LumiNode / LumiCore

RELEASE NOTES

VERSION 2.4.3

DOCUMENT INFORMATION

This document lists the new features in the LumiNode/LumiCore Play function, improved API and Web UI and bug fixes.

FEATURES

PLAY FUNCTION:

- Apart from a fade time, a cue now also stores a hold time. The hold time is used to hold the cue for a set amount of time and then automatically proceeds to the next cue in the list. If no hold time is set ("-") the cue will stay until a new GO trigger. The last cue in a list will return to the first cue automatically after passing of the hold time stored in that last cue [See figure 1: **A**].

Figure 1
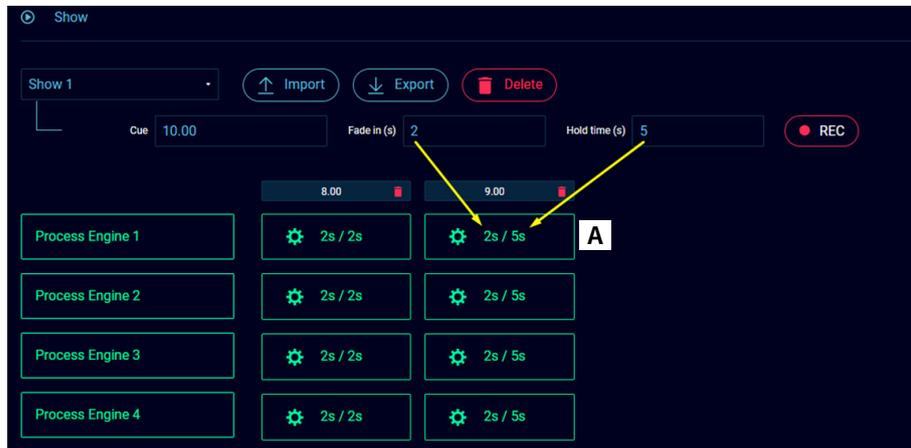
- The performance of Cue recording has been improved resulting in a quicker response when using LumiNode / LumiCore with a high processing engine count and when the user creates Cues in a fast pace.

PRODUCT IMPROVEMENTS

API:

- API calls are added to ensure predictable IDs are assigned to I/O's. From a user side, less API calls will be needed to address the intended I/O's.

- Via API, now a stream loss-time can be configured. This will result in less stream loss notifications when LumiNode is used with systems that output data at a very low frame rate**.**

- Improved play functions so a specific list and cue can be triggered across all assigned players.

WEB UI:

▪ The default backup time has been increased from 400ms to 1200ms to accommodate a wider range of applications out of the box. E.g., Some consoles fall back to only 1 FPS in case channel values don't change [See figure 2: **B**].

Figure 2
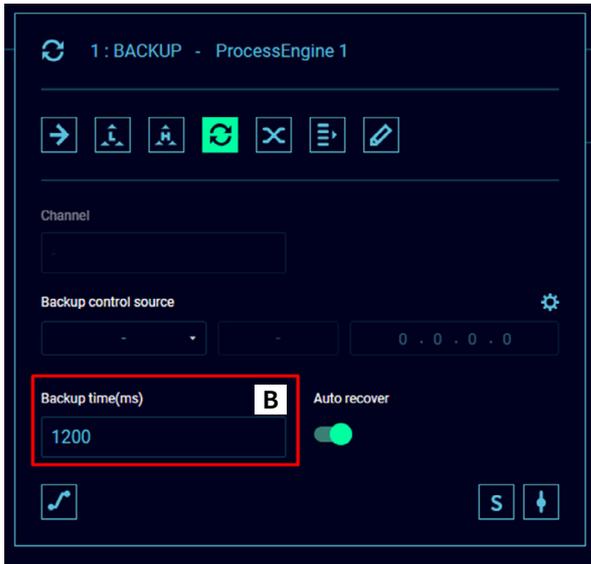
▪ Support for the new LumiNode versions; LumiNode 12 RJ45 and LumiNode 4 Wall, has been added in the Web UI.[See figure 3: **C** / figure 4: **D**].

Figure 3
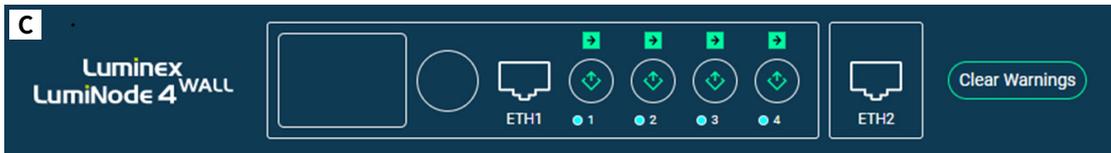
Figure 4

▪ A user prompt was added to confirm if IP settings need to be recalled at recalling a profile [See figure 5: **E**].

Figure 5
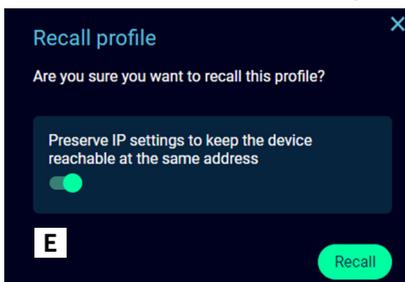
- The profile name field has been extended to allow for longer names.

- Workflow is improved for the control channel selection for process engines, now users can enter multiple channels in one go instead of entering each control channel individually [See figure 6: **F**].

Figure 6
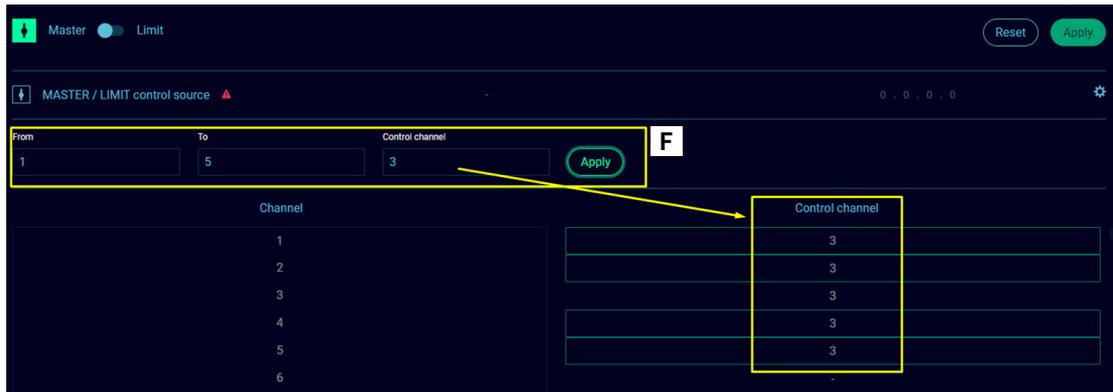
- Corrections have been made to the warning messages in the contact closure fields.
Several cosmetic improvements have been made throughout the Web UI

- In the profile preview, expandable menus have been created so users of models with many process engines (i.e. LumiCore) won't have to scroll as often to see all page items [See figure 7: **G**].

Figure 7
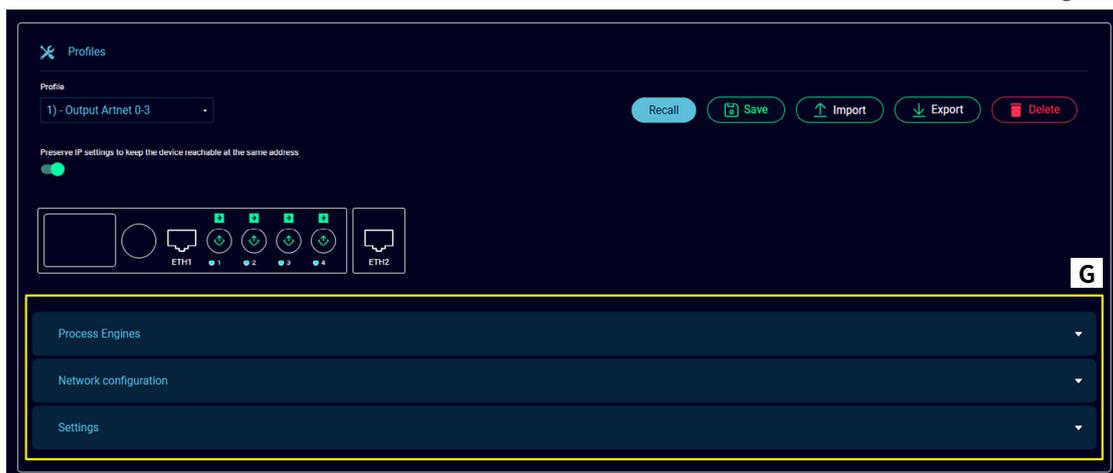
BUG FIXES

- An improvement was made to the merging functions that changes the behaviour when a source, that is ready to take over from the initial source, is present but not providing data yet. In this case the data flow is not flushed to ensure smooth transitions.

- An improvement to process engines has been made, when reconfiguring to remove an input universe in FORWARD mode, the last frame will no longer be continued to output over DMX when switched to another universe that has no data yet. The DMX output is stopped until data is received on the new universe. This is more in line with user expectations when switching sources.

- Luminode LCD display and LED's will now also correctly indicate progress of a firmware upgrade performed by Araneo.

- Fix stream loss on process engine configuration change.

- Corrected the interpretation of decimal inputs in the Cue numbering field.

- Overwriting a Cue number, now records and saves the Cue and makes it persistent on LumiNode reboots.

- Fixed a bug in advanced networking, where the broadcast address in Art-Net outputs was displayed incorrectly.