

Light System Engine gen5 Firmware Release Notes

Release 2.3.0 (July 10th, 2019)

New Features

- Updated branding and logo
- Added "format" button on recovery interface
- Added support for the following devices
 - FlexElite iW
 - FlexElite Splitter
 - FlexElite single channel mode
 - Vaya Flood LP 10W
 - Vaya Linear LP 4 channel
- Fixture operating gamuts updated on ReachElite, Blast, and Burst families.

Bug Fixes

- Resolved several issues related to scheduled events not running properly at the scheduled time.
- Resolved several issues related to the firmware update process.
- Resolved an issue where having devices present in the fixture map but not connected to the LSE would result in degraded light data output.

Known Defects

- Invalid port numbers or port types in maps may cause zones to repeatedly pause
- Transitions for N-Ch colors may not render correctly
- Rebooting the LSE during show playback may not restore the currently playing show correctly, especially if Sync Packets are enabled

Additional Notes

- Systems that have more than 350 ethernet devices present in LSE map(s) but missing from system may experience degraded light data output.
- LSE updates now remove all versions of firmware except the one from which the update is run.

Release 2.2.1.8 (October 26th, 2018)

New Features

- Maintenance release to support Light System Engine 2.0.1 release
- Support for FlexElite fixture
- Updated support for Accent-4ch, ReachElite, MPC8 RDM fixtures

Release 2.2.0.5 (August 21st, 2018)

New Features

- Support for Interact Landmark Content App
- Hide ARP Cache Checkbox in Network Settings UI

Release 2.1.2 (May 23rd, 2018)

Bug Fixes

- Support for MPC8 and RDM fixtures
- Support for ReachElite, Accent 4-channel and iHueGraze fixtures
- Fix issue that could cause some events to not load properly in select timezones
- Minor UI fixes for schedule item page

Release 2.1.1 (March 12th, 2018)

Bug Fixes

- Fix color type selection for N-channel scenes
- Fix sunset calculation error that affected a select number of timezones and dates
- Fix issue that caused some unconfigured keypads to trigger configured keypads

Release 2.1.0 (December 12th, 2017)

New Features

- Support for RESTful Web Services for triggering shows/scenes, creating/retrieving schedules etc
- Enhanced scheduling flexibility with support for weekly, monthly, and yearly scheduling
- Allow multiple actions for a single calendar event
- Bug fixes

Release 2.0.0.4 (August 31st, 2017)

Bug Fixes

- Fixed importing of schedules with exception days
- Fixed Active Site scan flag reset after the start of the scan
- Fixed upgrading systems with keypads without any zone

Release 2.0.0 (June 9th, 2017)

New Features

- Support for multi-channel configurations from within map and show files
- Support for color picking multi-channel and CCT in scene editor
- Broadcast keypads can now use up to 255 buttons
- Web based software update
- Recovery mode capability
- Improved special character support
- Security improvements
- General stability and performance improvements

Known Issues

- Stacked effects at the same priority behave differently from LSE 1.9.x system

Deprecated Features

- White Fixed Color -- Users should change these to Fixed Color effect
- White Cross Fade -- Users should change these to Cross Fade effect

Additional Notes

- LSM 1.9.x map and show files can be loaded into LSE 2.0.0, but will default all lights to RGB, 8-bit resolution.
- LSM 2.0.0 map and show files are not backwards compatible with LSC 1.9.x or LSE 1.9.x

Release 1.9.6 (May 4th, 2016)

Bug Fixes

- Corrected an issue with events not properly firing with Serial Keypads

Release 1.9.5 (April 22nd, 2016)

Bug Fixes

- Corrected an issue with the group map editor that caused all group boxes to be in the top left of the editor when editing an existing group map
- Removed all generic GMT entries from timezone database and replaced with locale-specific entries to further improve astronomical timeclock accuracy and properly handle local daylight savings time rules

Release 1.9.4 (Internal release only)

Bug Fixes

- Fixed a bug that would cause the incorrect event(s) to fire when multiple Ethernet Keypads were configured
- Updated timezone database to correct astronomical timezone calculation issues that affected many Cities

Release 1.9.3 (Internal release only)

Bug Fixes

- Fixed a bug that would prevent the LSM from starting up correctly when a city that used a generic GMT+ timezone was selected

Release 1.9.2 (Internal release only)

New Features

- Added timezone to time display in web interface
- Added support for Antumbra Ethernet Keypads

Bug Fixes

- Setting time when browser and system are not in same time zone fixed
- Corrected an issue that would incorrectly give a node count error when attempting to upload a new map file and create a new zone

Release 1.9.1 (February 5th, 2016)

New Features

- User support for Import/Export of database

Bug Fixes

- Group Map Editor background images now crops and scales properly
- Graphical errors when removing calendar events fixed
- Animation zip files made in OSX now upload properly
- Group Map Editor graphics errors fixed

Release 1.9.0 (Initial Release)