Redback Software Update Notice

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This document is a cumulative list of bug fixes and feature enhancements for Redback software.

Reporting Bugs

If you find a bug, or feel that we could improve the dimmer then please let us know. Please email techsupport@lsclighting.com.au.

Obtaining Updates

Updates are announced on our Discussion Forum as well as our website.
If you are not a registered member already please register by visiting
http://forums.lsclighting.com

Note:
Numbers in square brackets at the end of sentences reference the LSC defect and enhancement database.

Release 2.05
5th August 2013

- EEPROM failure detection improvements.

Release 2.04
10th April 2013

- DMX address (and other parameters) now stored correctly on all boards.
- Display ghosting (noticeable on on some boards) has been fixed.
- Lockup on faulty EEPROM has been fixed.
- EEPROM Fail alarm added.
- Default dimmer size changed from 6ch to 12ch.

Release 2.03
7th April 2009

- Display time for Alarms slowed down so doesn't appear on power off.

Release 2.02
17th March 2009

−	RDM functionality added.

Boot Loader Release 1.3
12th January 2009

−	A boot loader bug fixed.
	Depending on the files present on the SD card, the Bootloader could fail when upgrading the dimmer software. If this problem occurs, the work around is to remove all files other then the upgrade file (RB__Vxxx.PRG) from the SD card and try again.

Release 2.01
24th October 2008

−	Removes redundant 'Load App' menu item

Release 2.00
27th August 2008

This release coincides with the release of Bootloader V1.2 or above
−	Dimmer can now be configured for 6 or 12 Channels (from Setup in the Advanced Menu), selected configuration is persistent even after a total reset.
−	Application filenames are now distributed with the format RB__Vxxx.PRG where xxx represents the version number.
−	The Bootloader (V1.2) now loads the filename with the latest version number.

Release 1.16
27th June 2008

−	Problem that could occur when number of DMX slots sent by DMX source was less than 512 and DMX connector removed-reinserted, has been fixed.
−	In previous versions, with Curve set to NonDim or Relay; and Maximum Level set to full, would not work correctly (output would always be zero), this has been fixed.
−	Improvement in Zero Cross detection means it will be less likely that phase will be lost due to noise on zero cross detection.
−	Non-zero DMX start code is no longer considered an error as this can indicate an RDM packet.
−	The slight fade observable between changes in DMX levels has been removed.
−	On power up the time to start was too long and has been reduced.
−	The on threshold for Relay curve has been changed from 4 to 5%

Release 1.14

−	No longer a minimum on the number of DMX slots (was 12 in previous versions)
−	Enables were not re-enabled when a front edge was detected outside the expected period, this would cause phase loss to happen due to a single detected noisy edge,

the interrupt has now been re-enabled so that a minimum of 5 erroneous front edges are required before the phase loss occurs.

Release 1.13

– Development use only, Not A Production Release

Release 1.12
18th December 2007

– 'Hidden' diagnostics have been removed, as these could potentially appear on display unexpectedly as the Key event handling software does not always generate a key up event.
– Run Scene and Scene time menus did not allow up/down buttons to scroll thru min/max scene numbers, changed now so that the scene number rolls over.

Known issues:
– As Release 1.11

Release 1.11
17th December 2007

– Graphic bar display in SCN RN menu now shows bar graph of the current selected output when the 'flip' centre button pressed, previously a fault existed which stopped updating the display once the centre button had been pressed until another menu was entered

Known issues:
– Intensity level of display varies slightly in Scene mode and Min/Max Levels, although initial investigations indicate the issues may be hardware not software related. [532][536]

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