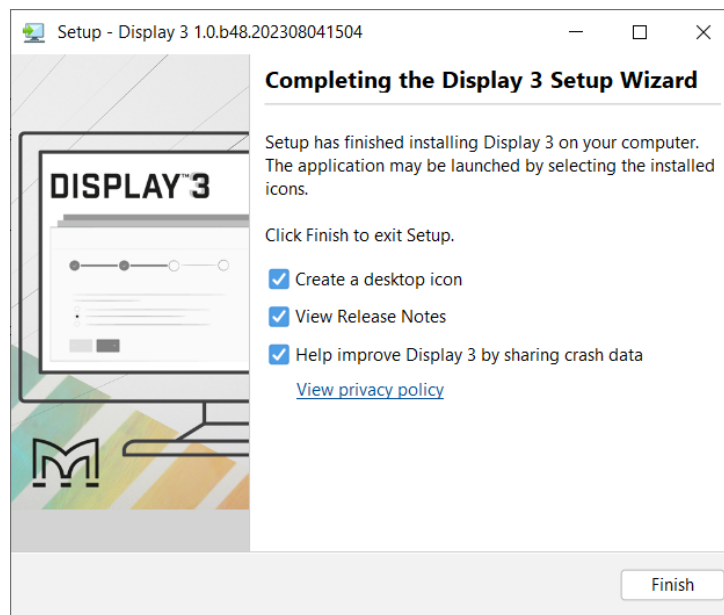
New range of speakers now included.



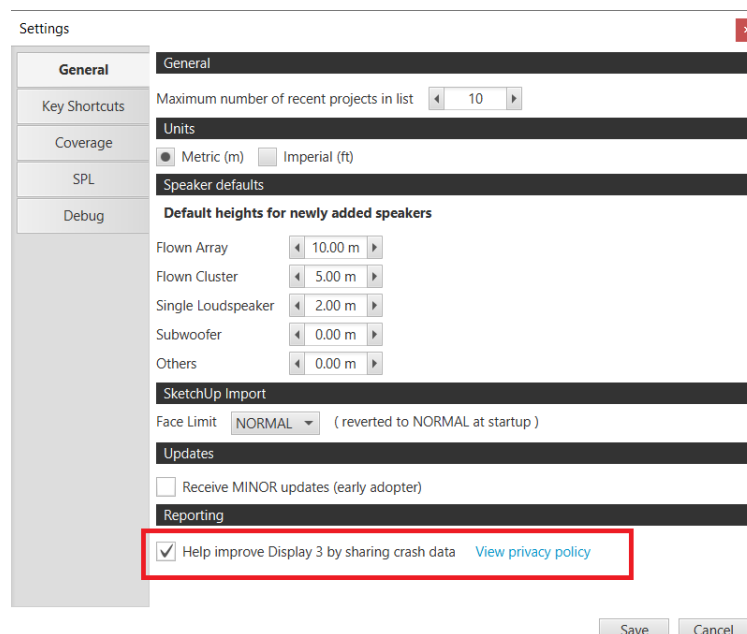
Automatic Crash Reporting

To help us improve the quality of D3 as it progresses through the beta stages, we have created an option to automatically send us the crash logs – these are the long lists of text you see when a crash happens. They contain a hierarchy of function calls and events that led to crash, we review them on a weekly basis and can start fixing anything of particular concern at the earliest opportunity.

We can't identify users, only what build and operating system the crash occurred on. You have the option in the installer to turn this feature off.



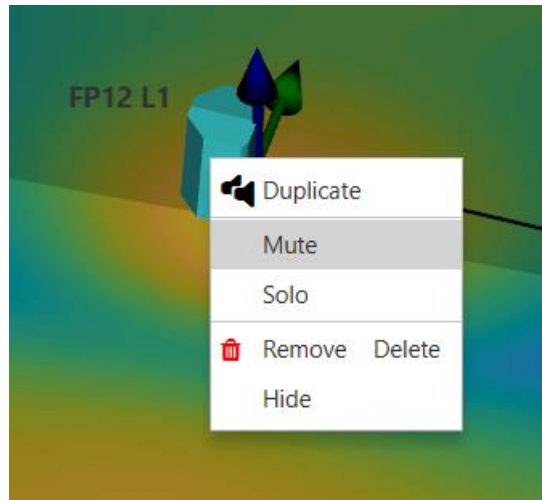
You can also turn off or reinstate the option in D3 settings under the General tab.



A link to privacy policy is provided with both methods and here - [Privacy Notice](#) | [Focusrite](#)

Local Mute

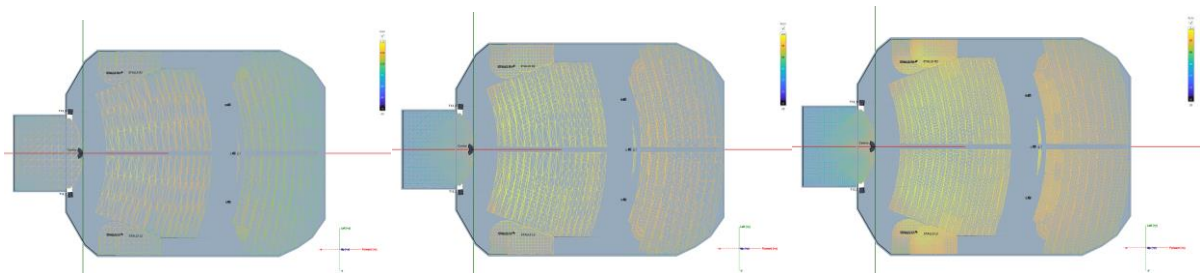
Hover the mouse over a loudspeaker so that it is highlighted and right click to show the local popup menu – we’ve added a mute/unmute option so you can go directly to the speaker and perform that action.



SPL Mesh Control

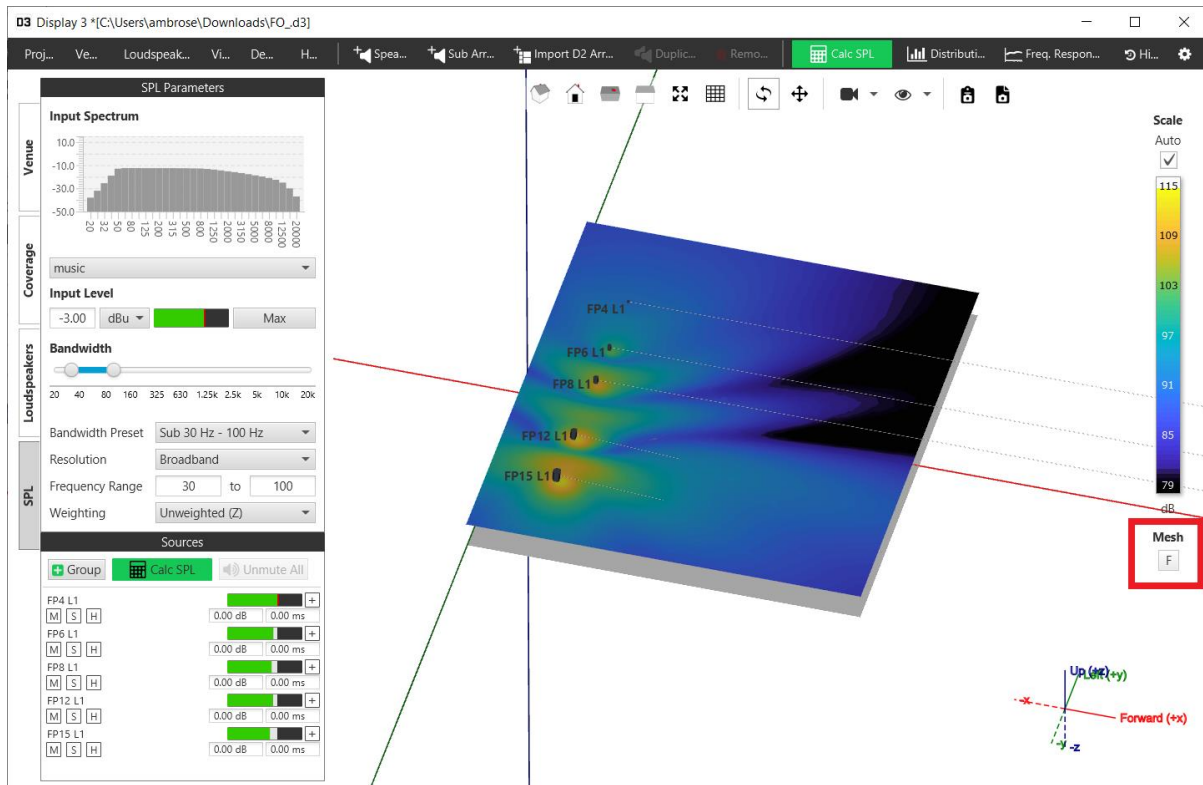
D3 creates a non-linearly spaced mesh for each surface rather than having a uniform mesh element size. The density of the mesh depends on the proximity of a loudspeaker – further away fewer points are required to capture the likely changes in SPL. This enables a significant reduction in the total size of mesh needed compared to uniform meshes, making the computation more efficient.

Tuning the parameters for non-linear meshes is not straightforward, however, different venue types and loudspeaker deployments do require different approaches to meshing. We have created 3 levels of mesh refinement which will allow this with a simple control and easily repeatable results: *Coarse*, *Normal* and *Fine*.

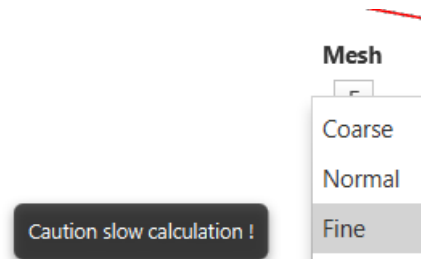


Displayed above are the underlying elements for the three levels of mesh refinement. Normal (centre) is the **same** as previous D3 builds.

How to change mesh refinement



A small button below the SPL colour scale provides the three available options when clicked.

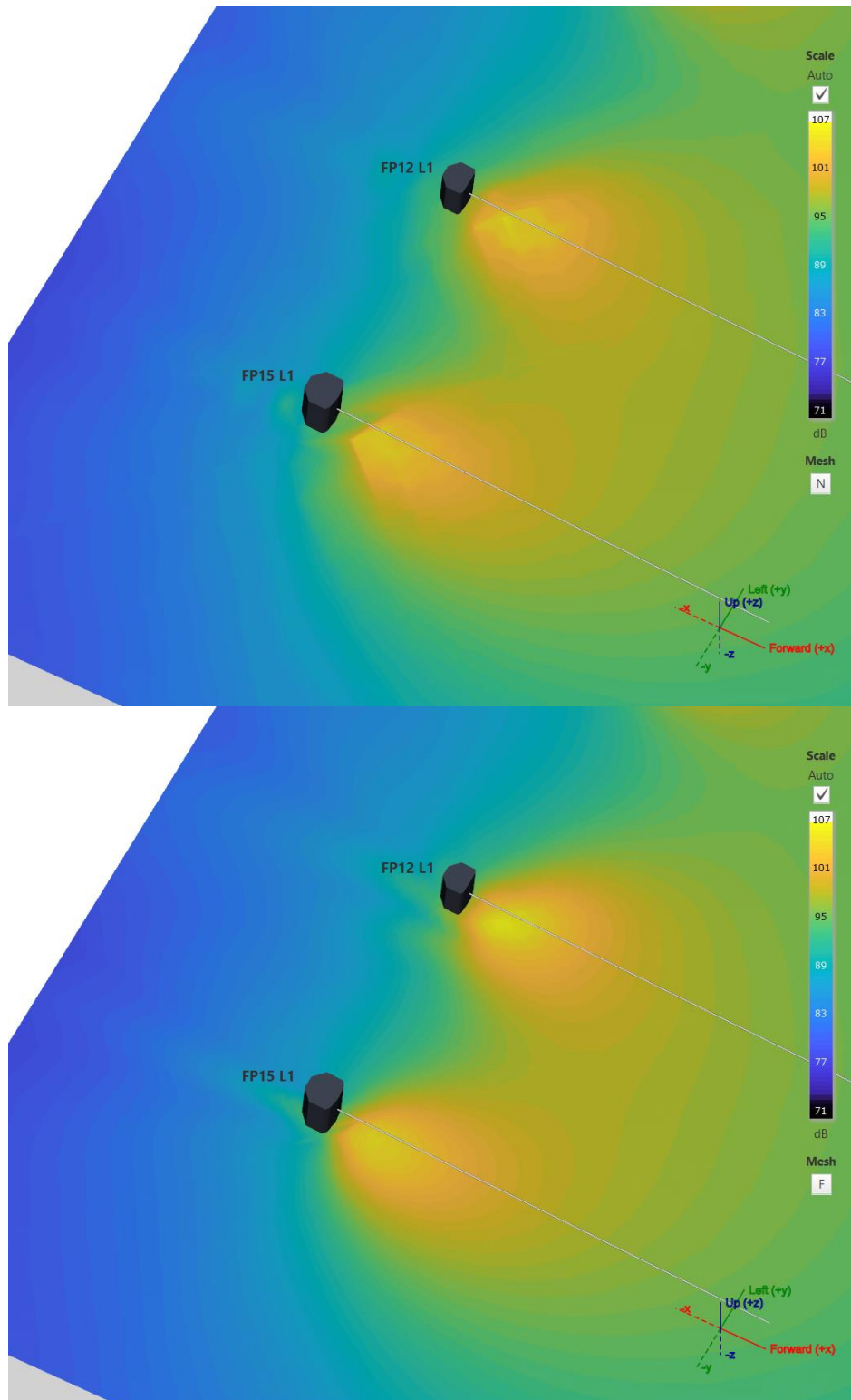


Select the level you want, and the menu will close and automatically recalculate the SPL if it is different to the current one. The first letter of the current resolution (F, N, C) is displayed so you know the level you are currently using.

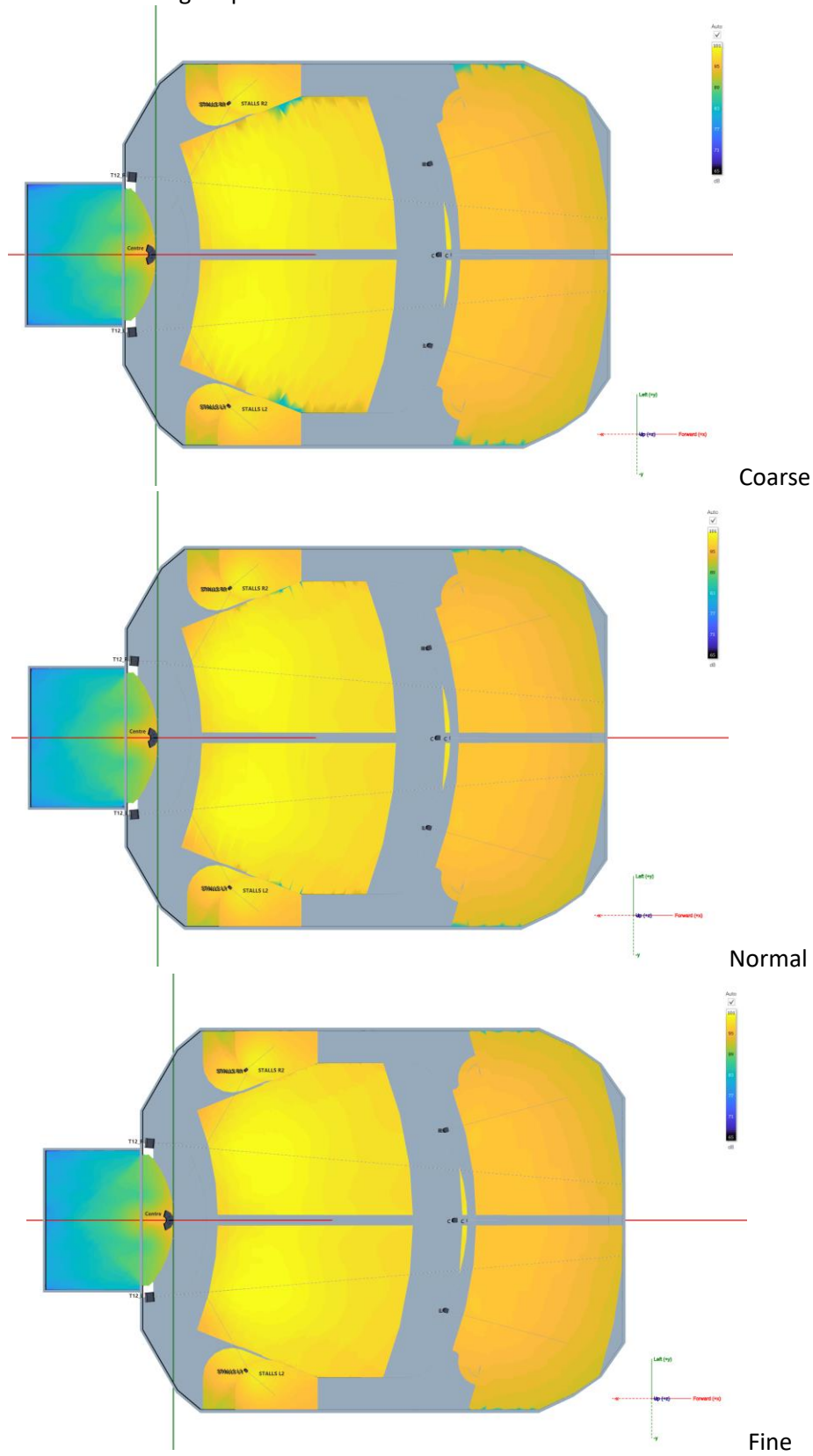
When to use Fine resolution

Some caution is required when using this option since it has a very high impact on calculation times – especially large venues with many speakers. Here are some instances where you could usefully use Fine resolution.

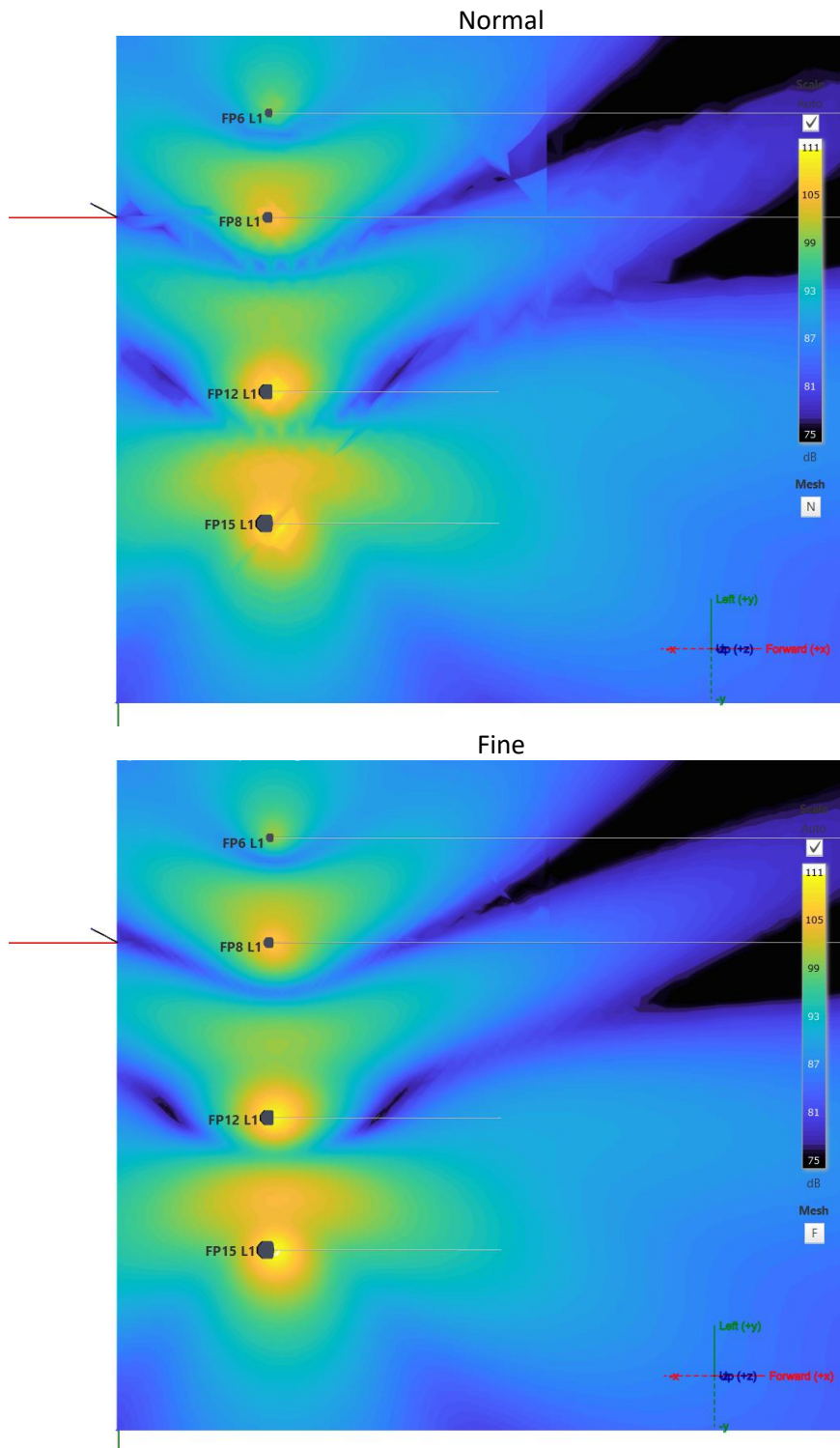
[1] Small venues where the speaker is at or near the listening level – Normal vs Fine



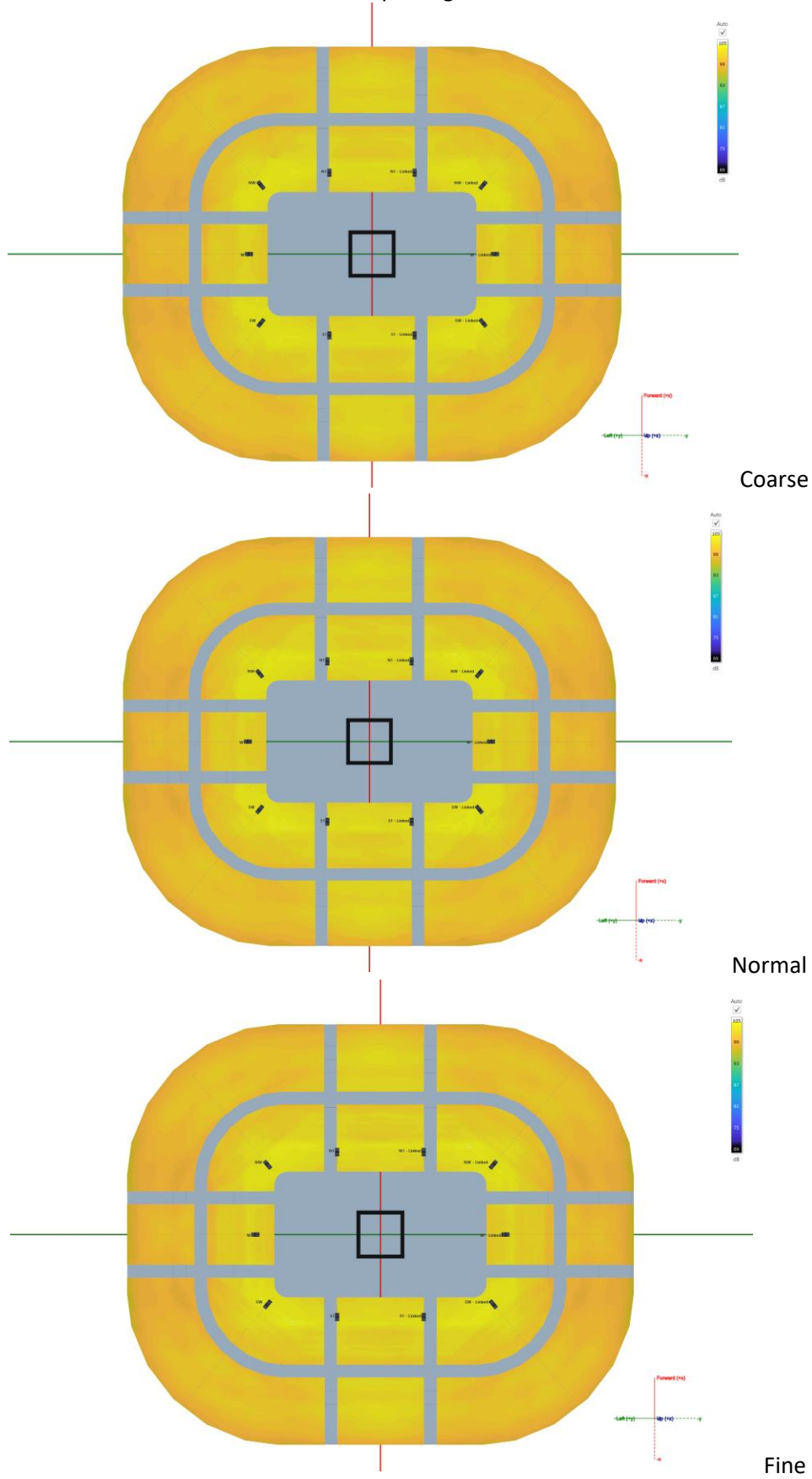
[2] Venues containing strip like surfaces where one side is much shorter than another



[3] To examine low frequency interference patterns in the near



[4] Final render of moderate sized venues for reporting

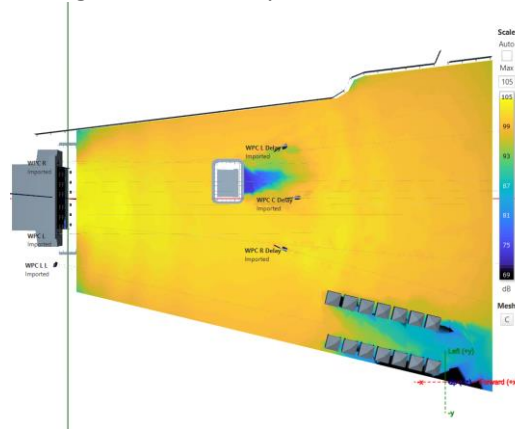


When to use Coarse Resolution

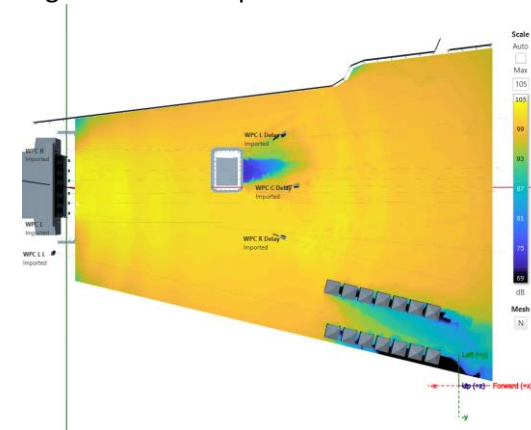
SPL calculation is faster in this mode although fine detail is lost. You may find this useful when ...

[1] Initial stages of laying out speakers where large changes to position are being made.

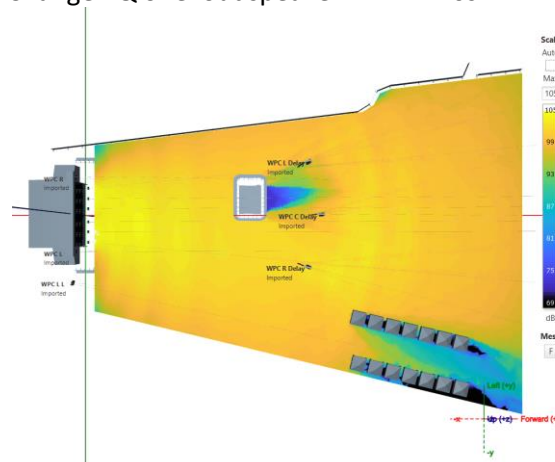
Coarse – First Calc = 2m 10s, Change EQ one loudspeaker = 8s



Normal – First Calc 4m 3s, Change EQ one loudspeaker = 34s



Fine – First Calc = 9m 58s, Change EQ one loudspeaker = 1min 40s



[2] Extremely large sites with many speakers

We have encountered a handful of instances where Normal resolution is too high to solve at the current level of mapping optimisation, these will now solve at coarse resolution.



Additions

- [D3-50] Added 'broadside rows' type for subwoofer array to allow arrays consisting of elements in portrait orientation.
- [D3-56] Added Mute option for loudspeaker local menu.
- [D3-69] SPL Mesh resolution control
- [D3-60] Added total mass for sub arrays.
- [D3-27] Coordinate system display on SketchUp Import dialog.

Changes

- [D3-44] Audience offset now included in Slice View.
- [D3-39] T12SBAR renamed to SBAR440.

Fixes

- [D3-52] New project save after quitting now works.
- [D3-47] Metric/Imperial weight display now has immediate update.
- [D3-46] Display order in Add Loudspeaker dialog now correct.
- [D3-45] Headroom display on mouseover for level now pops up more quickly.
- [D3-42] Speaker Label visibility no longer toggles Slice View visibility.
- [D3-41] Hidden layers no longer appear when leaving Slice View.
- [D3-38] Automatic recovery from corrupted Matlab cache on startup.
- [D3-40] Occasional exception with Autoscale SPL.
- [D3-36] Quad property editor now responsive.
- [D3-35] Load d3 files with correct filter on a mac.
- [D3-28] Frequency response corrupted if mouse taken outside venue area on Mac.
- [D3-71] Remove Portrait orientation for elements in a sub array without that configuration.
- [D3-79] Fix occasional incomplete SPL mapping problem.
- [D3-74] Delayed opening of loudspeaker property editor for large arrays.

Known Issues

- Missing system font causing substitution to a symbol type font making all text unreadable on one machine.