

RELEASE NOTES & SOFTWARE VERSION HISTORY

V0.90 - V0.95 Beta test versions

V1.01 is the first production software version.

V1.40 This software added the following features

- 1) A 0 to 100 percent scale option was added for slot levels.
- 2) The user options menu was reworked to accommodate switching between the three display formats, decimal, percent, and hex.
- 3) AUTOFADE ONE SLOT was added to transmit.
- 4) The following were added to receive: search for next slot at level, a slot summary display, and a new menu item added to set the search minimum.
- 5) FLICKER FINDER may now run with the line either terminated or unterminated.

V1.40 Bugs Swatted:

The power off timer had a bug that caused it to be re-enabled every time <TOP> was pressed even though the user would have assumed this was not the case.

There was a bug in TAKE SNAPSHOT that caused multiple copies of the received slot data to be recorded in the slot table when a snapshot was taken of a console outputting fewer than 512 slot levels. SNAPSHOT continued to record slot levels until 512 levels were in the table.

Other minor code tweaking was done. The only one worth mentioning is; in VIEW PARAMETERS the displayed label 'MARK LENGTH' has been changed to 'MAB LENGTH'.

V1.50 This software was made compatible with **SHOWSAVER**. In the User Setup Menu, the **POWER TIMER DISABLE/ENABLE** query was clarified. Provision was made for optional owner identification within the turn on message display. In **RECEIVE DMX512, MEASURE PARAMETERS** the return points for the measurement routines have been changed to be consistent. The USER C 'flavor' was changed to match that used by the **SHOWSAVER** software. Considerable internal housekeeping was performed.

V1.60 **RECEIVE SCOPE TRIGGER** was added as an option. Again, most of the other changes are internal. Much of the menu code is now handled by a table driven 'menu engine'. Interrupt code may now be RAM resident and reloaded at will. The only notable user interface changes are in **SHOWSAVER**'s monitor mode, plus the addition of the external switches to **TRANSMIT DMX512**.

Bugs Swatted: V1.01 **SHOWSAVER** did not change the status of the termination relay on entry to monitor mode. If the last use of the DMXter had been as a receiver at the end of DMX line, the termination relay would stay terminated. While the line would be monitored, no DMX512 would pass through to the slots. Playback worked correctly. In V1.10 of **SHOWSAVER** when entering the monitor mode the line is always unterminated so that data is passed through to the slots.

V1.61C This was the first version to support the Colortran protocol. It was only released in CMX-DMX version.

V1.62C This version corrected a bug that occasionally caused some of the RAM variables to be corrupted when switching from DMX to CMX or back. It also was only released for CMX-DMX units.
A feature to allow the user to reset all RAM variables from the front panel was included.

V1.63 - V1.63C This version is available in both a Colortran and a non-Colortran version. An internal change was made to correct a problem that caused earlier Colortran code to be CPU lot code sensitive. No lot sensitivity has been seen in non-Colortran units. The change was made to all code.

V1.73 - C1.73

- A) The major new feature of this version is the **MULTI CHANNEL MODE**. This feature is designed to ease the testing of multi channel fixtures. We suggest that users old and new read all of section 10.
- B) The scrolling copyright message has been removed. The static version and personal identification fields can be keyed through.
- C) Other significant changes that the user will notice are in the **TRANSMIT DMX512** menu.
 - 1) Bumping a slot level to 50% is now possible. This is done by pressing and releasing both the **<UP>** and the **<DOWN>** keys. In general this key combination will set most values to their mid scale value.
The following changes cause the *Lil'*DMXter software to more nearly match the software written for the MiniDMXter.
 - 2) In **SEND/EDIT** it is now possible to skip to the next slot set to a level greater than the search value. This function mirrors a feature that has long been part of the **RECEIVE** routine.
 - 3) Another 'Mini' like change is that exiting SEND/EDIT by pressing **<YES/Q>** does not reset the slot number to 1. Hence if you are viewing slot 321 and your finger stutters on the **<YES/Q>** key, pressing it again will put you back at slot 321, not back at slot 1 as happened with prior versions of the software. This feature is also available in all routines that use a slot number.
 - 4) A means to reset the slot number to one at any time has been added to all routines that use a slot number. The key press to do this is **<RIGHT>** and **<LEFT>** together.
 - 5) A method of clearing the transmit table without leaving **SEND/EDIT** has also been included.
- D) The menu item in **USER OPTIONS** for selection of the number format now is the same as the one used in the MiniDMXter. The default display type is now percent. We have made one DMX512 terminology change. **INTERBYTE** time is now called **INTERSLOT** time. This change reflects the usage in the Standard.
- E) The low battery warning code has been changed. The new code allows background tasks, such as DMX512 transmit, to continue to run during the warning message. User interface related tasks still pause during the message.
- F) One optional routine has been removed. As of this writing the **RECEIVE SCOPE TRIGGER** cannot be ordered as part of V1.70. This routine may still be ordered, but it will be supplied with the rest of V1.63 or V1.63C which is still supported. The **TRANSMIT SCOPE TRIGGER** is still provided standard on all units.

As usual, many internal modifications to the code have been made. Hopefully the user will never need to know anything about them!

V2.00 C2.00

This is the first version of the software released to run on the DMXter2 platform (Part # FD DMX-1B). The only operational difference between this version and V1.70 is that Receive Scope Trigger has been restored to the code. ShowSaver and Receive Scope Trigger are now standard in all units. (The Receive Scope Trigger hardware is still optional.)

The major change is that the memory map was changed. Original units used a single 64K memory space containing code (ROM), data memory (RAM) and input and output ports. The DMXter2 uses a dual memory map. There is now a 64K code memory space, and a 64K data and I/O memory space. 2K of RAM is mapped into both spaces. It is possible for code run out of this RAM.

V2.10

Version 2.10 is primarily a bug fix and internal change revision. Only a few functional changes were made. However, certain terminology was changed to reflect the current naming conventions commonly used to

identify parameters of DMX512. These changes are embodied in the proposed revision of DMX512. After the revision DMX512 will be an American National Standard. Its formal name will be, ANSI E1.11, Entertainment Technology - USITT DMX512-A

The terminology changes that have been made all involve using the term 'slot' for what was often called a DMX 'dimmer'. In draft DMX512-A a slot is "a sequentially numbered framed byte in a DMX512 packet. A single Universe contains a maximum of 513 Slots, starting at slot 0. Slot 0 is the START Code. Slots 1 through 512 are data slots."

MENU	OLD TERM	NEW TERM
VIEW LEVELS? - SEND/EDIT SNAPSHOT? - ShowSaver Edit Scene -	DIM: 1 2 . . . LEV% 100 75 . . .	SLT: 1 2 . . . LEV% 100 75 . . .
EDIT USER FLAVORS?	INTERFRAME TIME	INTERSLOT TIME
VIEW PARAMETERS?	BYTES PER PACKET	SLOTS PER PACKET
CHANGE SEND FLAVOR?	24 DIMMERS 8uS MAB	24 SLOTS 8uS MAB
	70uS BK 4uS MAB 20D	70uS BK 4uS MAB 20S
EDIT USER FLAVOR?	NUMBER OF DIMMERS	NUMBER OF SLOTS
	INTERFRAME TIME	INTERSLOT TIME
RCVR SCOPE TRIGGER?	BYTE TRIGGER	SLOT TRIGGER
FLICKER FINDER?	xx DIMMERS W/ERRORS	xx SLOTS W/ERRORS
	DIM: x ERRS: xxx	SLT: x ERRS: xxx
MULTI CHANNEL CONFIGURE FIXTURES?	STARTING CHANNEL #	STARTING SLOT #
	LAMP ON DIMMER NUMBR	LAMP ON SLOT NUMBER
	MORE THAN 512 DMRS	MORE THAN 512 SLOTS

For ease of use the term 'Dimmer' is still kept for three routines. These routines are; **ADJUST ONE DIMMER**, **AUTOFADE ONE DIMMER** and **ADJUST ALL DIMMERS**. Technically we should change dimmer to slot.

New Feature

Version 2.10 does add a new feature. This feature allows the hardware to automatically disable the **POWER OFF TIMER**. It also allows for the display backlite to be switched to constant operation when this is needed.

Normally the backlite switches off after one minute with no key presses. This saves the battery and extends the life of the backlite. The electro-luminescent lamp used is very efficient. However, it has a finite life. Over time the light output drops. Therefore, it is not a good idea to leave the backlite on continuously unless one needs this feature. A new menu item has been added to the **SETUP OPTIONS** menu.

Bug fixes

Sometimes useful features get 'overlooked' when a version is updated. This happened when V1.73 was written. The feature that allowed a small external switch pendant to control current slot number in **ADJUST ONE DIMMER**, and **AUTOFADE ONE DIMMER** was disabled. This feature also allows the level to be remotely adjusted in **ADJUST ALL DIMMERS**. Details of the operation of this feature are found in section '16.10 BUILDING AN EXTERNAL SWITCH ADAPTOR' of the V1.70 manual. It is now fully operational again.

This version swatted a bug that caused the VIEW LEVELS summary screen to report incorrectly how many

slots were in a packet if that packet had either 255 or 511 slots. It also swatted one that caused **view captured levels in Receive Scope Trigger** not to find slots higher than 199. Other internal tweaks have been done.

Documentation

No stand alone manual was issued for this version. A release note that includes some new manual pages is available on our web site. www.goddarddesign.com/

V2.20 This version was only shipped for rack mount DMXters. (DMXTER2U)

V2.30 -C2.30

This version continues the terminology changes made in V2.10. If you are updating from an earlier version, we would suggest that you [read the V2.10](#) release notes, above.

Additional changes include **ADJUST ONE DIMMER**, **AUTOFADE ONE DIMMER** and **ADJUST ALL DIMMERS**. All now changed from dimmer to 'SLOT'.

This Version offers as an option, **ShowPlayer**. **ShowPlayer** is a simple yet very powerful console and show controller. It provides up to 164 linked cues. It also has two external trigger inputs. These inputs' function can be reprogrammed on the fly. It has a flexible DMX monitoring routine that allows it to take over control in the event that a main DMX controller fails.

Units that do not include ShowPlayer have the new release of our **ShowSaver** software. The primary change is a more flexible monitor mode. The new monitor mode will allow the DMXter to take control automatically in the event of a failure. The older version notified the user of a failure and saved the last look on stage but it did not start to transmit that look without operator intervention.

DMX512A routines, see manual section 4.13

V2.45 Release Notes for this Version

New Routines

- Send SIPs
- Receive SIPs
- Receive Graphics Mode
- Measure Inter slot spacing in μ s
- Measure Mark after START Code in μ s
- Measure Mark Before Break (MBB) in μ s
- Modified Favor setting code to enter Inter slot spacing and MBB in engineering units.
- Most routines that display slot values may now allow changing number format by using the hot key sequence of <**RIGHT**><**UP**>.
- Modified the **ADJUST ALL SLOTS** routines so it optionally allows bumps to half and full.
- USER OPTION menu now has four new entries
 1. Reports firmware checksum and image size
 2. Reports the firmware build date.
 3. List firmware author credits
 4. The switch to enable Bumps in ADJUST ALL.

Changes

FUNCTION SELECT MENU renamed MAIN MENU.

SETUP USER OPTIONS menu renamed USER OPTIONS.

Inter slot time is now also known as MBB or Mark Before Break.

The default Flavor now matches requirements of E1.11.

Two issues with ShowPlayer have been corrected.