



LightShark

Software Change Log

1.4.43c

NEW FEATURES

NEW: DELETE button has been added to the programmer window.

NEW: It is now possible to adjust the master speed of the effects via TAP tempo.

NEW: Chase speed master has been added in the masters window. It is now possible to adjust the global speed of the chases with the TAP tempo button.

NEW: Manual Crossfade.

IMPROVEMENTS

NEW: It is now possible to delete a whole column of effects in the programmer window.

NEW: A confirmation window has been added when deleting an effect column.

NEW: The "ALL to Zero" button only appears when the "Channels return to default" option is deactivated.

NEW: It is now possible to patch large numbers of consecutive fixtures between different universes.

NEW: Small interface adjustments.

BUG FIX

FIX: In certain circumstances when saving a show and reopening it, the groups were disordered.

FIX: When editing a palette fixture #7 was not updated.

FIX: The Width parameter of the effects was not applied in the right order.

FIX: When adjusting the BPM within the chase the information in the Playback was not being updated.

FIX: Under certain circumstances it was not possible to adjust the default BPM value within a chase a second time.

FIX: Flicker FX didn't work on Vdim.

FIX: Executors did not apply the deactivate time correctly.

1.4.41

BUG FIX

FIX: When repatching fixtures from different universes at the same time, only the fixtures from the first universe were moved.

FIX: When saving a show file created with Beta versions and reopening it, the order of the fixtures within the groups was not correct. This caused the effects were not applied correctly.

FIX: When editing the palettes the new information was not updated correctly in all fixtures.

1.4.39

NEW FEATURES

NEW: It is possible to assign the speed and size master of the effects to a physical fader.

IMPROVEMENTS

NEW: The show name is now displayed in the show info window.

NEW: OSC protocol communication has been improved.

NEW: An effect ID has been included in the Cue information.

NEW: New Firmware, the response of the LS-1 physical faders has been improved.

BUG FIX

FIX: Grid steps were not loaded when loading a show created with Beta versions.

FIX: The edited effect palettes were not correctly saved in the show file.

FIX: When creating subcues, the Cue ID shown in the Playback does not match the one in the CueList.

FIX: When deleting a PB from page 1 the CueList still showed that it was assigned. Only when reloading the web page it was updated.

FIX: When editing an FX palette and reloading the show, the edited palettes disappeared.

FIX: In certain circumstances the show files created with Betas versions did not load correctly.

FIX: When jumping between FX palettes with the same parameter type, the last selected palette was not applied.

FIX: In certain circumstances some fixtures in shows created with Beta versions could not be deleted.

FIX: Calendar events were not loaded.

FIX: Effects were recalculated when jumping between Cues

1.4.30 RC

NEW FEATURES

NEW: It is now possible to activate guides on each effect layer to synchronize the effects more easily. .

IMPROVEMENTS

NEW: Tilt vertical mirror and Pan horizontal mirror effects have been improved. The effect is also applied on the grids.

BUG FIX

FIX: In certain circumstances the interface encoders did not adjust the fine values.

FIX: If fixtures were selected quickly (double tap), the effect was not applied correctly.

FIX: Sometimes the advanced effects window did not refresh, it kept showing previously used layers.

1.4.26 RC

BUG FIX

FIX: The FX Size master was not working properly.

FIX: When moving fast the Fx size encoder, negative values were displayed.

FIX: Removing 2 fixtures from a running effect stops the effect on the rest of the fixtures.

FIX: When editing a cue that had an old effect, it was not possible to apply a new effect.

FIX: Sometimes the color tag of the previous show is displayed when loading a new show.

FIX: When deactivating a playback with an effect the fixtures were slow to return to the previous position.

1.4.21

NEW FEATURES

NEW: The STOP ALL button has been added to the executors window.

NEW: Edit + Update effect palettes.

NEW: New Masters window.

BUG FIX

FIX: Effects were tracked from the last cue of a CueList to the first cue.

FIX: REC button does not turn off after recording an Effect palette.

FIX: It was not possible to enter values manually in the programmer window.

FIX: It was not possible to remove effect palettes.

FIX: Modifying an effect recalculates the rest of the effects..

FIX: Delete button was not deactivated after deleting an effect palette.

FIX: When copying an FX in an executor it does not run.

FIX: Sometimes when using an effect palette, the information was not recorded in the Cue.

FIX: Group selection.

FIX: RGB effect has been improved.

FIX: It was not possible to apply an intensity effect to a VDim.

KNOWN ISSUES

Bug: Vertical and horizontal mirror directions do not work correctly with P/T .

Bug: Add an effect to a Cue that contained an old effect.

1.4.18

NEW FEATURES

NEW: Blind FX Layer.

NEW: New firmware v2.0.10.

NEW: It is now possible to save / load effect parameters in new shows

BUG FIX

FIX: In advanced FX window "Group" is displayed instead of the group name in the Layer Group.

FIX: When triggering executors of the same column the crossfade/fade in times of the first Cue were not executed correctly.

FIX: It was not possible to rename an effect palette with long press.

FIX: It was not possible to rename an effect palette with long press.

FIX: When saving a show the color tags were not stored.

FIX: It was not possible to remove a color tag.

FIX: Repatch only applied to the first Cue of each Cuelist.

FIX: It was not possible to repatch multiple fixtures at the same time.

FIX: When trying to edit a Cue it was not possible to change the fixture selection.

KNOWN ISSUES

Bug: Vertical and horizontal mirror directions do not work correctly with P/T .

Bug: Modifying an effect recalculates the other effects even if they are not of the same parameter type.

PENDING TASKS (next Beta)

Pending: Editing + Update effect palettes.

Pending: New submasters window.

Pending: Guidelines for aligning effect steps.

1.4.16

NEW FEATURES

NEW: The number of slots for fixtures and group selection has been increased.

NEW: New Basic FX engine.

NEW: New Advanced FX engine.

NEW: It is possible to define the physical position of the fixtures in a grid, so that the effects can be applied taking into account the position, distance and distribution of the fixtures on the stage.

NEW: It is possible to create blocks of fixtures within the same group in the grid, so it is possible to create sub-effects within the same group of fixtures.

NEW: It is possible to adjust the FX speed in BPM and seconds, being able to do TAP to time to adjust the speed.

NEW: New advanced multi-layer (up to 20) and multi-step (up to 6) effects, to be able to stack several layers simultaneously and synchronize the steps between them.

NEW: Advanced effects can be applied according to the grid, according to the group steps or between different groups.

NEW: Now it is possible to split the effects within the same selection.

NEW: Now it is possible to repeat effects within the same split section.

NEW: It is possible to adjust the maximum and minimum limits of each step.

NEW: 24 different directions for the effects have been included.

NEW: It is possible to setup the number of cycles of an effect.

NEW: It is possible to select different types of curves for each of the steps of an advanced effect.

NEW: It is possible to create effect palettes.

NEW: New Clear mode, now it is possible to select between 2 Clear modes: SINGLE One single press deselects and clears programmer. DOUBLE: First press deselects, second press clears programmer.

NEW: Color Tags can be assigned to groups.

NEW: Block FX.

KNOWN ISSUES

Bug: Vertical and horizontal mirror directions do not work correctly with P/T .

Bug: Repatching multiple fixtures does not work correctly.

Bug: When repatching a fixture, the new address information is only updated in the first Cue.

Bug: It is not possible to rename effect palettes with long press.

Bug: It is not possible to delete color tags once they have been assigned.

Bug: When loading a show file with the new effects it does not load the phase and address even though the show has been saved correctly.

1.3.54

IMPROVEMENTS

NEW: The refresh rates of the DMX512 output have been modified.

1.3.49

BUG FIX

FIX: It was not possible to adjust the BPM from the LS_Wing.

FIX: When triggering executors of the same column the crossfade/fade in times of the first Cue were not executed correctly.

FIX: Fixed a problem with HTP values in calendar events.

1.3.48

BUG FIX

FIX: Fixed a permissions problem that did not allow writing over the USER folder.

FIX: Fixed a problem with the Sync function, when implementing TCP support it stopped Working.

FIX: It was not possible to control the fourth encoder through OSC.

FIX: A problem with long transitions between cues has been solved.

1.3.47

NEW FEATURES

NEW: Now it is possible to synchronize the speed of the Chases via MIDI clock. This functionality can be turned on or off from the MID/OSC preference menu.

It is possible to select between two operating modes:

STRICT: In this mode the Chases are completely controlled by the MIDI clock signal, the user can not change the speed settings.

MIXED: In this mode the user can set the speed of the Chases manually and when a MIDI clock signal is received it is set automatically.

IMPROVEMENTS

NEW: When the BLIND mode is activated, a warning signal is displayed.

1.3.43

NEW FEATURES

NEW: Blind functionality has been implemented. It is possible to activate or deactivate it from the eye-shaped icon in the upper right corner.

When Blind mode is activated, the programmer's values will not be output through the DMX or ArtNet/sACN output.

1.3.42

BUG FIX

FIX: Fixed a bug where trying to load a show file with more than 512 mixes with Vdim could take longer than necessary.

1.3.41

NEW FEATURES

NEW: It is now possible to change the operating mode of the executors window so that all buttons work on an exclusive mode, with only one executor button being active at a time. It is possible to activate or deactivate this functionality in the user preferences menu

BUG FIX

FIX: A problem has been solved with the channels that were assigned the parameter types FOCUS2 and ZOOM2

1.3.40

BUG FIX

FIX: When the Deactivate time was greater than the Fade Out time of the Cue, the fade out was not performed correctly.

1.3.38

BUG FIX

FIX: On the LS-1 the Advanced and Beam buttons were swapped.

1.3.37

IMPROVEMENTS

NEW: Both the physical encoders and the UI encoders now work in relative mode when multiple fixtures with different values are selected.

BUG FIX

FIX: Under certain circumstances the default value of some channels did not work properly when patching different modes of the same fixture in the same show.

1.3.35

IMPROVEMENTS

NEW: LightShark UI memory usage has been optimized.

On iOS devices running Safari 12 and above there is a memory leak every time a web page is reloaded, this problem combined with the fact that Apple limits the memory usage to 1/4 of the total device memory which leads to the fact that on devices with only 1Gb of Ram as the limit is 256Mb LightShark could not load.

This is a problem of Apple and Safari, we can not solve.

NEW: New log system for the bootmanager.

1.3.32

BUG FIX

FIX: The "instant" option in the fixture editor was not working as expected.

1.3.31

IMPROVEMENTS

NEW: The performance of the DHCP service has been improved.

NEW: The detection of MIDI devices has been improved.

NEW: Communication with the control surface on the LS-1 has been improved.

NEW: Compatibility with shows created with previous versions has been improved.

BUG FIX

FIX: The Next Cue field did not point correctly to the SubCues.

FIX: Under certain circumstances the "DMX RATE" setting was not saved correctly.

FIX: When recording a user palette in Advanced it was added at the beginning instead of at the end.

FIX: When copying a CueList to a Playback, the subcues' IDs were reordered into integer numbers.

FIX: When making a copy of a playback, the names of the cues were not copied.

FIX: Under certain circumstances when repatting a fixture with a Virtual Dimmer it would stop operating in the new address.

FIX: Under certain circumstances certain show files didn't load correctly.

FIX: By making a copy of a CueList the names of the Cues were renamed.

FIX: The cue list number field did not show the third digit.

1.3.23

NEW FEATURES

NEW: Within the parameter faders, the level is now represented by differentiating between the output values and those of the programmer. The output values are shown in semi-transparent color while the programmer values are shown in solid color .

NEW: When removing a VDim LightShark displays a warning message

BUG FIX

FIX: When updating from a certain version the intensity effects on VDIMs did not work

FIX: Fixed a priority problem with the executors.

FIX: When changing the reception of OSC commands between TCP and UDP the previously used ports do not respond.

FIX: Fixed a bug where the TAP button was displayed when the feature was not activated. This bug was introduced in version 1.3.19.

FIX: Fixed a problem with 16b cannels in the Cues.

1.3.20

BUG FIX

FIX: Fixed a problem with the "Channels return to default" function

FIX: Fixed an issue when trying to start a new show by clicking on an empty box in the File Manager

1.3.19

BUG FIX

FIX: Even if they were not selected, the status of the faders that were not synchronized with the UI was displayed.

FIX: Corrected position and size of some LCD elements of the LS-1.

FIX: The current value of the Intensity channel was displayed using the Grand Master level.

1.3.18

NEW FEATURES

NEW: Added pre-configured template for new MIDI devices

NEW: Hardware detection during device firmware update has been improved.

NEW: New Firmware version 2.0.9.

BUG FIX

FIX: The MIDI templates were not organized alphabetically.

FIX: Under certain circumstances the PlayBacks did not run the first time after connecting the LS-Wing.

1.3.15

NEW FEATURES

NEW: Return of the DMX values, now when selecting a fixture even if it is not in the programmer the current level of the channels in the UI will be shown. When changing the value it will not start from 0, it will start from the current level.

BUG FIX

FIX: A bug in the latest Beta 1.13.14 firmware has been fixed, some consoles that had not gone through certain previous firmware updates were getting stuck.

1.3.14

NEW FEATURES

NEW: New firmware version for the LS-1 , includes a new design for the LCD and support for the LS-Wing.

NEW: Automatic detection of the LS-Wing.

NEW: Support for controlling LightShark over TCP has been added. (PLEASE DO NOT USE PORT 8000 FOR TCP).

NEW: It is now possible to create an empty Cue or CueList.

NEW: It is now possible to move PlayBacks between pages.

NEW: Now the faders of the LS-1 are synchronized with the LightShark UI, so the fader will only act when crossing the current Playback level. An icon has been added to the LCD on the LS-1 to notify the user whether the fader should be raised or lowered to synchronize with the UI.

NEW: Now when adding a fixture with only the parameters CTO,CTC,CTB LightShark will automatically add a Vdim

NEW: The LS-Core Firmware version has been updated, it now shows the current software version.

NEW: It is now possible to deactivate the ArtNet/ sACN output.

BUG FIX

FIX: Changing the Default values in the Library Editor did not save the changes.

FIX: The MIDI template for the Korg NanoKONTROL2 controller has been fixed.

FIX: The colored icons of the Apollo filters were not displayed.

FIX: Under certain circumstances a VDIM channel was automatically included in fixtures that didn't need it.

FIX: Fixed an issue where when loading a show created with previous versions, user created groups were not properly deselected.

FIX: Under certain circumstances the Vdim did not work with the Intensity effects.

FIX: The degree symbol was not displayed correctly on the LCD of the LS-1.

FIX: Under certain circumstances the Demo shows were not loaded.

FIX: Under certain circumstances the "Channel Return to Default" option was disabled when rebooting the console and loading a different show.

FIX: The selection through NEXT - PREV of the groups after moving or copying them was not done correctly.

1.2.16

BUG FIX

FIX: A problem with The FAN, which under certain circumstances was not working properly, has been solved.

FIX: An issue has been fixed that when saving and loading a file with the library editor the Macro channel was always assigned to channel 1

FIX: Fixed an issue where sometimes when saving and reloading the show the PBs would get out of order.

1.2.14

BUG FIX

FIX: The display of the values has been corrected, when it was 100 to 0% the value was shown in decimal

FIX: Fixed a problem with some consoles where the dhcpd.conf file was deleted

1.2.13

NEW FEATURES

NEW: It is now possible to remove a fixture even if it is used in a Cue, lightshark will ask for confirmation to delete it.

NEW: A new tab has been added in the console preferences, from where the user can see:

- Date and time of creation
- How many fixtures are being used in the show
- How many Cues have been recorded
- How many Cuelist have been recorded

NEW: It is now possible to lock the executors window with a password.

NEW: It is now possible to delete user palettes

NEW: It is now possible to move and copy multiple elements within the groups and fixtures grids

NEW: A folder with Demo shows has been added in the File Manager.

NEW: The name of the pallet is now displayed in the Cues information view when using a pallet.

NEW: Apollo filters have been added

NEW: Splitted colors added to the fixture editor

NEW: A confirmation banner is displayed when a fixture is patched

NEW: It is possible to order CueLists on the grid

NEW: Cues can be copied between CueLists

NEW: It is possible to move Cues between Cuelists

NEW: It is possible to record directly on the Cuelist grid

NEW: CueLists show which PlayBack or Executor is assigned to

NEW: Support for Virtual dimmer, in case of patching a fixrture without the INTENSITY lightshark parameter it will add a VDIM automatically. (it is possible to enable or disable it from the PATCHED tab).

NEW: Tap Tempo support has been added.

NEW: It is now possible to create subcues e.g. 2.1 , 2.2, 8.9

NEW: A warning is displayed to all connected users when a new show is loaded

NEW: Patch window shows full name of Fixture

NEW: Added option "Channels return to default", now when a channel is not being used in the programmer or in a PB or executor it returns to its default values defined in the fixture library

NEW: It is possible to copy the information from one PB to another.

NEW: Now the length of the SSID name and Password fields are validated. The characters used are also validated.

NEW: When patching lightshark suggests the first free channel. In case a channel is already used, it is indicated in red and a warning is displayed.

NEW: Now parameter values are shown in %.

NEW: The Fixtures editor automatically suggests a name for the Gobo pallets.

NEW: A new gesture has been added, it is possible to turn off a performer row by sliding your finger from right to left

NEW: Added CANCEL option in "new show" notice

NEW: DBO behavior can be changed as Push or Toggle.

NEW: Added option for FullScreen directly from the UI the Lightshark

NEW: New parameter types for video servers have been added: X,Y,Z rotation ; image size ; aspect ratio ; playmode ; keystone X1, Y1 , X2, Y2, X3, Y3, X4, Y4

BUG FIX

FIX: The date or time spinner was not displayed the first time it was accessed

FIX: Fixed the problem that does not allow to edit a Fixture a second time.

FIX: Under certain circumstances it was not possible to add a gobo or color icon in the library editor.

FIX: Added UV, LIME, MINT parameters in the palette editor of the Fixture editor

FIX: PAN Continuous was not recognized as a parameter

FIX: The fixtures were selected by Visual ID instead of Fixture ID

FIX: From and To values did not show the value if the units were not defined

FIX: The response speed of the Executioner Window has been improved

FIX: Long texts no longer appear with split characters

FIX: Executors did not automatically play the assigned Chase

FIX: Under certain circumstances some patched fixtures may not appear in the fixtures view.

FIX: In shows created with initial software versions when loading the new versions the size and speed of the Fx were reversed

1.1.1

BUG FIX

FIX: This new version validates the configuration files to avoid possible network errors. It is recommended to restore the devices from the factory before upgrading to this version. The procedure is detailed in the user manual.

1.1.0

NEW FEATURES

NEW: The function of triggering a Playback automatically when the console starts. Within the Playback options you can find a switch to enable this feature.

NEW: Fine values have been hidden from the programmer window.

NEW: A confirmation window has been added when saving a new Fixture in the editor.

NEW: Scheduler, it is now possible to schedule events to run at a certain date or time.

NEW: OSC IN , it is possible to control LightShark using OSC commands. In the new user manual all commands are specified. In the same link you can find an example template for TouchOSC

NEW: MIDI, it is possible to control LightShark using a USB MIDI controller. In the new user manual all commands are specified. In the same link you can find different templates for several MIDI controllers

NEW: Now it is possible to turn off the console using DBO+CLEAR for 3 seconds.

NEW: Fixtures Go to default values when added to the patch

NEW: It is no longer necessary to clear the cache of the web browser after updating the lightshark version.

NEW: When the network settings are reset, the WiFi interface is activated.

NEW: Port forwarding can be configured to specific ports instead of 8000 and 80.

NEW: the MAC address of the network interfaces is displayed

NEW: Added more parameter types: `_TINT_;` `_MEDIA_FOLDER_;` `_MEDIA_FILE_;` `_MEDIA_TRANSITION_;` `_MEDIA_SPEED_;` `_MEDIA_IN_;` `_MEDIA_OUT_;` `_PATTERNROT_;` `PATTERNROT2_;` `_PATTERNROT3_.`

NEW: New User Manual

BUG FIX

FIXED: Circle FX was not working properly.

FIXED: Occasionally moving a Playback while changing pages could disorder the position of the Playacks.

FIXED: Executors did not trigger the Cue instantly, they had fade time.

FIXED: Halt on last Cue was not working properly

FIXED: DMX setup Cont/RED buttons were swapped

FIX: It is possible to set the Chase Loops number to 0

FIX: The time shown in the File Manager did not match the system time.

FIX: After deleting or moving autogroups if the fixtures are removed from the patch did not allow to load that show again.

FIX: If there was some incomplete palette in the fixture editor the file was not saved and Lightshark showed "Please Wait".

FIX: the NTP service was enabled by default.

FIX: Repatching multiple fixtures consecutively could duplicate the fixtures.

FIX: Deleting all the fixtures in a group the group was not deleted.

FIX: Occasionally it was not possible to record new groups of fixtures after entering values in the programmer.

FIX: Safari on iOS9 and Edge on W10 changed font type.

1.0.2P

NEW FEATURES

NEW: The option "Clear to Default" has been added, from the main menu it is possible to change the behavior of CLEAR. The user can edit the default values in the fixture library.

NEW: Extended Library Editor. It is now possible to define a fixture completely, including ranges and palettes.

NEW: Added library of Generic Colors , including Rosco and Lee.

NEW: Scroll option has been added in the Device Modes in the Patch window, if the device has more than 8 modes you can scroll from left to right to access more modes.

NEW: A new version of FirmWare 1.0.13 has been included:

PREV+NEXT+DBO = Displays the console firmware version

PREV+NEXT+10 = Shows the Hardware test tool. It is possible to check the operation of the console hardware

NEW: An explanation with the Wifi password requirements has been added

NEW: New parameter types, useful for working with media servers and color mixing fixtures...:

SHUTTER2, SHUTTER3, POSITION5, POSITION6, POSITION7, POSITION8,
FOCUS2, ZOOM2, BEAMFX5, BEAMFX6, GOBOROT4, STROBE, STROBE2,
STROBE3, BG_INTENSITY, BG_INTENSITY2, PATTERN_INTENSITY,
PATTERN_STROBE, BG_STROBE, BG_STROBE2, BRIGHT, BRIGHT2, CONTRAST,
CONTRAST2, SHARP, SHARP2, POSX, POSX2, POSX3, POSX4, POSY, POSY,
POSY2, POSY3, POSY4, PAN_CONTINUOUS, TILT_CONTINUOUS, KEYSTONE,
KEYSTONE, KEYSTONE2, KEYSTONE3, KEYSTONE4, UV, MINT, LIME, ADD,
MULTIPLY, HUE, SATURATION, SHAPPER, SHAPPER2, BEAM_SHAPPER3,
BEAM_SHAPPER4, BEAM_SHAPPER5, BEAM_SHAPPER6, PATTERN, PATTERN2,
PATTERN3, PATTERN4, PATTERN5, PATTERN6, PATTERN7, PATTERN8,
MEDIA_FOLDER, MEDIA_FILE, MEDIA_TRANSITION.

BUG FIX

FIX: The "inverse" behavior per channel has been fixed.

FIX: The "instant" behavior per channel has been fixed.

FIX: Fixed error that when deactivating the Wifi network the channel selector was still active.

FIX: Fixed a bug in the Playbacks priorities

FIX: An error has been fixed with the DHCP cleaning service that prevents the connection to more than 3 devices.

1.0.2M

BUG FIX

FIX: Playback trigger with the virtual fader only works on page 1, on other pages it does not work.

FIX: When you modify a pallet, the information is not updated for the Cues that have used that pallet.

FIX: The "Deactivate Resets to first Cue" option does not work.

FIX: Sometimes when you remove a Cuelist from a playback it is not removed correctly.

FIX: When record a Cue with an FX, restarting the show it does not save the FX values.

FIX: Problem when triggering a empty PlayBack, it looks like it tries to keep launching the PB and causes software reboot.

FIX: Sometimes when you save a show, turn off the console and reopen that show, the playbacks get disorganized.

FIX: When copying a CueList from one PB to another or from one Page to another Page if custom pallets have been used, they were lost.

FIX: Sometimes the "Invert Pan" or "Invert Tilt" option was not disabled

FIX: Sometimes the "Invert Pan" or "Invert Tilt" option was not saved correctly

1.0.2L

BUG FIX

FIX: In some cases when changing the network configuration of the device the connection via Wifi was lost.

FIX: Sometimes when rotating the Apple iPad Pro 12" devices the window did not scale properly

FIX: Some Android devices sometimes reverse the horizontal and vertical position. Rotation restriction has been removed to avoid this problem.

1.0.2K

NEW FEATURES

NEW: Now it's possible to stop all PlayBacks and executors at once. (Soft button in Virtual Playbacks or REL+CLEAR on LS-1).

NEW: Now it is possible to force all channels to zero.

NEW: Now Step Mode is the default playback mode.

NEW: LightShark now displays confirmation messages in the file browser

NEW: Now Lightshark automatically reconnects itself after a reboot, there is no need to reload the page in the web browser.

NEW: Now it is possible to change the address of a fixture

NEW: Lightshark now includes the integrated Fixture editor. It is possible to make changes on the fly, with 2 screens it is possible to make changes in the fixture editor in the 1^o window and testing in the other one. No need to repatch the fixture.

NEW: Improved Recent and Brand selection within the Patch window

NEW: Included firmware upgrade system for LS-Core

NEW: Lightshark checks that a valid password is entered when the Wifi password is changed.

NEW: No need to reload the Patch window after creating a fixture profile

NEW: The rendering engine has been improved

BUG FIX

FIX: Pong mode could cause software restart.

FIX: Backward mode malfunction.

FIX: Fade in on the first cue didn't work properly.

FIX: The macros were executed with an offset channel.

FIX: Switching between Chase or Step Mode had no effect.

FIX: CrossFade was not making the transition correctly.

OLDER VERSIONS

VERSION 1.0.2J
VERSION 1.0.2I
VERSION 1.0.2H
VERSION 1.0.2G
VERSION 1.0.2F
VERSION 1.0.2E
VERSION 1.0.2D
VERSION 1.0.2C
VERSION 1.0.2B
VERSION 1.0.1