Strand

		TECHNICAL NOTICE
	TN-02153	
Product	NEO CONSOLE NEO PLAYBACK CONTROLLER NEO PC NEO COMPACT 10 CONSOLE & NEO COMPACT 10 PC WING	
Subject	Version 3.11.0.263 Software Release	

NEO CONSOLE, NEO PLAYBACK CONTROLLER, NEO PC

OVERVIEW

The software for the NEO CONSOLE, NEO PLAYBACK CONTROLLER, and NEO PC has been updated. The latest version is 3.11.0.263

Version 3.11.0.263 software and release notes can be downloaded from the downloads section of the NEO CONSOLE AND SOFTWARE product page on the Strand website at www.strandlighting.com.

RELEASE NOTES

Version 3.11.0.263 provides new features, changes, and several minor enhancements to 3.10.1 and addresses issues found in 3.10.1 described below. Version 3.11.0.263 includes Fixture Library 79 update.

FEATURES

- If an existing show file is loaded to a NEO Compact the system will merge the beam and edge palette type and then undo this change if the save file is moved back to a NEO console.
- New matrix timing tool to simply complex cue timing. This new tool is accessed from the menu associated with the "fan" button or by holding down the fan key on the console and pressing time or delay.
    o New matrix command to apply timing: MATRIX {number} TIME/DELAY {timespan} {Attribute} RIGHTLEFT/TOPBOTTOM/BOTTOMRIGHTTOPLEFT... (soft keys available)
    o Video demo of this new feature: https://www.youtube.com/watch?v=no3Y4jsoFE8

ENHANCMENTS

- Added the ability to set and change the cue list ID.
- CUE command line enhancement now allows for the new cue macros to be set with the syntax - CUE {cue number} EXECUTE {macro}. If the macro is just a cue number or in the format {cue list}/{cue number} then the resulting macro will be wrapped with CUE {cue list}/{cue number} GO.
- Added direct cue macro (simple). This allows every cue to run a simple macro. Commands can be separated by a semicolon(;) and the macro can be delayed by adding a SLEEP command at the start. e.g. "SLEEP 4;CUE 2/7 GO".
- Added new flag to the fixture library to force an attribute to ignore all timing instructions. Attributes with this flag will always apply in a zero time.
- Patch command line can now clear attribute defaults. Syntax is {channel list} CLEAR DEFAULTS.
- Added cut, copy and paste options to the magic sheet when in edit mode.
- Added the ability to print the magic sheet.

Strand

- DELETE + bump is now working in the group selection popup.
- Patch command line can now be used to set the attribute defaults to the values in a palette. Syntax is {channel list} SET DEFAULTS {palette type} {palette ID}. e.g. 31 THRU 28 SET DEFAULTS COLOR 3.
- When using the syntax "CUELIST # RECORD", the system will automatically create the new cue list if one does not exists.
- Cue lists can now be directly referenced in any CUE command using the / notation. i.e. CUE {cue list number}/{cue number}.
- CUELIST command can now assign a cue list to a playback using the syntax: CUELIST {number} PLAYBACK {number}.
- An option has been added to set the scale of the channel number in the magic sheet.
- Hold changes will now apply a red border around the channel grid to identify the state.
- Shortcuts can now be deleted by pressing DELETE on the command line and then pressing the desired shortcut.
- Added EXECUTE to the soft keys shown when CUE is the primary key word.
- Palette windows now can set a description and color to the page buttons.
- A "soft keys" button has been added to the patch display that will show soft keys applicable to the patch command line.
- A new menu item has been added to the "ON" menu in the channel display to "Touch selected fixtures". This is the same function achieved on the console surface using [Select Changed]+[+].
- COPY FROM command will now try to match on attribute name when copying between different fixtures types before doing a generic copy.
- Added system settings options to automatically manage relays configured in the system. If relays are "managed" then they will automatically be turned on if a fixture using the relay has a level above 0%. All relays will automatically turn off after a set time period (option) of all fixtures that use relays being at 0. A third option will turn off all relays if the system is shut down. New options are found in System Properties -> System Settings -> Intermediate.
- Added a new "Relay" column to the patch to indicate when the channel is powered by a relay. Resulting relay output will automatically be set to an "inverse non dim" profile.
- Added "Selected fixtures power" (load) and "Selected fixtures weight" information to the Power Monitor window.
- Added new "exclude zeros" command line option to the record group dialog.
- Enhancement - Added RDM support to the DMXKing ultraDMX interface. RDM is now supported for the ultraDMX RDM Pro device.
- Added "administrator" flag to user security. Non-administrators can no longer see passwords or edit admin accounts.
- Added user security flag to prevent editing shortcuts from the right click menu in the shortcut window.
- Telnet clients now have their own command line object to ensure independent processing of commands entered.
- Added the ability to import and export magic sheets.
- Several new default library FXs added: Color Fade Effects, Additional Position Effects.
- Added new commands to assign and remove playbacks and faders.
  - PLAYBACK {number} CUELIST {number/name}
  - PLAYBACK {number} FX {number/name}
  - PLAYBACK {number} CLEAR
  - FADER {number} CUELIST {number/name}

- o FADER {number} FX {number/name}
- o FADER {number} GROUP {number/name}
- o FADER {number} CLEAR
- Added an option to display the fixture name in the classic grid.
- Added many of the right click cue options that appear in the cue list window to the side bar cue list.
- Chase FXs that are in a cue can now be set to stop after a complete cycle. In the "Run Times" field enter "E" to set it to "Loop (end)". When the next cue is run the chase will continue until a full cycle of steps.
- Faders on can now be locked so that that will remain active regardless of the page selected. This is set by pressing on the padlock in the fader settings panel.

CHANGES

- In blind mode the command "CUE {cue number}" will now select the cue rather than the channels in the cue as it does in live.
- Pressing the MACRO key on a command line starting with CUE will now add EXECUTE to the command line for the new direct cue macros.
- The current cue pointer will no longer reset to the current live cue when doing simple edits in blind mode.
- If cue 0 is not used in a cue list then it will no longer show in the side bar or cue list window. Running cue list after a reset will also run cue 1 rather than cue 0.
- Executing shortcuts using the key combination control+q{shortcut number} for use with programmable keyboards has been enhanced so that holding the control key down will perform a shortcut down operation and when control is released it will perform the up event.
- Soft key added for PLAYBACK keyword after CUELIST is entered on the command line.
- On screen playbacks will now show the cue list ID in the button caption with the playback number appearing at the top right of the button.
- OSC SUBMASTER command now supports relative adjustments +/-.
- Added new "cuelist/cue" syntax to the LOAD command.
- Added special shortcuts to turn on and off the console key mode.
- When adding a new user to the security system the new user will have the same permissions as the currently selected user.
- If a cue playback level fader is not at full the number key above the fader will flash.
- Added "Touch selected channels" to the special shortcuts.
- Added the ability to add CONFIRM keyword to the new PLAYBACK and FADER commands to auto confirm the dialog when clearing items.
- New PLAYBACK command can now accept a TIME modifier when setting levels. i.e. PLAYBACK {number} @ {value} TIME {time value}.
- Added a "DMX" check box to the framing shutter controls in the side bar fixture control panel so view the data as DMX rather than percentage.
- Added the ability to substitute @ with the * character in patch and in the SUB command.

FIRMWARE VERSION

DMX Board: V1.28.101 for full size card	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: V1.1.0	DMX Mini Board: V1.31.105

Note: The DMX card also contains the MIDI/SMPTE chip. The DMX Board firmware is V1.28.59 while the MIDI/SMPTE chip firmware is Vx.xx.102.

1.800.4STRAND
1.214.647.7880

Strand

NEO COMPACT 10 CONSOLE, NEO COMPACT 10 PC WING

OVERVIEW

The software for the NEO COMPACT 10 CONSOLE and NEO COMPACT 10 PC WING has been introduced as version 3.11.0.263 with Fixture Library 79.

RELEASE NOTES

FEATURES

- New installer created for the NEO COMPACT 10 CONSOLE, and NEO COMPACT 10 PC WING.
- If an existing save file is loaded to a NEO Compact the system will merge the beam and edge palette type and then undo this change if the save file is moved back to a NEO console.

FIRMWARE VERSION

TIVA MCU: 1.0.13

CONTACT INFORMATION

For more information on this technical notice or on Strand products, contact your Authorized Dealer or Strand customer service at 214.647.7880.