

Software Release Note

LSC Electronics Pty Ltd
Research and Development

Project Title: Mantra Mini

Software Released by: Richie Mickan

Created: 2 August 2021

Last Modified: 29 November 2022

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 by email to techSupport@lscontrol.com.au or phone +61 3 9702 8000

Obtaining Updates

If you wish to be updated about **Mantra Mini** software updates as they are released, then you can sign up for SoftwareReleases on our website or follow us on Facebook, LinkedIn or 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_mini_vN.nn.img** where 'N.nn' is the software version number) into the LSC on the USB stick.
3. Insert the USB Stick into the front panel of the Mantra Mini device.
4. The front panel LEDs will all flash.
5. Press the 'user' button within 5 seconds.
6. The process takes approximately 90 seconds. Once complete, the unit will restart.
7. If the button is not pressed within 5 seconds, simply remove the USB stick, wait 10 seconds and re-insert.
8. There is a fail-safe mechanism. If the 'user' button is held down whilst the unit is powered up, the Mantra-Mini will enter boot mode.

Release: v3.07 Date: 17-November-2022

Reason for the Release: New Features and Bug Fixes

Mantra Editor software only

New Features:

Delete Custom Fixtures.

A new button in the Setup window has been added to allow the user to delete the entire custom fixture library. All custom fixtures are also saved in any show to which they are patched, so after deleting the custom database, reloading shows will automatically add those fixtures to the

Bug fixes

1. Creating an Intensity animation on fixtures that were being controlled by a playback cue list did not always take control of the yellow fader, causing the animation to work incorrectly.
2. Cyan, Magenta and Yellow showed incorrect (255) home values in the Patch window.
3. In v3.05 Dipless crossfades weren't, but we had a little chat with them and now they are again.
4. Custom fixtures manufacturers with all lower case names were not correctly sorted in the patch window. i.e. A custom manufacturer AAA would appear correctly near the top of the list (before Aayden Technologies) but if the name was aaa it would appear at the bottom of the list (after Zylight).
5. 16bit RGB colours were not working correctly in the fixture editor.
6. The fixture editor in v3.06 offset the channels when saving a new fixture (but only if was created from scratch). This meant that the all the channel data was sent out on incorrect DMX slots and the first channel's data was ignored.
7. Some channels would momentarily snap to zero when crossfading scenes.
8. If a cue was active in the playback, those fixtures were not able to change colours in the colour sliders windows – but worked perfectly in the colour picker.
9. Some custom fixtures would not appear in the library if fixtures with the same manufacturer had some with the manufacturers name in all capitals and others with the same name, but in mixed upper/lower case. E.g. Company / COMPANY. This bug was introduced in v3.04 update
10. There was an issue with some colour mixing fixtures that could cause the software to crash if they were patched and then controlled without first saving the show. If the show had been saved, then the problem did not occur.
This only happened with v17.x of the fixture library, users who updated to the latest 18.x fixture library would not see the issue.
11. The sliders in the Colour Slider window did not show the correct levels when users pressed the Next/Previous buttons. The DMX output was correct but the sliders did not display the correct information.
12. Custom fixtures with parameters that included the word colour/color (e.g. colour wheel, color speed) incorrectly appeared in the OTHER/BEAM app instead of the colour sliders app.
13. Cool White and Warm White parameters were sometimes displayed in the OTHER/BEAM app instead of the colour sliders app.
14. Link times were ignored when copying memories. They are now included in the copy process.
15. Some fixtures (e.g. Robe:::Robin Perfect 100 – Mode 7) would not respond to the yellow fader when patched, until the show was saved/reloaded. If the user tried to alter the colours in the Colour slider app, the console would crash.

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Release: v3.04 Date: 28-February-2022

Reason for the Release: New Features and Bug fixes

New Features:

1. Fixture library version numbering.

The fixture library now contains a version number that is displayed in the About screen. This is to aid users to check if their device has the latest library installed.

The new library format is also provided with enhanced encryption to prevent tampering.

2. Colour Picker now controls White in the vertical axis.

The colour picker now controls the White colour parameter as well as RGB colours. Moving the pointer towards the white section at the bottom of the screen adds white proportionally in addition to the RGB colours.

3. Software upgrade enhancements

If the power was disconnected during the software update, it was possible to corrupt the internal SDcard. The upgrade process has been ruggedised to ensure that this is no longer possible.

Bug Fixes:

1. If any memory was set to Chase mode it was impossible to edit the intensities of any other live memories in the editor.
2. Compound (multi-cell) fixtures did not work correctly when first patched. They only worked after the show had been saved and reloaded.
3. It was not possible to delete a folder inside a folder, even if the folder was empty.
4. Selecting a large number of fixtures, each with more than 4 colours could cause the colour sliders screen to show tiny slider controls.
5. Manufactures and fixtures in the Patch menu were sorted for Capital letters first (A-Z) then lower case (a-z). They are now in pure alphabetical order, regardless of whether there is a capital letter or not.
6. The fixture editor had all the parameter names in all uppercase, they are now lowercase with only the first letter capitalised.

Known Issues:

1. Cyan, Magenta and Yellow show incorrect (255) home values in the Patch window. This is only a display issue in the Patch window, the correct home values (0) are used when the Clear/ClearAll buttons are operated.

Components:

- Mantra Application v3.04 r12858
- Surface Firmware v1.01

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Release: v3.01 thru v3.03

These versions were never released to the public.

Release: v3.00 Date: 1 August 2021
Reason for the Release: Initial Software Release

Components:

- Mantra Application v3.00 r12367
- Surface Firmware v1.01

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