⊘Strand

SOFTWARE RELEASE NOTES

NEO OPERATING SYSTEM (PUBLIC RELEASE)			
Released Version:	3.13.2 (Build 105)	Release Date:	June 2022
Previous Version:	3.13.1 (Build 87)	Release Date:	November 2021

SUBJECT

NEO Operating System, version 3.13.2 (Build 105)

PRODUCTS

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 3.13.2 (Build 105) of the NEO Operating System is free-of-charge and available for immediate download from strandlighting.com/global/products/neo-software

These release notes describe the new features, enhancements and bug fixes that have been implemented between versions 3.13.1 (Build 87 and 3.13.2 (Build 105)

COMPATIBILITY

The "Universal Installer" **must be installed on systems running 3.13.1 (Build 87) or above**. For systems running earlier software, please first upgrade to 3.13.1 (Build 87) available online. This does not affect Neo PC installations.

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 AND BUG FIXES

- When internal or generated timecode is paused the SMPTE port on the console was not being told to stop.
- Pressing [SHIFT] + [DIMMER] to select "Standard Dimmer" in the patch screen was not updating everything correctly.
- If "Display only partitioned channels" is turned on then expanding or collapsing sub fixtures would ignore the option and display all channels.
- SWAP, MOVE, COPY in patch was not including the new relay parameter.
- SWAP, MOVE, COPY would not include default adjustments.
- Using the up arrow for command history was not working in patch mode.
- Various alignment issues when setting up a matrix in the new matrix definition.
- Seeking to timecode when using GOTO for jumping to cues was not working.
- Added check to cell validation in the patch grid to minimize accidental changes.
- C10 softkeys for the GOTO keyword were inconsistent with the NEXT and LAST functions.
- Pressing the palette type soft keys was not presenting the record modifier soft keys as with CUE, SUB etc.
- Pressing the FX soft key after RECORD was not adding the record mode.
- The cue lists soft keys was not showing the correct ID for each cue list.
- When in blind mode the encoders could potentially not display selected fixture data and revert back to screen controls.
- In blind mode the encoders would always adjust from default values rather than recorded values unless a palette was assigned.
- GOTO scene break by name was not working correctly.
- If the C10 screen is not found and an external monitor is connected then the main interface could get moved making it only half visible.
- Using the encoder to select cues in the cue list window would not get past a scene break if the first column is locked.
- Possible crash reloading the show after a fixture library change if the cue list window is open.
- RDM system was not handling RESPONCE_TYPE_ACK_OVERFLOW messages correctly when using the C10 hardware.
- ShowNet interface could crash if Unicast is turned on and no uncast table is configured.
- Editing the scene break name in the side bar was not updating the sidebar text correctly.
- Jumping to a group or palette using the group command line could result in the command line reverting back to live mode.
- Fixed the tab order in the record cue dialog.
- Minor fixes in the group command line.
- C10 moving between edit fields could cause the touch keyboard to close.

- Resizing a matrix on the magic sheet could potentially invert it by going beyond the bounds of the box.
- Some audio but rates were causing the audio output to glitch.
- Right click option to "add selected channels to cue" was incorrectly overwriting the existing cue.
- Potential lockup when cross fading between media files.
- A copied smart block would result in a fully blokced cue.
- Selected channels were not scrolling into view on external channels displays. This was only working on the main screen.
- If a chase step has attributes set to generate random values then the FX would not transition to cue state when terminated.
- Updating an HTP submaster would not work if the new value was lower than the old.
- Virtual dimmer not applying correctly to fixtures that only have sub fixture dimmers.
- Possible crash in the cue list window caused by a timer event while the "backup running" dialog is shown.
- Possible crash clearing the selection on the mobile remote if the same channels are selected on the console itself.
- Master fade time was not being applied to releasing channels.
- CUE command would not work correctly if the OS decimal separator is a comma.
- Possible crash on shutdown if the new framing shutter control has been used.
- Group detail panel can now be used to clear out nested palettes in presets.
- When changing the network output protocol in the System Properties the "net interface" field will now remain unchanged from its previous setting.
- Added a "goto cue" button to the visual timecode editor.
- Rework of the timecode engine to improve performance.
- Added a timecode field to the popout cue settings in the sidebar.
- Added the ability to set the cue trigger (and timecode) in the record cue dialog.
- Pressing the delete key on the keyboard can now be used to delete fixtures from the magic sheet builder.
- matrix definition editor can now be moved by holding down the shift key while click and dragging.
- Mouse wheel can now be used to zoom the matrix editor.
- Code added to prevent double reset of cue list from a remote command.
- Commands that use @ {group name} would potentially not work due to rec_opt potentially holding random data on 64bit systems.
- Possible loss of FX assigned to an independent playback.
- Possible "Out of system resources" error comparing show fixtures with library fixtures (introduced in build 17)
- Added new CSV import option for importing layouts into a matrix.
- Internal refactor of blind mode switch.
- Possible out of resource error loading fixtures with large numbers of gobo images.

- Submaster overflow error now has a "don't show this again" switch.
- Executing a shortcut in a cue will now check if it's already in the main thread and not attempt to queue the function.
- Channels not drawn when using a large channel count near the end of the channel grid. Improved handling of double buffer for channel cells.
- It was possible to set the time between lamp strikes to 0 resulting in the system locking up.
- Added a filters to the fixture editor (options menu) to show only fixtures that are missing the LS GUID or fixtures missing RDM data.
- Added support for the Zero 88 ZerOS Wing.
- The GROUP command did not support substituting THRU with /.
- Matrix view of a chase had no minimum cell size resulting in it being unusable for a large matrix.
- Added additional thread locking when removing an audio playback object from the audio mixer.
- Zero 88 ZerOS Wing will now show up in the hardware debug window when connected.
- When using the copy tool in the fixture editor to copy attribute detail, the previous selection of manufacturer and fixture are retained.
- Change in TADVOfficePager required using DoubleBuffer on TLFGridPanel in the magic sheet.
- Possible incorrect cue execution triggered by timecode.
- XML fixture import was not importing the symbol data from Crescit export.
- Firmware update could accidentally put the wrong GT firmware on the older rack screen.
- Possible crash in the display handers during a firmware upgrade.
- Possible deadlock in cue playback mutex's.
- Potential for the blue selection box to remain on screen in the live/blind grid view.
- Improved performance of the group command to select or apply large numbers of channels.
- Improved performance when running cues with very large channel counts. If the number of channels in the cue is greater than 2000 the system will parallel process the main routine.
- Improved performance when internally finding a channel in a cue.
- Added right click option in the matrix FX editor to center a selected point.
- If a matrix FX does not have any points assigned then the FX will scale the input frame to the matrix.
- Possible crash if command line contains 0 THRU ON.
- Possible index out of range error using UNPARK {channel list}
- If the user clears the patch from the options menu in the patch window on a C10 system the change was not saved to the database.
- Possible crash loading of a new show with the virtual playback window open.
- Palette text was not being centered correctly in the ML view.
- Event blind mode was broken
- Possible crash in the ArtNet interface
- Possible crash in the fixture control panel if a fixture has a non colour attribute set to be a sub fixture on its own.

- Double clicking on a template when creating a new show would result in a blank show being created rather than using the template.
- Possible that the new FX popup dialog could hide behind other forms. PopupParent is now set to the FX form for this dialog.
- MIDI command now supports ON/OFF to globally enable or disable the MIDI events.
- Added special shortcut to re-enter backup mode on the tracking backup.
- Refactor flags (dimmers unpatched, mute output etc) out of the channel form to an independent control.
- When a cue reset is called, a stop message will no longer be sent to clients.
- Improved the pipeline for the ArtNet interface to streamline output. Moved from mutex to atomic locking.
- Added double buffering to button arrays to improve drawing performance.
- A popup warning will now be displayed if the system is running on a battery and the time remaining shown.
- Development environment upgrade

INCLUDED LIBRARIES & FIRMWARE

Fixture Library	DMX Board (Full card)	DMX Board (Mini card)	Encoder Board
Rev 88	v1.30.101*	v1.36.105*	v1.7.2
Playback Board	Program Board	Wing Control	Wing Display
v1.22.3	v1.22.2	v1.1.13	v1.1.8
Rack Display	Compact 10 PC Wing	TIVA MCU	
v.1.2.0 **UPDATED**	v1.0.20	v1.0.18	

* Note: DMX Boards contain firmware for both DMX and MIDI/SMPTE. DMX firmware is the first two numbers (eg v1.30.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

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.
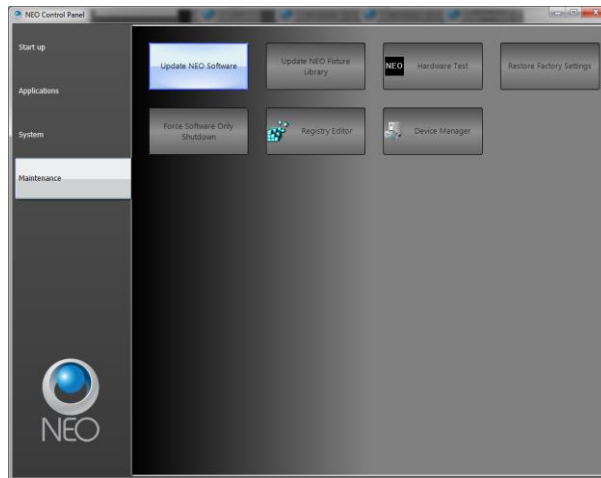
6. On the console, the User Account Control dialogue box will appear.

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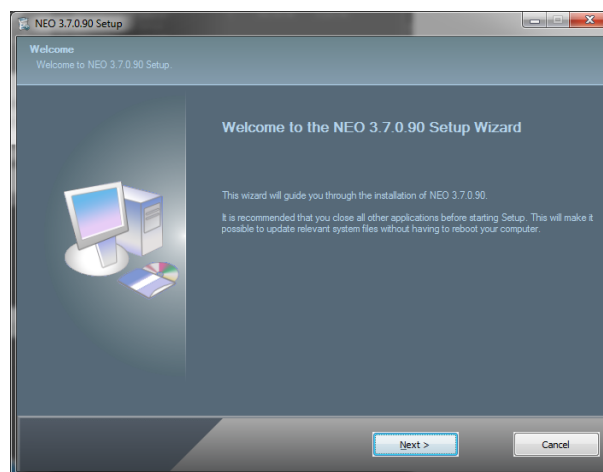
9. The console will need to reboot to complete the installation.

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.