

MicroTech DMX
Firmware Release Notes

Abstract

The following engineering release notes are provided to help understand what features and bug fixes have been introduced between revisions of the firmware for the MicroTech DMX.

To determine the firmware version of a MicroTech, first turn the MicroTech off. While holding the Mode button down, switch the power to the MicroTech back on. The version number will be displayed on the LEDs. Press any of the three buttons to return to normal operation.

MicroTech DMX Release Notes

Version 2.0.1 - 10/19/98

- Added leading and trailing decimal points to each scrolling menu string for better display readability (i.e: " ...Scene Output... ").
- Increased mode button timing for Channel Test and Scene Edit exit criteria for easier use.

Version 2.0.0 - 7/17/98

- Unit will now accept a 128Kb memory IC, which expands the usable memory to 30 scenes. The Scene Output, Record and Edit modes now scroll through scenes 1 to 30.
- Added Group testing to the Channel Test mode. Above dimmer 512 and below the 'ALL' setting allows each of the 30 scenes to be used as a group. Any dimmer in the scene recorded at a non-zero level becomes part of the group and is output at the test level.
- Changed Scene Output to send a dark scene to the stage whenever an empty scene is selected.
- Fixed bug that did not allow the "E -" exit from Edit Mode display to appear.

Version 1.5.4 - 8/17/97

- Fixed a bug in the channel test mode that caused invalid channel numbers to appear when the down button is pressed and held and then the mode button is pressed when the current channel was an odd number.

Version 1.5.3 - 8/10/97

- Fixed several bugs in the Channel Finder feature, the status LED now flickers correctly, the DMX detect timeout now goes to the "---" display correctly and data link errors are rejected better now.
- The data length function now blanks the display on entry, which is more consistent with other functions.
- The Error Count function now also correctly enters the "---" DMX timeout display, while maintaining current error count.

Version 1.5.0 - 3/7/97

- Added the Scene Edit function. This function allows any of the 15 scenes to be edited live, providing full channel level control over each channel.
- Added level control to the Channel Test function. Operates in similar way to changing levels in the Scene Edit function.
- Highly optimized the scene record and output functions for increased performance. Update rates for scene output are more than twice as fast.
- Improved the timing and handling of the "In" display that appears in the test and output functions.
- Function menu now consumes 1mA less power due to software revision. Should have very small

positive effect on battery life.

NOTE: When upgrading to this software revision, any scenes that may have been recorded in the MicroTech's memory will be lost. Make sure any important scenes have been backed up by another console - or another MicroTech.

Version 1.4.0 - 1/31/97

- Added an "ALL" channels feature to the channel test function. When the channel number is advanced past 512 or below 1, the display shows "ALL" and every dimmer is output at its highest level.
- Redesigned the scene record logic to fix a potential problem that could occur while recording scenes from consoles with extremely fast update rates (near 200 updates per second with few dimmers).
- Fixed a bug related to memory initialization and scene playback that caused some MicroTechs to lock up if scene 15 was attempted to be output before ever recording a scene into it.

NOTE: When upgrading to this software revision, any scenes that may have been recorded in the MicroTech's memory will be lost. Make sure any important scenes have been backed up by another console - or another MicroTech.

Version 1.3.0 - 12/16/96

- Added feature in both the scene record and scene output function that cause the right-hand decimal point to illuminate when the chosen scene has dimmer information recorded into it.

Version 1.2.1 - 12/02/96

- Fixed a bug that caused an erroneous dimmer number to briefly be displayed when the channel finder function was first entered.

Version 1.2.0 - 11/18/96

- When the mode button is pressed to exit either the scene output function or the channel test function, the MicroTech quickly transmits a single dark scene that causes the entire stage to black out.

Version 1.1.0 - 11/16/96

- Implemented "warp-speed" channel number tracking. While holding down the up/down buttons, also pressing the mode button causes the channel level to increment/decrement at a very fast rate to facilitate getting to a desired channel number more quickly.
- While channel numbers are auto incrementing/decrementing when either the up/down buttons are being held down, the MicroTech stops when the channel number reaches 512 or 1. The up/down button must be released and pressed again before the channel number will "wrap" around to the opposite value.

Version 1.0.0 - 10/01/96

- First non-beta version.

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