LumiNode / LumiCore

Release notes.

Version 2.6.0

Related products: LumiNode range, LumiCore range

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With this release, Luminex introduces support for new devices, new features and product improvements.

New Features

◼ Support for new devices

New variants of LumiCore; LumiCore 32 and LumiCore 16 are now supported.

These additional models are ideal for those applications where a full 64 processing engines version is not needed. The previous "LumiCore" version with 64 built-in processing engines is now called and identified as LumiCore 64. This will also be reflected in its WebUI after this firmware upgrade.

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■ Advanced networking

With version 2.6.0, additional custom Groups, beyond the 20 factory Groups can be created by the user. Also, a subset of Groups can be assigned to user created custom trunks, beyond the factory ISL trunk. This offers more flexibility and consistency with the current GigaCore products.

■ Colour Coded Process engines and DMX ports

Process engines (and consequently connected DMX ports) on LumiNode and LumiCore can now have up to two colours assigned to them **[A]** in the WebUI and on the LCD screen. This provides the user with instantly recognizable DMX ports and engines. These colors can be matched to e.g. colour coded trusses or fixture-zones on stages or in venues.
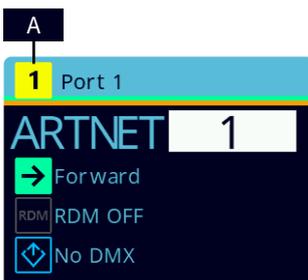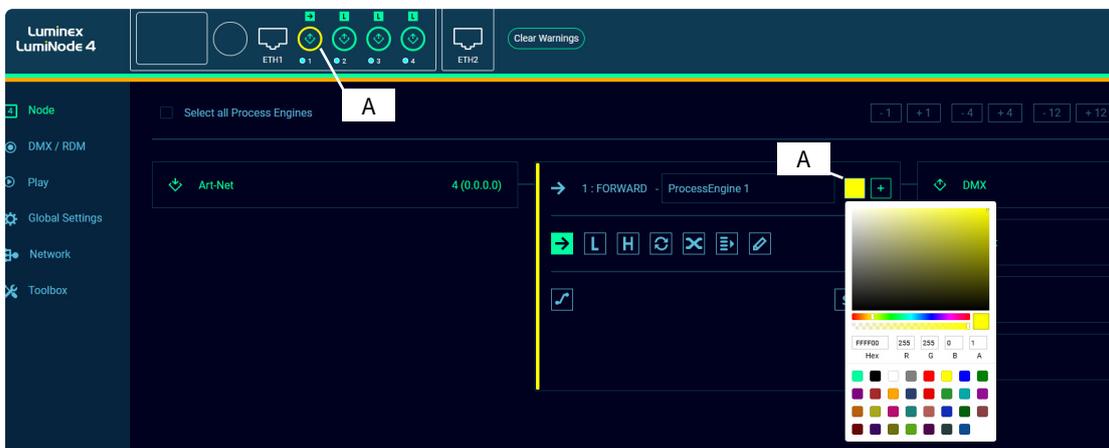
Colour code for the device

On the LCD screen and in the WebUI, LumiNode/LumiCore can now have up to two device-colours assigned to it [B]. This gives the user a visual indication about the whereabouts and the assignment of the device.
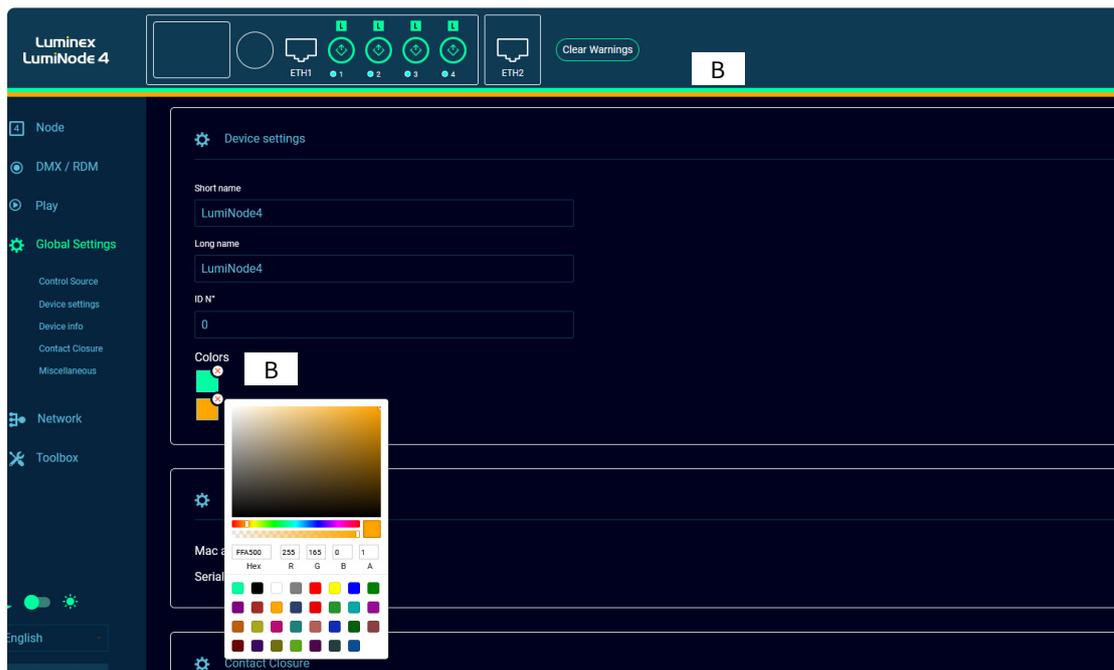
RDM Redundancy

LumiNode could already provide seamless DMX redundancy by using two DMX lines to a fixture (or multiple daisy chained fixtures). With this firmware upgrade, not only DMX redundancy but also RDM redundancy is guaranteed in such setups.

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Improvements

▪ Multiple port selection

In the DMX/RDM menu, multiple or all ports can now be selected simultaneously **[C]** and then settings can be done for all selected ports at the same time for a quicker and less repetitive workflow.
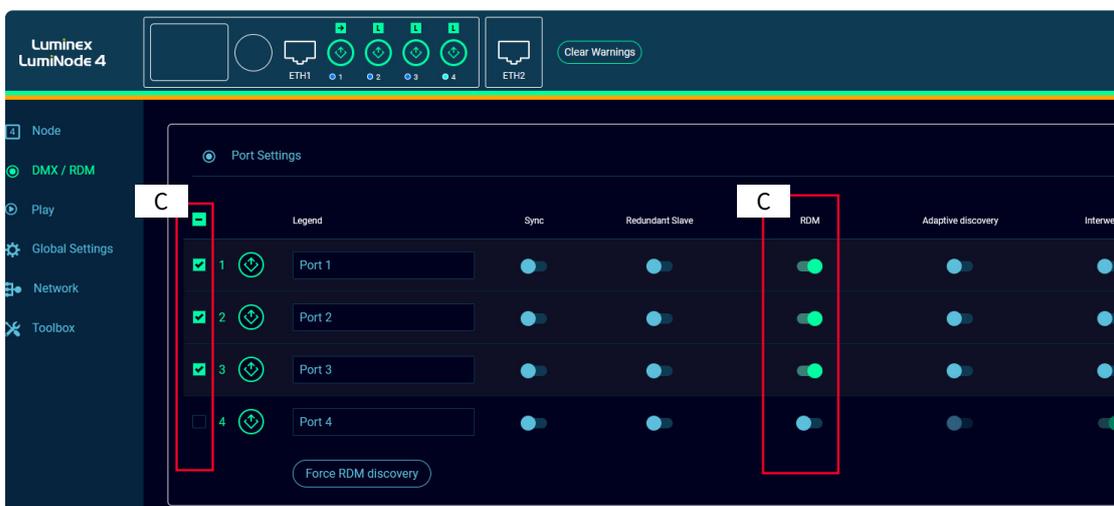
▪ LCD screen interface

The LCD interface has received new icons and lay-out throughout. This improves legibility and improves workflow when, for example quick universe changes or merging mode changes need to take place on a specific port by using the jog wheel.

Use the jogwheel to select and change parameters on the fly.