

Goddard Design Company

Release Notes for *Lil'DMXter* V1.77 Software and Addendum for the V1.70 manual

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This note lists the difference between *Lil'DMXter* software V1.73 and V1.77. It is also intended as a supplement to our operating manual V1.70. Manuals are normally issued for major revisions. Major revisions are normally considered ones that are ones where the number after the decimal point is changed, such as versions V1.5x, V1.6x, V1.7x

Version 1.77 is primarily a bug fix and internal change revision. No major functional changes have been made. However, certain terminology has been 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
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. (We just figure everyone will still use the old names, so why fight it!) These routines are; **ADJUST ONE DIMMER**, **AUTOFADE ONE**

DIMMER and **ADJUST ALL DIMMERS**. Technically we should change dimmer to slot.

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 pendent 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 '13.10 BUILDING AN EXTERNAL SWITCH ADAPTOR' of the V1.70 manual. It is now fully operational again.

Another bug swatted 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. In **VIEW PARAMETERS - START CODES** display- the display would show additional Start Codes if four or more start codes received and one start code was code 255. There were other minor internal tweaks.