

Strand NEO Series Software

SUBJECT

NEO Operating System, Software Release, Version 3.12.0.71

PRODUCTS

NEO Console
NEO Playback Controller
NEO PC
NEO Compact 10 PC Wing
NEO Compact 10 Console

NEO Console, NEO Playback Controller

NEO PC, NEO Compact 10 PC Wing

Version: 3.12.0.71

Fixture Library: Rev 83 – January 13, 2020

Bug Fixes

- Various bug fixes and improvements.
- "Touch selected channels" was not applying to FXs that were running.
- Truss rendering in the magic sheet was not correctly drawing everything.
- Renumber as whole cue numbers function could result in a missed cue number above the cue selected.
- Manually running a cue was not jumping to timecode on video effects.
- Possible crash changing the number of lines in a timeline FX and pressing "Apply" while the FX is running.
- New shape object in the magic sheet did not support copy and paste functions.
- Pressing the EDIT key after recording a group was not popping up the label edit dialog.
- Firmware for NEO Compact 10 PC Wing 1.0.17. Resolves a wakeup issue when NEO PC is restarted.
- Resolved issue that prevented both a physical playback and an override scale submaster from being assigned to an FX playback.
- New keyboard button in dialogs visually conflicted with the behavior dropdown when shown.
- Scene breaks on cue 0 (top of list) were not showing in the side bar or cue list window.
- If a cue list is set to exclusive behavior, then the palette references could incorrectly show the wrong data
- Race condition could result in an incorrect zero timecode cue running if a new media file is run immediately after a timecoded section.

- New firmware for DMX Board (Full-Size Card), DMX Mini Card and Compact 10 board to add support for flush buffer messages.
- (Introduced) Resetting a cue list running profile FXs could end up with the FX stuck active in its final state.
- When doing a packed show file, writing the log file could fail and show a windows error.

Changes

- KiNet driver will now force the universe field to 0 when using unicast addressing.
- Fixture type exchange will now show the mode in the "source fixture" drop down.
- Redeveloped ML View to be more efficient.
- Patch window will now show the selected fixture footprint count.
- Patch window will now display the next available DMX address that will fit the footprint of the selected fixture.
- Adjusting the rotation attribute speed of multiple fixtures will now increase or decrease the speed consistently regardless of the direction of rotation.
- Holding down the Minus key while moving a rotation encoder will result in half the selected fixtures rotating in the opposite direction.
- Holding down the Minus key and pressing a rotation encoder will swap the direction of continuous rotation while maintaining the speed
- Added default staggers to position FXs.
- Added search edit box to the fixture type exchange window.
- Dialog boxes that use a checkbox now support a default checked state.
- Added a button to the text input dialog to show and hide the on-screen keyboard.
- Added NEXT and LAST to the "CUE" token for soft keys.
- Added NEXT OUTPUT to the soft keys when a channel list is added to the patch command line.
- SAVE command will now work in the patch and group command lines.
- The command CUELIST # RESET TIME {value} will now correctly reset running FXs over the time specified rather than terminating them abruptly.
- Added 4 new direction types to the paintbox FX for in<>out and out<>in both horizontally and vertically.
- Added options to turn on and off the relays associated with channels from the menu connected to the ON button.
- If the selected fixtures have relays associated with them then the fixture control panel in the sidebar will add buttons to turn the relays on/off to the intensity tab.
- The command CUELIST {number} RESET will not use the master fade time if no time parameter is given.

- New keyboard button in dialogs is now shown as an icon.
- Added import and export options to the macro editor (right click option).
- The "Release" button on screen will now display red text when something is changed (mimics the function of the release button on the console).
- Added an "Options" button to the group chooser popup window so that it is consistent with the palette window.
- Improved the background contrast in the dimmer panel of the patch window.

Enhancements

- Buttons (shortcuts and groups) can now assign a direct command macro.
- Added 2nd timecode trigger to the system.
- Added option to copy attribute defaults from the previously edited channel.
- Added a new option to profile FXs to allow them to play mirrored.
- Paintbox Effect now supports attributes other than color for enhanced matrix FXs.
- Added a new default record mode option for palettes. Due to legacy workflow palettes were using the group record mode as the default setting. Palettes now have their own setting for this.
- HTTP Server can now reference system variables that are setup in the macro system. If the HTML contains %`{variable name}`% then this will be replaced by the current value held by the variable.
- Added full "programmer" view mode to the new ML view.
- The NEXT key can now be used to work out the next available patch address when patching a fixture. i.e., Channel List @ [NEXT] will auto populate the next free address that fits the footprint of the selected fixture. Channel List @ `{number}` [NEXT] can also be used to set an address to start looking from.
- Magic Sheet - A shortcut can now be assigned to image and text to provide click functionality.
- Magic Sheet - Text added to the sheet now supports special modifiers to display dynamic data (`{DATE}`, `{TIME}`, `{ACTIVE CUE}`, `{ACTIVE CUE DESCRIPTION}`, `{macro variable name}`)
- Magic Sheet - New shapes object allows for predefined shapes to be added to the magic sheet. Shapes have properties of - Stroke width, Stroke Color, Fill Color, Caption, Command, Shortcut and can be assigned to a channel.
- Cities database updated.
- Added DisplayLink driver installation as an option in the NEO PC install so that this will work with the NEO Compact 10 PC Wing.

- Added touch drivers for the Compact 10 screen.
- Added option to the palette windows to "skip over unused palettes" to display maximum number of usable palettes on screen.
- MACRO command can now run a file-based macro stored on the system. i.e., MACRO {file name}.
- Added an option to the new matrix timing tool to filter the matrix by the selected fixtures.
- Added 4 new direction types to the matrix timing tool for in<>out and out<>in both horizontally and vertically.

Firmware

DMX Board (Full Card): V1.30.101

DMX Board (Mini Card): V1.36.105

Encoder Board: V1.7.2

Playback Board: V1.22.3

Program Board: V1.22.2

Wing Control: V1.1.13

Wing Display: V1.1.5

Rack Display: V.1.1.0

Compact 10 PC Wing: 1.0.18

NEO Compact 10 Console

Version: 3.12.0.71

Fixture Library: Rev 83 – January 13, 2020

Bug Fixes

- Editing the patch in the fixtures grid on was not triggering a save and the changes could potentially be lost.
- Group screen was not refreshing if a group is recorded by bumping the group dropdown on the external screen.
- On screen keyboard would not start from the control panel.
- Running the fixture editor will now check that it does not open on the 7" screen and will default to any of the other screens if possible.
- Maximizing the group or patch window was not leaving the command line exposed. This was caused by the main screen not being on the primary monitor.
- New firmware for DMX Board (Full-size Card), DMX Mini Board and Compact 10 board to add support for flush buffer messages.
- After opening the cue list view the cue list properties window would always show on the internal screen rather than the monitor it was initiated from.

- Fixed cue list properties window still not always showing on the correct monitor and not processing touch on the internal screen.

Changes

- Double pressing on an edit field in a dialog will now show or hide the on-screen keyboard.
- Palette selection buttons will now operate the same as the standard palette windows in that if the selected fixtures do not exist in the palette it will not show as enabled and cannot be selected.
- Improved fixture difference check to accommodate the additional wheel groupings added between NEO Console and NEO Compact 10 Console operating environments (utility items).
- Added "Touch" softkey.
- Dialog boxes presented on the magic sheet will no longer appear on the 7" screen.
- The color will now apply advanced color heuristics if the option is turned on.
- System Settings now exposes the "Use advanced color heuristics" option.
- SHIFT + TIME will now add DELAY onto the command line.
- When a profile FX is assigned to a fader it will now default the fader function to be a scale override.

Enhancements

- Added option in the settings screen to switch "skip over unused palettes" on/off.
- Added soft key for the group display.

Firmware

TIVA MCU: 1.0.18