



LIGHTING SYSTEMS

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# Software Release Notes

## Project Title: VX20, VX10, QX4, QX2

Software Released by: Gary Pritchard  
Created: 19 November 2015  
Last Modified: 27 November 2018

This document is a cumulative list of bug fixes and feature enhancements for the VX20, VX10, QX4, QX2 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 in our user [forums](#) or by email to [techSupport@lsclighting.com.au](mailto:techSupport@lsclighting.com.au) or phone +61 3 9702 8000

### Obtaining Updates

If you wish to be emailed VX20, VX10, QX4, QX2 firmware updates as they are released then send an email to the above address and you will be added to the mailing list.

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#### **Release 1.20**      **Date 27-Nov-2018**

- Reason for the Release:** Hardware Change. This release is a fork of the V1.15 release purely to cater for a new release of trackball from our suppliers.
- Features Upgraded:**
- Trackball code was changed to accommodate new trackball version.
- Known Bugs:**
- VX20 will default to being VX10 unit if there is DMX data input on universe B during start-up.

#### **Release 1.17**      **Date 15-Dec-2015**

- Reason for the Release:** Bug fixes and feature upgrades
- Bug Fixes:**
- The unit will now accept and re-transmit full DMX universe when controlled from a Mac Host computer.
  - Display corruptions when controlled from Mac computer fixed.
  - Occasional receive side freeze (in effect freezing DMX and screen updates) bug fixed.
- Features Upgraded:**
- None
- Known Bugs:**
- VX20 will default to being VX10 unit if there is DMX data input on universe B during start-up.

#### **Release 1.16**      **Date 03-Sep-2014**

- Reason for the Release:** Bug fixes and feature upgrades
- Bug Fixes:**
- Memory fragmentation may lead to a crash after extended periods of use.
- Features Upgraded:**
- Using the latest version of the development environment (EWARM v6.4)
- Known Bugs:**
- VX20 will default to being VX10 unit if there is DMX data input on universe B during start-up.

**Release 1.15**      **Date 31-Mar-2014**

**Reason for the**      Bug fixes and feature upgrades

**Release:**

**Bug Fixes:**

- Function + Select menu handling improved (no more screen corruptions)
- DMX activity LEDs are now permanently on while sending DMX, regardless of update rate (VVTI).
- DMX update rate now defaults to 25 frames per seconds (previously 40).

Previous Releases omitted.

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