

# **T2™ iDDR**

DIGITAL RECORDER/PLAYER

**Express/Pro/Elite**

**Express 2/Pro 2/Elite 2**

## **Release Notes**

Software Version 2.3.2.31 (December 2016)

## Grass Valley<sup>®</sup> Product Support

For technical assistance, to check on the status of a question, or to report a new issue, contact Grass Valley Product Support via email, the web, or by phone or fax.

### Web Technical Support

To access support information on the web, visit the product support webpage on the Grass Valley website. You can download software or find solutions to problems by searching our Frequently Asked Questions (FAQ) database.

- World Wide Web: <http://www.grassvalley.com/support/>
- Worldwide Technical Support: [Please use our online form](#)

### Phone Support

Use the following information to contact product support by phone during business hours. After hours phone support is available for warranty and contract customers.

|                              |                   |
|------------------------------|-------------------|
| United States/Americas       | +1 801 222 5204   |
| Europe, Africa & Middle East | + 44 844 338 7007 |
| Asia (except China/Korea)    | +86 21 5869 8668  |

### Authorized Support Representative

To locate the support representative for your country, visit the Product Support webpage on the Grass Valley website: [www.grassvalley.com/support/contact](http://www.grassvalley.com/support/contact).

## Update History

*This Service Pack fixes/improves the following issues:*

- T2 plays Dolby Digital (AC3) audio in 24 bit depth.
- T2 freezes if jog/shuttle operated while playback in P1/P2 sync mode.
- T2 freezes if another clip is cued up during playback of playlist in P1/P2 sync mode (SFDC00545308)
- T2 fails to start recording video (SFDC00542820)

## Known Issues

### **Video stutters when playing back a clip with progressive to interlaced conversion**

*Description:* If play – stop – play is performed quickly on a playout channel with progressive to interlaced conversion, playback stutters.

*Workaround:* None

### **Playback stop position shifts by 1 frame**

*Description:* If reverse playback is stopped, the stop position is shifted by 1 frame. This occurs when playing a clip with progressive to interlaced, or frame rate, conversion.

*Workaround:* None