

UC-DMX FAMILY

UC-DMX-200

v0.05.0312 The initial firmware release for the UC-DMX-200

Known issues:

- ✿ Connection will reset every 1759 minutes for one minute
- ✿ Final byte may not always be transmitted (512th channel)

v0.06.0335 Special firmware for non-compliant DMX drivers

Changes:

- ✿ Slowed the DMX frame transmit rate to allow some devices to find the start mark reliably.

Known issues:

- ✿ Connection will reset every 1759 minutes for one minute

UC-DMX-210

v1.0.427 The initial firmware release for the UC-DMX-210

Changes:

- ✿ Reduced pattern generator count to 2 (from 8 on the UC-DMX-200)
- ✿ Added on-board fading feature (58 concurrent 5-channel fade slots)

Known issues:

- ✿ Connection will reset every 1759 minutes for one minute
- ✿ Final byte may not always be transmitted (512th channel)

v1.1.457 Fade behaviour update and bug fixes

Changes:

- ✿ Modified the behaviour when the fade slots are exhausted. The device will now "steal" a slot from an active fade that is nearly complete (and immediately complete that fade). This provides a more natural fade behaviour for large changes (e.g. whole house off)
- ✿ Fixed 1759 connection reset issue
- ✿ Fixed occasional 512th channel send issue

Known issues:

- ✿ Sending commands rapidly (in the same TCP packet) could result in missed commands.

v1.2.466 Fix for multiple messages arriving rapidly

Changes:

- ✿ The TCP receiver will now check for multiple messages arriving in the same packet.

Known Issues:

- ✿ Sending multiple messages without any inter-message delay could result in dropped commands (i.e. not all lights would change in a large scene)

v1.2.499 Fix for lost commands

Changes:

- ✿ The receiver state machine could miss initialisation of the timeout verification variable which could lead to the state machine resetting when high volumes of data were arriving. This has been fixed.
- ✿ The device will now report an internal error code (for Ultimotion use) when the state machine experiences an error rather than silently resetting.

Known Issues:

- ✿ An additional issue was identified where "Channel Set" messages would cancel fades running on unrelated channels prematurely. The result being that

V1.2.500 Fix for overlapping Fade/Set ranges

Changes:

- ✿ When setting channel data, the normal logic is to terminate any current fades that overlap the channel range. The maths for calculating that range was wrong, resulting in the wrong fades being stopped before they had reached their target values.

Known Issues:

- ✿ After a 1-minute period, the first connection attempt will fail.

V1.2.502 Fix for premature disconnection

Changes:

- ✿ After disconnecting, if the next connection attempt was made after more than 1 minute, this connection would be closed immediately. The next attempt would work. This has been resolved.

Known Issues:

- ✿ None

V1.2.528 WAC Support

Changes:

- ✿ Added support for WAC lighting models – Atmosphere, Aurora and Linear Tape
- ✿ Added support for "Fixture repeat" so that one fixture can control multiple contiguous channels
- ✿ Added support for "Fade with repeat" command

Known Issues:

- ✿ None