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Software Release Notes

Project Title: Mantra Lite

Software Released by: Richie Mickan
Created: 19 November 2015
Last Modified: 1 June 2020

This document is a cumulative list of bug fixes and feature enhancements for the Mantra Lite product family.

Reporting Bugs

If you find a bug, or feel that we could improve the product then please let us know. If you find a bug that affects operation or crashes the unit, then could you let us know ASAP!!

You can report it on our [MantraLite](#) Facebook page or by email to techSupport@lsclighting.com.au or phone +61 3 9702 8000

Obtaining Updates

If you wish to be updated about **Mantra Lite** software updates as they are released, then you can either subscribe to an RSS feed from our website, follow the [MantraLite](#) Facebook page or follow us on Twitter.

Installation procedure

To install a software update, perform the following steps:

1. On a USB Stick, create a folder and name it LSC
2. Copy the software release file (file named **mantra_v2.nn.img** where 'nn' is the software version number) into the LSC on the USB stick.
3. Insert the USB Stick into the rear of the Mantra console.
4. If you have a Mantra Wing, make sure it is connected to the console, using a USB hub if you have more than one wing.
5. From the home page, navigate to **'Tools :: Setup :: Update Firmware'**.
On consoles running v2.03 or later, navigate to **'Tools :: Setup :: Systems Settings::Update Firmware'**.
6. If your current show has unsaved changes, you will be prompted to save.
7. The process takes approximately 60 seconds. Once complete, the unit will prompt for restart.
8. **IMPORTANT: The console MUST be power cycled after the update.**
Turn the power Off
Wait 30 seconds (this is critical)
Turn the power On.

Release: v2.05 Date: 1-June-2020

Reason for the Release: Bug fixes

Bug Fixes:

1. Loading a show whilst playbacks containing Animations, Shapes or Chases were active could cause a reset, and cause the show load to fail on the first attempt.
2. Very slow finger movements on the touchscreen could cause random button presses to be processed, often resulting in random screen changes, or cues to be recorded.
3. Leaving multiple cues with animations playing continually, would crash the console after a number of hours.
4. Editing cuelists was broken. No matter which cue was playing, the record overwrite would alter Cue1.
5. Colour fanning in the Colour Picker window with more than 12 large compound fixtures was slow to respond.
6. Issues with connecting two wings. The wing order was not remembered after power cycling. Disconnecting wing 1 and leaving wing 2 connected could result in no wings working.
7. The Pan/Tilt and Colour picker windows were slow to respond with a large number of high channel count fixtures.
8. Could not add spaces to filenames.
9. Combinations of 8/16bit parameters in the Colour\Sliders window did not work correctly. Some sliders would jump to 0/100% when released, then snap back when another slider was moved.
10. Reloading a show could cause some fixtures to disappear until the next power cycle.
11. A hidden Time Set window was accessible via an unlabelled button in the Settings window. This feature is part of the soon to be released Mantra-Mini product and does not work with Mantra Lite consoles.

Known Issues:

1. The first time a text field is edited after a power cycle, the pop-up keyboard fails to appear. Reselecting the text field fixes the issue and the keyboard works normally thereafter.

Components:

- Mantra Application v2.05.11026
- Surface Firmware v2.11



Release: v2.04 Date: 9-Apr-2020
Reason for the Release: New features and bug fixes

New Features:

- 1. Link times added.**
Each cue in a cue list now has a Link Time. These are used to allow the next cue to automatically play after the programmed time. If the Link Time is set to NONE, then the flash button below the red fader must be used to play the next cue. If the Link Time is set to any other value, then next cue plays when the time expires. Note: It is possible to have a cue with a fade time longer than the link time. In this scenario the first cue will continue to fade in the background whilst the new cue commences to fade. This allows the user to programme multiple overlapping cue fades.
- 2. Optionally record cues directly to playback displays.**
The playback displayer can now be used to record cues. Press the [record] button and then tap the playback displayer where you want the cue recorded.
The old method of pressing [record] and the [F/A} button below a red fader still works, users can use whichever method they prefer.
- 3. Systems settings are now global.**
Network settings, screen brightness and language were stored in the show files. They are now stored in a separate configuration file on the console, making them global and independent of the loaded show.
- 4. New Systems Setting screen added.**
Changes have been made to the layout of the Setup window to allow for new features being added for the forthcoming installation version of the Mantra Lite (the Mantra Mini). This has necessitated the addition of a new Systems Settings window and some items have been moved from Setup to the new window.

Bug Fixes:

1. Overwriting a memory caused the Shutter (and any other parameters set to SNAP) to go to Zero in the Live stage output. In the case of the Shutter channel, this usually meant the shutter closed and so no light would be seen on stage when the yellow faders were used for control.
2. A power brown-out could render show save unusable. The console would report 'Unable to save to \root\mantra\shows.....". This was caused by the SD card being unmounted by the operating system.
3. Some compound fixtures (e.g. Showtec::Sunstrip) in the library started at DMX slot 2 instead of 1. Other fixtures could have duplicate channels (e.g. Martin::MacAura had two attributes using DMX slot 10 and nothing using slot 9).
4. The Fixture Editor allowed the same channel to be applied to both Coarse and Fine channels of a parameter.
5. The Mantra Lite always started in DHCP mode, then changed to Static IP later. It now starts in the correct mode.
6. The Green Wing page display skipped Page #1 when two wings were connected.
7. Editing the Rig View layout causes the Red playback memory display widgets to disappear until the show was reloaded.

Components:

- Mantra Application v2.04.10873-1
- Surface Firmware v2.11



Release: v2.03 Date: Dec-2019
Reason for the Release: Hardware Update

New Features:

1. **Support for new touchscreen hardware.**
A new touchscreen controller is used in consoles shipped after mid-December 2019. This requires new hardware driver firmware. The firmware auto-detects which controller is installed and activates the correct driver to suit. Installing any software prior to v2.03 will render new consoles unusable as the touch screen will not respond. A one-time warning is issued if the user tries to downgrade the software to an earlier incompatible version.
2. **Improved Playback displayer.**
The playback displayer now shows the cue/s fading. This is achieved by the red highlight bar 'growing' from the left to the right side of the displayer.

Bug Fixes:

1. The Fixture Editor allowed the same channel to be applied to both Coarse and Fine channels of a parameter.
2. The Mantra Lite always started in DHCP mode, then changed to Static IP later. It now starts in the correct mode.
3. The Green Wing page display skipped Page #1 when two wings were connected.

Components:

- Mantra Application v2.03.10589
- Surface Firmware v2.11

Release: v2.02 Date: N/A
V2.02 was never released to the public



Release: v2.01 Date: 31-Jan-2018

Reason for the Release: Major Update

New Features:

1. **Multi-patch.**
It is now possible to patch multiple (identical) fixtures to a yellow fader.
2. **New OS.**
The underlying operating system has been updated. This results in faster boot times, improved show load/save and easier to read fonts and graphics.
3. **Updated firmware for the hardware interface.**
Reduces jitter on faders and provides smoother fader control. Flash button response is considerably faster.
4. **Simpler control of Compound Fixtures**
RGB colours of multi-cell fixtures are now controlled from the colour picker. If other colours are selected (e.g. Amber) these are reset to zero when the colour picker is used. If each cell has different colours, they will all change to the same colour. Undo can fix any accidental changes.
Individual control of cell colours is available from the [Sliders] button in the colour picker app.
5. **Default Fade Time.**
A new slider in Tools\Setup allows setting of a custom default fade time.
6. **Non-Latin character support.**
We now support non-Latin character sets for the onboard Help menus (eg. Chinese & Japanese).
7. **Search function in Patch Window.**
It is now possible to search the fixture database when trying to find the correct fixture to patch.
8. **New faster fixture library update.**
The fixture library now updates in less than 8 seconds, far better than the original 2+ minutes.
9. **Added a cursor to text edit windows for easier editing.**

Bug Fixes:

1. Removal of false error messages at boot up. Previous versions of software had 4 lines of text that appeared during boot-up reporting "*missing device node for...*". These were harmless but could cause concern for users. They no longer appear, and the console now boots straight into the splash screen.
2. Rig view did not always resize correctly when loading a show.
3. Rig View arrangement now saves in Default Show.
4. Improved the auto show save for more reliable operation with large shows.
5. Firmware updates would fail if the filename had extra characters - eg. mantra_v2.00(1).img
6. Improved SD card handling to prevent possible data corruption.
7. Fade times greater than 66 seconds were truncated to 1 second.
8. sACN and Art-Net output did work correctly if the IP address was changed whilst they were active.
9. Duplicate cue copied the Live output, not the selected cue in the cuelist edit window.
10. Custom fixtures would sometimes disappear from the Patch window.

Components:

- Mantra Application v2.01.10048
- Surface Firmware v2.00



Release: v1.37 Date: 27-June-2018

Reason for the Release: Bug Fixes

Bug Fixes:

1. Some fixtures in the library had the names incorrectly showing a 1 at the end (e.g. Red1, Blue1) which caused them to behave incorrectly.
2. Custom fixtures did not work correctly in some circumstances.
3. Custom fixtures may not have been saved with the show when exported

Known Issues:

1. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.

Components:

- Mantra Application v1.37.9586
- Firmware v1.20

Release: v1.36 Date: 12-June-2018

Reason for the Release: Bug Fixes

New Features:

1. An 'Are you sure?' screen has been added to the 'delete cuelist' button functionality, to help prevent users accidentally deleting an entire cuelist (FYI. You can Undo a cuelist delete if you still

Bug Fixes:

1. The software could crash when scrolling rapidly back/forwards through a list of fixtures in the Patch window.
2. The software could crash when exiting the fixture editor.
3. Selection of cues in the cuelist edit window was not working correctly.
4. Very rare crash when cancelling the delete function in Animate/Shapes.

Known Issues:

1. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.

Components:

- Mantra Application v1.36.9546
- Firmware v1.20



Release: v1.35 Date: 4-May-2018

Reason for the Release: New Features and Bug Fixes

New Features:

1. **Live Speed Controls.** The bottom left button below the Home screen, which was previously unused, is now used to access the Live Speed controls.
Three encoders are provided for FadeTime, ChaseRate and X-Fade. Other controls allow for configuring whether changes affect all active playback/s (global) or selected playback/s, resetting the adjusted times and setting the sensitivity of the encoders.
2. **Tap To The Beat.** The Live Speed controls also features a Tap To The Beat button, to allow easy synchronisation of chase/s to the beat of the music.
3. **Carallon fixture library.** The Mantra Lite now uses the Carallon fixture (as used in LSC Clarity consoles). This provides over 5,500 fixtures, most with multiple operating modes, all included as standard with the console.
A fixture request service is available via the LSC web page, to enable end users to request new fixtures for addition to the database. This process takes at least one month from the date of request. Users requiring an urgent template can continue to use the inbuilt Fixture Editor.
4. **New Shapes.** The Shapes App has two additional shapes (Square and Triangle) and Shapes can now be rotated, to set the apex to any orientation.
5. **More Intuitive Colour fader control.** The RGB faders in the Colours/Sliders app are now hidden if the fixture does not have any RGB parameters to control.

Bug Fixes:

1. RigView icons were not always correctly sized when loading a show.
2. Firmware Update window showed non-Mantra image files.
3. Animations did not play inside chases.
4. Fixtures patched to DMX slot 512 were incorrectly shown as being patched to slot 0 on the next universe.
5. It was not possible to delete show file folders using the [Delete Shows] button. Folders can now be deleted, but only if they are empty.
6. It was not possible to navigate into folders inside the file save window.

Known Issues:

1. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.

Components:

- Mantra Application v1.35.9413
- Firmware v1.20



Release: v1.30 Date: 12-December-2017

Reason for the Release: New Features and Bug Fixes

New Features:

1. **IPCB (Intensity, Position, Colour, Beam) filtering added.** Cues are still recorded with all parameters. To filter a cue, go into the cue edit window. The IPCB buttons are all enabled by default, and can be tapped to enable/disable the 4 filter types.
2. **Text fields (e.g CueName) now have all the text highlighted when selected,** allowing typing to instantly replace the existing text. Two new buttons on the pop-up keyboard allow the cursor to be moved back and forth in the text edit window.
3. **The time required to save a show has been reduced,** it is now more than 600% faster than in previous versions.

Bug Fixes:

1. The performance of the console would be reduced if there were more than 100 cues in any one cuelist that was displayed on the main screen.
2. Chases would occasionally flash to full between steps.
3. Red, Green, Blue colours would fade at different rates to White, Amber and UV (and other parameters) on fixtures with virtual intensity.
4. Virtual Intensity did not control non RGB colours (e.g. White, Amber, UV) of custom fixtures.
5. Clear All did not clear animations from fixtures patched to wings.
6. Bringing up the Red and Yellow masters at the same time would stop any Red playbacks from operating until the individual playback sliders were cycled.
7. Occasionally when entering custom text into the Attribute name field of the fixture editor it would change to INTENSITY when the keyboard was closed.
8. When opening the Cue Edit window sometimes the current cue was not automatically selected.
9. Some colours (Amber, UV, Lime) would appear in the Other app instead of the Colour app.
10. sACN did not work. The [enable] button did not actually do anything, meaning sACN was never enabled. This was found by the LSC R&D team, so obviously no one in the field has tried to use sACN on the Mantra Lite 😊
11. Dipless crossfades did not work correctly if there was another active memory which used the same fixtures.
12. Cues with an Intensity of less 100% did not play back correctly. Positions were relative to the intensity. If a cue had Pan at 100% and intensity at 65%, then the Pan would only go to 65% when played back.
13. Move In Black (MIB) cues did not work. As per (#10) the Pan/Tilt positions were scaled by the intensity, which being 0% in an MIB cue meant that Pan and Tilt never moved.
14. Intensity animations could stop other animations, particularly Pan/Tilt animations, from working correctly. This was also related to (#10) above.
15. Intensity animations stopped Shapes from working correctly. This was also related to (#10) above.
16. Recording three different types of animations to a single cue would break the first animation that had been created.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light may momentarily flash to full at the start/end of the fade.
2. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.

Components:

- Mantra Application v1.30.9114
- Firmware v1.20



Release: v1.25 Date: 20-March-2017

Reason for the Release: Minor Bug Fixes

Bug Fixes:

1. The Record overwrite shortcut (Press and Hold the flash button for 1 second) changed the output on release.
2. It was not possible to scroll backwards past DMX-1 in Fixture Editor window when a Wing was connected.
3. The fixture parameter list in the fixture editor did not scroll and had buttons overlaid on it.
4. Any Shapes recorded to a playback crashed the console if the fixture was deleted from the Patch.
5. Plugging in two wings in quick succession whilst in Fixture Template editor could crash the Mantra Lite.
6. It was possible for the screen scrolling to get out of sync, leaving two half windows displayed. This is now fixed.
7. Shapes did not work when played back from a Flash button.
8. German help files have been added.

Known Issues:

1. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
2. Cues with zero intensity do not play back correctly, making Move-In-Black impossible.

Components:

- Mantra Application v1.25.8580
 - Firmware v1.20
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Release: v1.24 Date: 4-Nov-2016

Reason for the Release: Critical Bug Fix

Bug Fixes:

1. The DMX output did not work in v1.23 (on line of code was accidentally deleted) and somehow our testing routine did not discover this very important fact. We have now changed our regression testing routine.
2. It was possible that when loading a show, the auto-saved version (created when the console is powered off) was loaded instead of the most recently saved version of the show file.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. Some language buttons are greyed out – these languages will be added soon.
3. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
4. Cues with zero intensity do not play back correctly, making Move-In-Black impossible.

Components:

- Mantra Application v1.24.8504
 - Firmware v1.20
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Release: v1.23 Date: 1-Nov-2016

Reason for the Release: Bug Fixes and Performance Enhancements

New Features:

1. The Export function confirmation button is now labelled Export instead of Save, to avoid confusion.
2. Dutch Help file is now available.

Bug Fixes:

1. The Record overwrite (Press and Hold) changed the stage output on release.
2. The [Save Default Show] button remains active after saving a default show.
3. The Shapes control remain active on the last created shape, rather than moving to the New item.
4. It was possible to get a situation where the Mantra would not save any shows until power cycled.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. Some language buttons are greyed out – these languages will be added soon.
3. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
4. Cues with zero intensity do not play back correctly, making Move-In-Black impossible.

Components:

- Mantra Application v1.23.8499
 - Firmware v1.20
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Release: v1.22 Date: 18-Oct-2016

Reason for the Release: Bug Fixes and Performance Enhancements

New Features:

1. The Software Upgrade process now updates the firmware in the surface and wings.
2. Fader selection of fixtures is now disabled in the Patch window, to allow testing of fixtures that have been patched without re-selecting them.
3. Additional parameters (e.g. Gobo, Zoom, Focus) have been added to the list in the Fixture to make fixture creation faster.
4. The Warning message that appears when recording Animations if the Red playback is down, no longer stops the animation being recorded. The animation is now recorded and the warning message explains to the user to push up the red fader before recording the animation if they want the animation to remain live on stage.
5. The Fixture Editor can create fixtures of up to 48 DMX channels with or without Wings connected. There are now [-1] & [+1] buttons to increment/decrement the selected DMX slot to add the parameter to, as well the old method of moving a fader.
6. When importing a show, it is checked to ensure it is a valid show file, and the user is warned if there is an issue, then given a choice whether to continue loading it or not.

Bug Fixes:

1. The Fixture Editor did not set the Home values correctly for faders that were located on the wing.
2. The Animation sliders did not update the speed and crossfade until released. They now update in real-time.
3. Plugging in a 2nd wing occasionally failed to connect on start-up.
4. If a Flash button on a Wing was pressed whilst the wing was disconnected the button remained 'jammed on' in software.
5. Icons in the Rig View flashed erratically when the Wing was disconnected. The icons now flash at a steady rate for 5 seconds, to warn that the wing has been removed.
6. Record Overwrite (holding down the flash button for 1 second) did not work on Wing playbacks.
7. The Export Show button exported the last saved copy of the current show, meaning that any recent changes made since the Save button was last pressed would be lost. The Export function now asks the user to save the show before the Export is allowed.
8. The DMX engine has been tweaked to provide smoother DMX fading for the majority of fixtures.
9. When creating more than one Shape, it was possible that the selection buttons would stop working correctly.
10. The 'Save Default Show' button remained active after a show was saved. Now you must delete the existing default show before you can save a new default show.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. Some language buttons are greyed out – these languages will be added soon.
3. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
4. Cues with zero intensity do not play back correctly, making Move-In-Black impossible.

Components:

- Mantra Application v1.22.8488
- Firmware v1.20



Release: v1.21 Date: 8-Sept-2016

Reason for the Release: Major Bug Fix

Bug Fixes:

1. The RGB colour sliders did not work for some fixtures in v1.2

Components:

- Mantra Application v1.21.8446
 - Firmware v1.02
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Release: v1.2 Date: 5-Sept-2016

Reason for the Release: Support for Wings added, Bug Fixes and New Features

New Features:

1. Wings are now supported. Up to two wings can be connected to a single Mantra Lite console.
2. Shapes. The shape generator allows easy creation of Circles, Fig8, BallyHoos and other FX's on the Pan & Tilt of any moving light.
3. Unpatched fixtures are no longer shown on the rig view display.
4. It is now possible to record a blank cue in a cuelist. This is commonly required at the start and end of a cuelist, to enable a blackout.
5. The pop-up keyboard now has a larger font that is easier to read.

Bug Fixes:

1. Recording a memory left a blank entry in the Undo list
2. An Auto-saved would fail to load at power on if the console was powered off immediately after changing the show name with the Save-As function. The show was safely stored on the disc drive, but had to be manually reloaded.
3. The first time you selected a cue in the cue edit window it sometimes selected multiple cues.
4. Show import failed if the show already existed in the console.
5. If a new show was loaded or one was imported and no changes are made to it, the console did not remember this if power was turned off too quickly (less than one minute).
6. It was possible to crash the Mantra if you were adjusting a Slider in the Other app when the yellow fader for that fixture was set to zero (de-selecting the fixture).
7. Numerous precautionary measures are now in place to prevent possible crashes when editing cues that are live on stage.
8. Selecting multiple cues in the cue edit window and editing the name would crash the console.
9. In rare circumstances it was possible for a screen to become mis-aligned, so that parts of two different screens were showing (eg. Rig and App screens).
10. The Duplicate Cue button copied any live information (cues and fixtures on the stage) as well as the cue in the cuelist.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. Some language buttons are greyed out – these languages will be added soon.
3. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
4. Cues with zero intensity do not play back correctly, making Move-In-Black impossible.

Components:

- Mantra Application v1.2.8433
 - Firmware v1.02
-



Release: v1.11 Date: 19-July-2016

Reason for the Release: Bug Fixes and New Features

New Features:

1. The crossfade engine for cuelists is now totally Dipless for all parameters.
2. It is now possible to record a blackout memory. If the user attempts to record a cue with all the lights at zero intensity, they are asked if they want to record a blackout cue before the record action is finalised.
3. A [Clear All] button has been added to the Centre soft button on the Apps screen, for quicker access to this feature.
4. The DMX update speed has been increased for smoother fading of LED fixtures.
5. Unpatched fixtures are now hidden in the RigView to reduce clutter.

Bug Fixes:

1. The Mantra console could crash after many hours of continuous operation if more than 2 chases were running and controlling the same lights (#1458).
2. A corrupted show file could stop the Mantra from creating a new show, or loading any other shows (#1552).
3. Tapping on an empty 'recent colour' in the Colour App would crash the Mantra (#1563).
4. The Autobackup function could sometimes create a multiple versions of a show. This manifested as a showname with multiple .sav extensions (#1550).
5. An Autosaved show would be lost if the Mantra crashed before the user manually saved the show (#1528).
6. The hidden [Clear] button on the Home screen has been removed (#1546).
7. Active cuelists were no longer controllable after a page change (i.e. when in Page Freeze mode), as the go button was disconnected (#1526).
8. Chases would stop running at certain speeds. E.g. 301-360 BPM (#1530).
9. Renaming a cue to the same name as another cue had issues in certain circumstances (#1527).
10. It was possible to have animations appear in a recorded cue even if there was no animation playing when the cue was recorded (#1484, #1519).
11. Chases with Other parameters set to Snap, would change the attribute at the end of a slow chase step instead of at the beginning (#1520).
12. Cues recorded in v1.0 software would be labelled as Chases when first loaded into v1.11 software (#1530).
13. The Yellow flash buttons would fail after a cuelist with those lights included was played on a Red playback (#1532).

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. If a new show is loaded or one is imported and no changes are made to it, the console will not remember this if power is turned off too quickly (less than one minute). The show however is not lost; you just need to reload it using the Load function.
3. Some language buttons are greyed out – these languages will be added soon.
4. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
5. The pop up error message shown when tapping the colour picker with no fixture selected can act erratically.

Components:

- Mantra Application v1.11.8384
- Firmware v1.02



Release: v1.10 Date: 18-May-2016

Reason for the Release: Bug Fixes and New Features

New Features:

1. Cue Lists and Chases have been added.
2. Fixture Database updated – this happens with all releases.
3. The Fixture editor now has a clear function.
4. Custom fixtures are now saved with the show when it is exported.
5. The help menu is now available in Italian. Other languages to follow.
6. The behaviour of cue fading has been changed. Playbacks no longer fade back to the Live Memory when faded out. They now retain their colour, to prevent the colour fading out to white.

Bug Fixes:

1. Only Red, Green and Blue colours appeared in the Colour Picker /Sliders app. All other colours were controlled from the Other app. Now all mixing colours (Red, Green, Blue, Amber, White & UV) and any other colours starting with those names (e.g Red1, Red2) appear in the Colour app. N.B. Colour wheels are still controlled from Other, as they are a stepped colour, not a mixable colour.
2. Fixtures in database with an external dimmer crash in Fixture Editor. Mantra Lite does not allow external dimmers at this stage. The channel associated with the external dimmer is ignored.
3. When creating and applying Custom fixture files, home values do not always display correctly. Home values for pre-defined parameters (e.g. Pan, Tilt, Red) are fixed. This is now shown as the home value being greyed out.
4. Home values for intensity channels are now shown as "---", since they do not have a home value.
5. The Patch View window showed the incorrect DMX range for fixtures.
6. Entering more than 250 animations (yes someone did it) caused the console to lock up when reloading the show.
7. Fade outs on the Red Masters were over-ridden by the fader. The output now fades according to the fade out time.
8. If a custom fixture was at the top of the displayed list, it was not possible to delete until another fixture was selected first.
9. Custom fixtures with White and a virtual dimmer did not work correctly. Any fixtures created in previous versions of software will need to be edited to update them to use the corrected White parameter and resaved.
10. A new show was not saved on power off unless it had been given a name.
11. The first time you play a cue after a page change, the fade in time was ignored.
12. When starting a new show, the rig view was not reset.

Known Issues:

1. If a cue inside a chase contains an Animation, and the previous or next cue has the same light at 100%, then the light will momentarily flash to full at the start/end of the fade.
2. If a new show is loaded or one is imported and no changes are made to it, the console will not remember this if power is turned off too quickly (less than one minute). The show however is not lost; you just need to reload it using the Load function.
3. Some language buttons are greyed out – these languages will be added soon.
4. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
5. The pop up error message shown when tapping the colour picker with no fixture selected can act erratically.

Components:

- Mantra Application v1.10.8278.
- Firmware v1.02



Release: v1.05 Date: 11-Dec -2015

Reason for the Release: Bug Fixes

New Features:

1. Fade times on Cues are now possible.
2. Unwanted Custom Fixtures can now be deleted.
3. There is now a clear function in the Fixture Editor.
4. The Fixture Editor now prevents more than one attribute of the same name and type.

Bug Fixes:

1. Recording a memory to a Page Frozen Playback loaded immediately. This meant the frozen playback continued to be played until the original page was selected and the fader taken to zero.
2. Virtual dimmers were only generated for RGB attributes in the Fixture Template.
3. The virtual dimmer function was not working for white. It snapped between 0 and 100%
4. The Fixture Editor default values were offset by one when moving between the Attributes and the Information tabs.
5. The listing of channels in the Fixture editor was not always sorted.
6. It was not possible to load an existing custom fixture into the Fixture Editor.

Known Problems:

1. Issues may be experienced with USB keyboards where the keyboard loses focus when the Caps Lock on the USB keyboard is tapped.
2. The error up message shown when tapping a colour with no fixture selected can act erratically.

Components:

- Mantra Application v1.05.7967.
 - Firmware v1.02
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Release: v1.04 Date: 25-Nov -2015

Reason for the Release: Bug Fixes

New Features:

1. Fixture Editor can now load existing fixtures as a starting point for new ones. Or it can edit existing custom fixtures.

Bug Fixes:

1. Fixture Editor does not crash when a channel is skipped.
2. WHITE, AMBER and UV attributes are now listed in the 'Other Attributes' if present.
3. Attributes now operate correctly after re-patching fixtures with different types.
4. LED blink rate tweaked.
5. Record mode is now cancelled whenever GUI page is changed, except when changing to Select and Home pages.
6. Pan/Tilt + and - buttons on the Shape App page do not roll over any more.
7. PIN removed from settings when the default show is deleted.
8. Flash level can now be set all the way down to 0.
9. Strange behaviour of slow Position animations fixed.
10. Backlight control changed to suit first batch of production units.

Known Problems:

1. None.

Components:

- Mantra Application v1.04.7842.
 - Firmware v1.02
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