

# SOFTWARE RELEASE NOTES

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## NEO OPERATING SYSTEM (PUBLIC RELEASE)

Released Version:	3.13.1.87	Release Date:	November 2021
Previous Version:	3.13.0.138	Release Date:	September 2021

### SUBJECT

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NEO Operating System, version 3.13.1.87

### PRODUCTS

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

### INTRODUCTION

Strand Lighting has released a new version of software recommended for all consoles and servers listed above. Version 3.13.1.87 of the NEO Operating System is free-of-charge and available for immediate download from [strandlighting.com/global/products/neo-software](https://strandlighting.com/global/products/neo-software)

These release notes describe the new features, enhancements and bug fixes that have been implemented between versions 3.13.0.138 and 3.13.1.87

### COMPATIBILITY

No compatibility issues known from 3.13.0.138.

### UPDATE INSTRUCTIONS

Please ensure that backups are taken before proceeding with the update, and carefully follow the instructions available at the end of this document.

For assistance, please contact Strand Lighting technical support at 1.800.4.STRAND or 1.214.647.7880.

## ENHANCEMENTS

- New universal NEO installer
- 64bit platform support
- A new patch display option is available to color code the DMX grid to make it easier to identify fixtures.
- New CK KiNet driver that supports advanced routing and universe splitting.
- Setting and clearing the channel attribute defaults in the patch command line can now be done using the @ rather than the keyword "SET DEFAULTS" and "CLEAR DEFAULTS". i.e. {channel list} @ {Palette type} #
- NEXT and LAST have been added to the C10 soft key options when nothing is selected so that these functions can be used with the DIMMER command.
- Added the macro ID to Macro report.
- SHIFT+SC will now place SNAPSHOT on the command line.
- SNAPSHOT added as a soft key for an empty command line or after RECORD/UPDATE is used.
- The dockable frame option in the view menu is now visible in basic mode.
- Added a button to the cue notes window to copy the cue description into the cue notes.
- Cue notes window is now forced to always be on top of the main window.
- StrandNet utility updated to V1.0.0.1
- If a group is recorded with the "Selected" option then zero values on the dimmer will not be nulled out.
- Minor cosmic fixes to the submaster window.
- Remote connection monitor will now identify if a system is the main or local in the IP list.
- Turned off word wrap on the group detail report.
- Added the missing Pathport protocol to the 64bit file set.
- When stopping group FXs, the system will now directly release the FX if the fade time is 0 rather than attempting an FX fade out.
- Added the ability to set the palette type family for tracking palettes.
- Moving the encoder for "scale" on an intensity FX set to relative scale will now change base intensity of the channels rather than changing the FX scale.
- The framing shutters in the fixture control panel now uses the improved visual shutter control developed for the C10 console.
- In Patch, the "DMX Outputs - Next available XXX" now reports based upon the universe tab selected.
- If relays are automatically managed by the system, then relays will now turn on as part of the marking procedure to ensure the fixtures are powered before the cue runs.
- New option to ignore preset 0 has been changed to ignore room 0.
- VN preset 0 will now toggle off any associated groups connected via the preset table.
- Cue list selection window will now display the cue list ID not appended to the name so that the search bar works correctly.

- Added option to prevent changing console key mode in the main command line.
- When switching layouts the system will now remember the current tab of the palette selection window.
- If an error occurs saving a fixture during a library import the system will no longer break out of saving the rest of the files.
- If an SVG image is imported that does not have width and height defined then the "viewBox" parameter will be used to define the size.
- When the master playback is reassigned the fader will now correctly reflect the internal level.
- If the option to filter the ML view by selected family is turned on then pressing the release key will now clear the filter.
- If the "net interface" is no longer available when loading output device setup then the system will now default to "All Interfaces".
- Added warning message to VN configuration and tracking backup banner when VN is disabled and in tracking mode.
- On startup, if a system is running a local show file, then the remote peer list table will be cleared.
- The warning about media files missing when playing media FXs will now close any previously showing dialogs to avoid multiple instances of this dialog being shown.
- Macro variables can now be assigned text in macros so that the magic sheet label object can display user defined text.
- The CIE tab of the color picker now supports entering the XY values to select a color.
- If a Compact 10 wing is connected to a Rack NEO then the system will now use the on board screen.

## BUG FIXES

- Blind channel display was not showing sub fixture colors on the master correctly.
- Patch defaults were not showing the correct text in the patch table.
- Possible data corruption using the "Copy Previous" button in the patch default adjustment popup.
- Patch "defaults" not displaying in the correct attribute order.
- After doing a command line selection focus was potentially shifting to the zoom field in the magic sheet resulting in subsequent characters going into the spin edit.
- The NEXT/LAST buttons above the channel display was not updating the command line when using these to step through captured dimmers.
- Pressing the close button to close child windows of the cue list display was not working and only closing the cue list window.
- Added additional range checking to the conditional events processor to prevent possible crash.
- Off by 1 bug when setting sub fixture colors in blind mode. This resulting in the next sub fixture being set to the one selected.
- If sub fixtures had additional attributes other than color or intensity then there was no UI to control them.

- FXs with a relative scale running in a cue would not record correctly into a submaster.
- Copying a cues to a another cue list would not copy the last cue in the list.
- About screen was not showing correctly on high DPI screen settings.
- Performing an UNBLOCK in a CUE UPDATE command was not working.
- Forced the Open/Save dialog to appear on the same monitor as the main interface except when initiated by the C10 touch screen.
- Possible flagging show file as changed on restart of the system.
- Possible crash opening the cue list selection tool for the first time.
- Option to loop the cue list by default was incorrectly looping to cue 0 instead of cue 1.
- When recording a group in "selected" mode channels at 0 were being excluded.
- Recording over an existing group from the mobile remote could potentially cause a dialog to appear on the main system.
- Recording over an existing group from the mobile remote could record over the wrong group if a submaster is also set.
- Possible crash when loading a show caused by the new tracking palettes.
- Filter editor was incorrectly drawing grey text onto a grey background making the text non-readable.
- Installer was not allowing the user to change the install location for 64bit installs.
- The track sheet was very slow to load on 64bit systems.
- When multiple commands are being executed from VN using the semi-colon to separate commands the last command in the string could execute continuously.
- The FX playback properties window was not aligning controls correctly if the FX type is changed using the FX chooser.
- When manually creating a new snapshot the name entered was not being applied.
- Page numbers set in snapshots were not being applied to the visual controls. The change was only applying internally.
- Button to delete tracking palettes was not working.
- File dialog will now check for invalid characters in file names as this could trigger an unhandled exception.
- Popup menu in the timeline FX was showing the same width as the timeline bar.
- Installer detection of AMD64 architecture was not always working.
- It was possible for a command to execute during a show file load operation that could result in a crash. An additional check has been done to make sure commands cannot run in this state.
- Using the ALT keys for Go and Back was not working correctly. Keys were reversed and back was not working at all.
- The "Channels used in cues" report was showing incorrect text color for text in display and printing.
- Sidebar potentially not staying in sync with the current and selected cue.
- Changes in the fader view were updating the fixture control panel.
- Advanced color heuristics logic issue when the aggregate color is between 1 and 2 that resulted in some attributes jumping to 50% rather than transitioning smoothly.

- Possible crash editing a chase FX using the matrix tool if the selected matrix does not have any cells assigned to it.
- Strand/VL Pegasus USB device was not working under 64bit platforms
- Profile FXs used in submasters with a "relative" scale were not working if the submaster is set to HTP.
- Spin edit controls in the color picker were not correctly changing the output.
- Command history could potentially not display full screen.
- Possible playback conflict in the show file could result in playbacks becoming unassigned on restart.
- The LINK softkey was not adding a space following the keyword and this caused the command to fail.
- Unable to open the external triggers window in the 64bit version.
- Possible range check error if the shortcut set in the scheduled task is outside the maximum number of shortcuts.
- Calculating the tracked state should not attempt to show progress on large systems unless called from the main thread.
- If partial release option is used on submasters then non released values could remain stuck above 0.
- When restoring a layout that has the FX library display the resulting button array was not resizing correctly.
- C10 was not always storing the fixtures used into the show file.
- Possible crash in the new ML view clearing the patch from a visualizer using patch exchange.
- Possible crash changing window layouts on rack systems (rack display conflict).
- Potential blank layout on the magic sheet of the main screen after loading a show with a magic sheet setup on an external display.
- Possible crash using the C10 virtual console and pressing SHIFT+TIME.
- Possible crash pressing release when using the ML View Filter by attribute family option.
- Possible crash loading virtual playback screen after disconnecting from a main system.
- Fixture type exchange search box was shifting focus to the fixture list after pressing any key.
- If the C10 internal monitor is not vertically aligned to the top of the desktop the popup menus could potentially show with the top cut off.
- Possible false positive fixture mismatch when loading a show with sub fixtures.
- Using the GROUP command to select sub fixtures would fail if more than 1 channel was stored.
- On screen playback window was not updating after applying a snapshot.
- Applying a snapshot would cause the shortcut window to refresh multiple times.
- Memory leak when a matrix is placed on a magic sheet.
- Minor Art-Net driver issues with the ArtPollReply packet handler.
- When placing sub fixtures into a matrix using the "linear" tool the last sub fixture would be missed.
- Safety playback mode was not working on the side bar cue list when enabled.
- Possible crash using gestures on the fixture list in the patch window if this panel has not received focus previously.
- Significant memory leak in media playback when media is handed over between cues.

- Lightwright import would not accept the address field in the format universe/dimmer.
- Possible crash drawing the last row of the channel display.
- Added range checking when translating a matrix layout into a matrix definition to ensure clean handling of possible "out of memory" errors.
- Framing shutters that do not have a rotation control could produce orphaned attribute values that never release.
- Possible crash on shutdown if PC systems with connected with C10 wing.
- Possible crash after deleting a palette with the cue list window visible.

## INCLUDED LIBRARIES & FIRMWARE

Fixture Library Rev 92 <b>UPDATED</b>	DMX Board (Full card) v1.31.101* <b>UPDATED</b>	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 v1.1.8
Rack Display v.1.1.0	Compact 10 PC Wing v1.0.20	TIVA MCU v1.0.18	

\* Note: DMX Boards contain firmware for both DMX and MIDI/SMPTE. DMX firmware is the first two numbers (eg v1.31.xx or v1.36.xx) while the MIDI/SMPTE firmware is the last number (eg vX.XX.101 or vX.XX.105).

## KNOWN ISSUES

No known issues.

# SOFTWARE UPDATE INSTRUCTIONS

## INTRODUCTION

Please familiarize yourself with these update instructions before proceeding. Instructions must be followed accurately and in order. Deviations or omissions could render the controller unusable and require it to be returned to the factory for recovery.

If any difficulties are encountered at any point, or you are in doubt on any of the instructions below, then do not proceed any further with the update and contact Strand Lighting for assistance.

Please ensure that backups are taken before proceeding with the update.

When performing a software update it is important to ensure that the power supply to your controller is stable and reliable. Power loss during a software update can render your controller unusable.

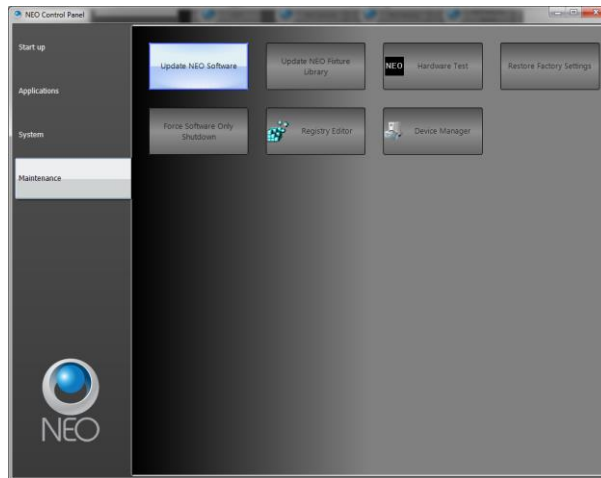
## SOFTWARE UPDATE PROCEDURE

1. Download the software from the Strand Lighting website (file name example: NeoConsole\_Setup\_3\_X\_X\_XX.exe) - [strandlighting.com/global/products/neo-software](http://strandlighting.com/global/products/neo-software)
2. Copy the software onto a USB key.
3. Plug the USB key into the console.
4. On the console, open the Control Panel (More > Control Panel)

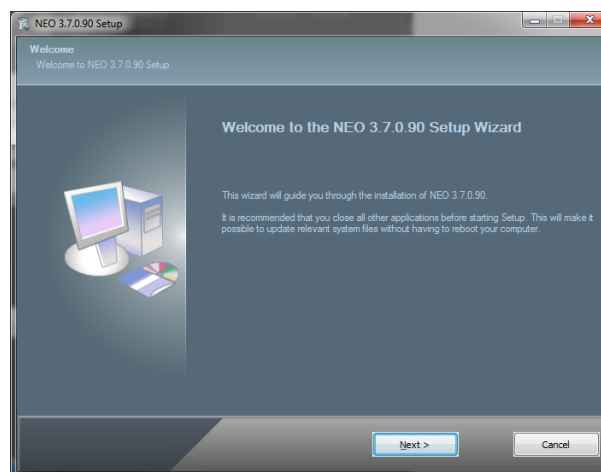




5. Go to the Maintenance environment and select “Update NEO Software”. The updated will look for the latest version of the software both on the hard drive first and then any USB key. Confirm that it is the right version. If it’s not the right version, then check the hard drive and remove any old version that exists or correct the version that is on the inserted USB key.



6. On the console, the User Account Control dialogue box will appear.
7. Confirm the program name is the correct version of software and click “Yes”.
8. The NEO software installation screen will appear. Click “Next” and follow all prompts to install the software.



9. The console will need to reboot to complete the installation.

Once all the software is up to date, you can get on with enjoying the new features in the desk software. Strand Lighting recommend printing these Release Notes and having them with you when operating the desk, as some functionality may have changed which is explained in these notes.