Release notes

Stardust v1.4.0

June 9, 2024

What's new

- Built-in RDM controller available in web UI.

Fixes and improvements

- Fixes an issue where some settings could get reverted back to factory defaults.

Features next in line

The following feature is what we are working on for coming release:
- More functionality in RDM controller.

Previous versions

Changes in 1.3.1

- Fixes a bug where the frequency coordination between the four radios could result in the radios disturbing each other in scenarios where much external disturbances are present or when many channels are blocked using Channel blocking feature.

Changes in 1.3.0

- Added the ability to block out the usage of certain channels for other systems. This can be configured from the web UI.
- Improved performance of coexistence calculations resulting in better and faster avoidance of disturbers.
- Fixed an issue where Linking Keys with four or more leading zeroes resulted in undefined behaviors.

Changes in 1.2.4

- WiFi channel can now be selected for AP mode.
- Factory reset added.
- Fixes an issue where some units could crash and get a black screen or "Error -2" after some hours of operation.
- Fixes an issue where data in some cases could get stuttering after the web UI dashboard has been opened.
- Frame integrity improved where DMX data no longer updates in the middle of a frame.
- WiFi settings is no longer forgotten when disabling the WiFi.
- Fixes an issue with static IP setting could get reset by an DHCP.
- Fixes an issue with sACN data indicator not showing receivning data if data is static.
- Fixes an issue where output name could get reset when changing the Linking Key.

Changes in 1.1.1

- Fixed a bug in 1.1.0 where DMX channels above 129 in some cases would not update.
- Fixed an issue where Universe name would get reset after setting a linking key.
- Fixed an issue where RDM could accidentally be disabled when changing other settings.

Changes in 1.1.0

- RDM over ArtNet. Configure and monitor your devices from the RDM controller of your choice (as long as it supports RDM over ArtNet).
- DMX processing updated so that internal data busses no longer can be overloaded if multiple data sources are sending much data.

Changes in 1.0.20

- Added the ability to configure the battery backup to be enabled or disabled.
- Added status indication of all outputs in the main screen and in web UI; Output not configured, configured but no data, or data present. See user guide for more details.
- Transmission parameters are adjusted to improve range at all output power modes. This change will be most noticeable on the higher power levels. *Note:* Since this also increase the unit's power draw, battery backup is not available in 280mW mode.

Changes in 1.0.19

- Fixes a bug where Linking key could get reset when changing certain settings in the web UI.
- Fixes a bug where white spaces in WiFi SSID or password could give an error message when trying to save settings.
- Fixed an issue where it was not possible to enter static IP config via web UI.
- Fixes a bug where universe numbers for ArtNet had to be changed from the default (0/0/0) to be able to save.
- Data no longer goes to zeroes when settings such as output power, linking key, etc are changed until next received frame from console.
- It's now possible to refresh the web UI in browser.
- All outputs have been renamed for clarity, from "Output 1" to "Output A", etc.
- Cleaned up some texts in web UI that used "Universe" instead of "Output".
- The dashboard in the web UI now shows the WiFi settings.

Changes in 1.0.18

- It is now possible to run in modes where $CRMX^2$ and CRMX Classic can be mixed. It can be run in the following modes:
    - $CRMX^2$
    - 3/4 $CRMX^2$ + 1/4 CRMX Classic
    - 2/4 $CRMX^2$ + 2/4 CRMX Classic
    - 1/4 $CRMX^2$ + 3/4 CRMX Classic
    - CRMX Classic

Changes in 1.0.17

- Save button on Universe page in Web UI moved to be consistent with rest of UI.
- Added the possibility to input space character in front panel UI.
- Added the possibility for special characters in WiFi passwords in front panel UI.
- Added WiFi status symbol in front panel,
- Fixed an issue where is some cases data was not outputted if the same universe was assigned to more than one output.
- Fixed issue where even numbered Outputs where transmitting the wrong Universe color.
- Service menu added (only for LumenRadio service tech).

Changes in 1.0.15

- Charging of battery is now paused if the battery temperature is above 45°C.
- Fixed an issue where the front panel could freeze when connecting or disconnecting power.
- Fixed a bug where more than one sACN universes could be assigned to an output.
- Fixed an occasional error when navigating from Universes/General settings to dashboard in the Web UI.
- Fixed an issue that sometimes resulted in "Error -1" when booting.

Changes in 1.0.13

- ArtNet support
- Gateway field can now be left blank if not needed.
- Improved input of netmask in IP settings.
- Fixes an issue with Ethernet link being unstable when using long cables together with certain switches.
- Fixes an issue where multiple Stardusts could have the same Ethernet hardware address causing weird behaviors in web UI and when using unicast data.
- Fixes an issue where WiFi could not be turned off from client mode.

Changes in 1.0.12

- Linking Key
- Battery charge status
- Improved low battery detection and shutdown
- Dimming screen backlight when running on battery
- Fixes an issue where outputs could interfere with each other in W-DMX mode

- Fixes an issue where some outputs sometimes transmit the wrong universe
- Fixes some UI bugs in front panel
- Added WiFi access point name in web UI dashboard

Changes in 1.0.9

- Added support for transmitting W-DMX G3 and G4S protocols.
- Added the possibility to name a universe from the web interface.
- Assigned unique universe color for each universe
- Added coexistence view in web interface
- Fixed a bug where the DMX output could freeze in some circumstances
- Fixed a bug where the IP address was not always shown in the front panel UI