



RELEASE NOTES

DSP Network Manager

Version 0.9.8

System design, prediction and amplifier control
macOS · Windows · Linux

Release	0.9.8 (build 2026-08-22)
Date of issue	22 August 2026
Document revision	RN-0908-A
Applies to	macOS universal · Windows x64 · Linux x64
Supersedes	0.9.7
Release type	GENERAL RELEASE

1. Compatibility

READ BEFORE INSTALLING

Version 0.9.8 changes how loudspeaker frequency response and line-array coupling are predicted. **SPL maps, coverage figures and STI results from 0.9.7 and earlier will not match this release.** Re-open and re-check any design that is going to site. Designs themselves open unchanged — it is the prediction that has moved, not your file.

Item	Compatibility
Design files	Files written by 0.9.5 and later open without conversion. Files written by 0.9.8 do not open in earlier versions.
Amplifiers	S Sounds DSP amplifier platform over Ethernet. Demo mode requires no hardware.
Loudspeaker catalogue	28 enclosures — 5 line array, 13 point source, 3 column, 5 subwoofer, 2 in-ceiling. Data follows the published datasheets, Rev. 2608.
Show control	OSC over UDP. A trusted-sender address may now be set.

2. Package contents

Platform	Installer	Size
macOS	<code>S Sounds DSP Network Manager_0.9.8_universal.dmg</code> Universal binary — Apple Silicon and Intel in one file	5.6 MB
Windows	<code>S.Sounds.DSP.Network.Manager_0.9.8_x64-setup.exe</code> NSIS, per-machine. Embeds the WebView2 runtime for offline installation	218 MB
Windows (MSI)	<code>S.Sounds.DSP.Network.Manager_0.9.8_x64_en-US.msi</code> For managed deployment via Group Policy or Intune	216 MB
Linux	<code>.deb</code> and <code>.AppImage</code> , x64	2.7 / 80 MB

The Windows installer is large because it carries the full Microsoft WebView2 runtime rather than downloading it. This is deliberate: it allows installation on a show network with no internet access.

3. Main revisions and enhancements

3.1 New functions

Quickstart rig wizard

The quickstart no longer places a fixed five-system club rig in every room. It interviews the show — time of day, duration, target SPL, crest factor — and then designs against the venue it was actually given. Every decision is returned as a note with the number behind it, and anything the brief asked for that could not be delivered is declined in writing rather than silently omitted.

- Front-of-house and stage side are selected independently, then each subsystem individually: mains, outfills, front fills, side fills, delay towers, subwoofers, monitors, FOH position.
- Model chosen by throw; box count solved from the array's own splay capability, the room height and the level the brief asks for.
- Subwoofer arrays are built as designed arrays — cardioid, end-fire, L/R or centre — not as two boxes.
- Delay rings are placed where the mains actually run out, judged on the predicted front-to-back loss rather than on a distance threshold.

Inventory-aware planning

The rig can be planned from the cabinets a company actually owns. Models substitute to the nearest owned equivalent, counts clamp to the shelf, and every substitution or shortfall is stated. Stock is held separately from the design file, so a drawing sent to a client does not carry the asset register.

3D venue model import

A room can now arrive as geometry instead of as typed dimensions. COLLADA, glTF/GLB, OBJ and FBX are read for shape, ceiling height and balconies. SketchUp `.skp` files are read for version, display units, part count and the model thumbnail.

Distributed-line calculation

The cable calculator reads impedance from the catalogue and models 70 V and 100 V constant-voltage lines from the transformer taps actually set, alongside low-impedance runs. Wire Map now records the load each run was sized against instead of inferring it from a label.

3.2 Improvements

- **Loudspeaker voicing reaches the prediction.** Enclosures are no longer modelled as flat through the passband. The house HF tilt is applied to live PA cabinets so that the response predicted *across the audience* is linear, which is how the system is voiced and measured.
- **Line-array coupling.** Array summation at high frequency is no longer modelled as incoherent. A hang is treated as the coherent source it is engineered to be, with a modest low-frequency advantage retained.
- **One audience surface for every solver.** Aiming, splay optimisation, delay placement and the response chart all read the same audience geometry, including balconies and raked tiers, clamped to the building.
- **Arrays can aim upward** at seating above them — a delay tower under a stadium bowl now points at the bowl.
- **Coverage is measured on the rig** rather than assumed from a pattern angle.
- **Developer unlock is a per-installation secret**, shown once at first run, replacing a shared password.
- Show-control OSC listener accepts an optional trusted-sender address.
- Panels over the 3D view position themselves from measured heights and no longer overlap at any window width.

3.3 Bug fixes

Area	Fixed
Prediction — mid/high	Predicted audience response fell up to 19 dB at 4 kHz relative to 63 Hz. Response through 500 Hz – 4 kHz is now linear in every shipped venue template.
Prediction — low	Main arrays carried an 11 dB low-frequency excess over the mid band, placing the mains above the subwoofers at 63 Hz.

Rig solver	21 defects corrected, including mains hung level with no splay in large rooms, end-fire subwoofer arrays extending into the audience, and subsystems omitted without notice.
Venue templates	Two templates seated the back row above their own roof line. All templates are now checked against the building they describe.
SPL map	Arena-scale maps raised a range error instead of rendering.
Amplifier control	A failed parameter push to an amplifier reported success. A power sequence already running could be re-triggered.
Cable / impedance	In-ceiling models on a distributed line were calculated as 8 Ω low-impedance boxes — a factor of 41.7 on a CL8. Cable Calculator and Wire Map disagreed by 1.82 dB on the same run.
Reporting	Executive summary omitted the footer guard applied to every other report section.

4. System requirements

	macOS	Windows
Operating system	macOS 11 Big Sur or later	Windows 10 or 11, 64-bit
Architecture	Apple Silicon or Intel (universal binary)	x64
Processor	Quad-core, 2.0 GHz or better. SPL mapping and 3D rendering are the load.	
Memory	8 GB minimum · 16 GB recommended for stadium-scale maps	
Disk	60 MB	350 MB (includes WebView2 runtime)
Display	1440 × 900 minimum. 1920 × 1080 or greater recommended for Layout & Coverage.	
Graphics	GPU with WebGL 2.0 for the 3D venue view	
Network	Ethernet for amplifier control. Not required in Demo mode.	

5. Installation

INSTALLERS FOR THIS RELEASE ARE NOT CODE-SIGNED

Both operating systems warn before first launch. The warning concerns the absence of a signature, not the integrity of the file — the checksums in section 7 confirm the download. The steps below clear it once per machine.

macOS

1. Open the `.dmg` and drag the application to Applications.
2. Launch it. macOS will refuse the first attempt.
3. Open **System Settings** → **Privacy & Security**, scroll to the security section and choose **Open Anyway**, then launch again and confirm.

On macOS 14 and earlier you may instead right-click the application and choose **Open**. That route was removed by Apple in macOS 15. Alternatively, from Terminal:

```
xattr -dr com.apple.quarantine "/Applications/S Sounds DSP Network Manager.app"
```

Windows

- 1. Run the x64-setup.exe installer. It installs per-machine and will request elevation.
- 2. SmartScreen will display “Windows protected your PC”. Choose **More info**, then **Run anyway**.
- 3. The WebView2 runtime is installed from the package if it is not already present. No internet connection is required.

For managed deployment, use the .msi package. Product code per build ; deploy with msixexec /i <package> /qn .

6. Known issues and limitations

Item	Detail
Code signing	The installers issued with this release are not code-signed. macOS Gatekeeper and Windows SmartScreen warn on first launch; the procedure in section 5 clears it once per machine.
SketchUp geometry	.skp files are read for units, version and thumbnail, but room geometry is held in a closed stream that requires SketchUp's own SDK. To bring a room in, export COLLADA (.dae) from SketchUp — File → Export → 3D Model — and import that.
Prediction and measurement	Every acoustic figure the application produces is predicted from a model. It is a design tool, and as with any prediction software the result is verified by measurement on site.
Acoustic model basis	Frequency response follows the published enclosure voicing; array coupling is modelled from array geometry and element spacing. Both are modelled quantities rather than per-unit measurements, and the application states as much wherever one carries a figure.
Directivity data	Polar behaviour is simulated from the driver complement and enclosure geometry. It is labelled as simulated wherever it is shown.
Amplifier authentication	The control protocol does not authenticate. Operate the amplifier network on a segregated VLAN. See the security note in the product documentation.

7. Verification

Checksums for the installers issued with this release:

```
SHA-256 macOS (universal .dmg)
970e77652e284ed053d58f53e382a991f82f3c6429a59dfba6dd39f50231bc8e

SHA-256 Windows (x64-setup.exe)
482d2d4981714e8e1769a14753e66c63b358f44223b45c8f44f52979c1b42131
```

macOS: shasum -a 256 <file> · Windows: certutil -hashfile <file> SHA256

8. Legal notice

S SOUNDS DSP Network Manager is supplied for use with S Sounds professional loudspeaker and amplifier products. All predicted values — sound pressure level, coverage, speech transmission index, reverberation time, arrival time and frequency response — are the output of an acoustic model and are provided for design guidance only. They do not constitute a guarantee of performance and must be verified by measurement before a system is signed off or operated at level in the presence of an audience. Loudspeaker specifications follow the published datasheets current at the date of issue and are subject to change.

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