

Byte Firmware Release Notes

Version 3.3A8

Released 14/10/2020

- Bug Fix Start Address reset when set to upper limit and DMX Added

Version 3.3A7

Released 28/09/2020

- Colour Wipe Speed Changed to Match Running Steps
- Addition of 3 Channel Mode RGB
- Channel Modes changed 34-32, 20-19, 16-15 (34 Channel Mode retained as legacy support)
- Console Offset Changed to be 16Bit
- FX Speeds changed to match 1% change instead of 1 Decimal
- Bug Fix Start Address Upper Limit
- Setup Menu enhancement to allow digits to roll over into next unit

Version 3.2F4

Released 21/12/19

- Colour Wipe Effects Added – Colour Wipe Continuous, Colour Wipe NShot Hold, Colour Wipe NShot Off
- Additional Timing for 943 LED Type
- Virtual Canvas Added
- User Setup Menu Enhancements – Change to digit by digit basis
- No FX Added as an FX Select
- FX Offset Changed from being 0-255 pixel to 0-100% Percent
- Pixel Start Mask & Pixel End Mast Removed (Obsolete Set up Method)

Version 3.2A8

Released 23/05/19

- Fx Speed parameter bug fix to remove incorrect movement of certain Fx's when Fx Speed is set to zero.
- All Fx's now are static when Fx Speed = 0.
- Fx Speed parameter bug fix for Fx Select 166 [White Headed Trailblazer] – Fx no longer returns a blackout at certain Fx Speed values.

LED CREATIVE

RENTAL • INSTALLATION • SALES • DESIGN

- Bug Fix for Fx Select [Shooting Stars], Fx Select [Graphic Eq]. Both Fx's now remain illuminated when FxSpeed value = 0.
- Intensity of random noise Fx now scales with Fx Speed, removing a bug where noise Fx intensity jumped to full with Fx Speed of zero.
- Added functionality to a stationary noise Fx. Where a noise Fx is selected and Fx Speed = 0 it is now possible to change the number of LED's illuminated using Fx Size parameter.

Version 3.1A

Released 01/03/18

- Changes to FxSpeed tables to improve responsiveness of setting speed to Fx's.
- Bug where LCD screen menus display in incorrect order resolved.
- Added additional test patterns to Test Mode on Box.

Version 2.10

Released 5/10/17

- Master Brightness Separate Patch Point: Allows for each output to be given an independently patchable Master Brightness channel to control the overall intensity level of the fixture. Note that using this feature increases the channel count by 1 in all modes. An amended personality file to accommodate this feature will shortly be available on the website for consoles.
- Group Function: Additional feature to allow the grouping and ordering of outputs on each controller so that several led outputs can be controlled as a single output. [See quick start guide for details on how to use & limitations].