

Release Note

PSX9 software

Should you have any question, contact us at :

support@chromlech.com

Important :

- ♦ All softwares, installers and manuals are available in ftp link :
FTP addr : partner.chromlech.com
Username : elidy-update
Passwd : D79CCLN2
Web link : ftp://elidy-update:D79CCLN2@partner.chromlech.com
- ♦ USB to DMX cable is needed for PSX9 Upgrade / REF Chromlech CH101

Release note [3.0.1]

Jan 20, 2014

Fixed Bug

- ♦ When sACN universe was changed, Ethernet IP filtering change was effective only after System reboot.
Workaround without update : restart Power Supply Unit after universe change.

Improved functionality

- ♦ Strip mapping :
 - In *strip5* or *strip15* patch modes : display only devices ID (ranges [1-15] for *strip15* and [1-45] for *strip5*)
 - for « mixed fixtures » patch mode : display devices ID as if it was *strip5* IDs (in range [1-45]).
This allow interposing *strip5* between *strip15*.
Please, consult user manual to see how this mapping mode works.
- ♦ Strip mapping : When browsing to manually map a strip, propose the unmapped fixtures first.

New features

- ♦ None

Compatibility requirement

- ♦ None

Infos

- ♦ None

Fixed Bug

- ♦ Random seed initialization : Random seed initialization was the same between all elidy PSX9. As a consequence, if the same parameters had always been sent to several Power Supply Units, all random calls returned the same value if they were performed at the same time. For instance, random strobe could be identical on all pannels. Correction : random seed now depends on amonet address and is unique between PSUs.

Improved functionality

- ♦ Bank load display : Display warning when an *Animation Maker* bank is being updated.

New features

- ♦ *Elidy Strip* : New patch modes
 - Strip 15 → Used for strip 15
 - Strip 5 → Used for strip 5
 - Strip As big → Same functionaliries as « BIG patch » with strip placed one after another
 - Mixed patch : Access to all mapping options. No animation maker.
- ♦ *Elidy strip* : New *Animation Maker* mode for strip 5/15.
Parameters : Dimmer (16 bits)/Shutter/Bank/Speed/Fade.
- ♦ Mapping : Strip 15 dedicated mapping mode. Supports TAP-MAPPING (an accelerometer Included in the fixture will detect when it is being hit, so it can be easilly mapped).
- ♦ Strip orientation : As Elidy strips embed an accelerometer, they can detect their orientation relative to the ground. Two choices are available :
 - Default : Channel 1 is positionned as indicated on fixture package.
 - Auto : Channel 1 is being detected depending on the fixture position relative to the ground.
- ♦ Data hold : If activated, when no more data is available, the Elidy pannel will keep the last info.
- ♦ Output power limit : If a PSU encounter a voltage fault, and output power is being limited to 24V, Output power will be limited to 50 %.

Compatibility requirement

- ♦ None

Infos

- ♦ This is a beta release. Please report any bug or incoherent behaviour to development team.

Release note [2.1.0]**Oct 17, 2013****Fixed Bug**

- ♦ None

Improved functionality

- ♦ None

New features

- ♦ Animation Maker : In mode big/14 channels, when bank selection fader is at full, the concerned bank is replaced by the *Pixel Engine* output.
This allows any *Animation Maker* feature to be applied to the Pixel Engine source.

Compatibility requirement

- ♦ None

Infos

- ♦ None

Fixed Bug

- ◆ None

Improved functionality

- ◆ Tile check : now display software and hardware revision.

New features

- ◆ None

Compatibility requirement

- ◆ None

Infos

- ◆ None

Release note [2.0.1]**Oct 14, 2013****Fixed Bug**

- ◆ Input synchronization : A desynchronization between several power supply units could occur if they were DMX controlled and if DMX address / patch size was different between each unit.
- ◆ Input synchrhonization : When *Animation Maker* and *Pixel Engine* were sharing the same source, and when this source was selected as the synhronization trigger, either *Animation Maker* or *Pixel Engine* buffer could be updated posterior to data processing.
This could lead to desynchronization between Power Supply Units (visible in shutter-strobe mode).
- ◆ When updating from V1.x.x to V2.0.0, the *Patch-Link* option was showed as active but was not.
Workaround without update : deactivate and re-activate link option.
- ◆ When installing firmware for the 1st time (factory setup), generated IP address was not unique (affected only V2.0.0).
Workaround without update : re-generate ip address through the menu.
- ◆ When changing patch mode, if new patch size was bigger than old one, input dmx data in slots above old patch size were not taken into account until PSU was re-started, or DMX address changed.
Workaround without update : restart the PSU.

Improved functionality

- ◆ None

New features

- ◆ None

Compatibility requirement

- ◆ None

Infos

- ◆ None

Fixed Bug

- ♦ None

Improved functionality

- ♦ None

New features

- ♦ Animation Maker : The power supply now embeds a small media server, able to display 2 layers and compute several effects.
It works in 1xBig/Wall and 9x1S mode.
Available controls:
 - Dimmer (16 bits)
 - Shutter (strobe/pulse/random)
 - Iris
 - 2 banks of medias, speed adjustable
 - Cross fade (several modes)
 - Rotation / Symetries
 - Fade out
 - Several image processing effects (blur, symetries, ...)

Please see user manual for further information.
- ♦ Double patch : *Animation Maker* and *Pixel Engine* run in parallel and can use any data from any supported input (DMX, Artnet, sACN). At the end, both content generator outputs are HTP merged.
- ♦ Input Merge : Each Media Generator (*Animation Maker* or *Pixel Engine*) perform a HTP input Merge between the two fastest sources they are monitoring.
- ♦ TFTP server : The PSU embeds a TFTP server to load user animation banks (can also be loaded through DMX).
- ♦ Menu : GUI has been modified to suits all the new available parameters.
- ♦ Utilities :
 - Test chase to check if mapping has been properly performed.
 - Tile/Wall global rotation.
 - Data in menu to see which source is assigned to which input buffer.
NB : The synchronization source is underlined.
 - Memory display (Animation Maker banks information).
 - Temperature and power voltage measure display.
 - Factory default to reset user settings.
 - Tile check menu to get firmware revision of connected tiles.
 - Calibration menu to change a dot calibration on a tile.
NB : password protected, please contact manufacturer.
- ♦ Temperature & voltage monitoring. Display warning screen.
- ♦ Curves : Improved lighting curve is available, more S shaped.

Compatibility requirement

- ♦ Update firmware : ElidyLoader V3.0 (first update software revision able to load banks)

Infos

- ♦ The update process can take quite a while as the banks are beeing loaded. Please wait for the update software to finish, even if nothing is displayed on the PSU screen.

Fixed Bug

- ◆ None

Improved functionality

- ◆ ArtNet : Check of packets sequence number.
- ◆ HTTPD : Adding statistics about missed packets for sACN/ArtNet.

New features

- ◆ None

Compatibility requirement

- ◆ None

Infos

- ◆ HTTP server has been activated on this release.

Release note [1.0.8]**May 15, 2013****Fixed Bug**

- ◆ Internal high resolution time measurement could randomly be broken. This resulted in packet errors on the internal bus. From user point of view, the symptom is short freezes of the screen.
Correction : Now using dedicated timer to get a high resolution time measure.

Improved functionality

- ◆ None

New features

- ◆ None

Compatibility requirement

- ◆ None

Infos

- ◆ V1.0.7 was internal release only.

Fixed Bug

- ♦ None

Improved functionality

- ♦ None

New features

- ♦ Streaming ACN capability.

Compatibility requirement

- ♦ If using multicast, mind the network topology.
(layer 2 switches shall be required if packet filtering is needed)

Infos

- ♦ The Elidy power supply internal switch is transparent to multicast packets.
They are forwarded between N1 and N2.
- ♦ An « IGMP auto report » mode is available.
When using multicast layer 2 switches, user can enable IGMP snooping so that the switch forward only the right muticast packed to hosts that have subscribed to muticast group.
Such a network should comport a router (layer 3), charged of sending IGMP requests periodically.
If no router is present, switches will encouter a timeout and multicast packets will be filtered out.
To avoid this condition, enable this mode. IGMP report will be sent every 10 sec so that the layer 2 switches keep sending the appropriate multicast data.
If you understand none of the above, activate the option.

Release note [1.0.5]**Apr 19, 2013****Fixed Bug**

- ♦ Mapping : When 1 tile was missing, the entire wall could be selected.
Correction : Select only present tiles.
- ♦ Mapping : Some stripX where missed during poll. Resulted in partial tile mapping or detection.
Correction : Poll has been improved and is now robust.
- ♦ Mapping : Erroneous tile ordering.
Correction : Tile sorting algorithm has been replaced by insertion sorting.
- ♦ Mapping : DMX was reactivated if exit was pressed in mapping menu.
Correction : DMX is beeing reactivated only when leaving mapping menu.

Improved functionality

- ♦ Mapping : Light the whole tile when it is beeing selected.

New features

- ♦ None

Compatibility requirement

- ♦ None

Infos

- ♦ None

Fixed Bug

- ♦ Mapping entered an infinite loop when a tile didn't answer after poll.
Correction : Timeout properly implemented

Improved functionality

- ♦ Bypass : Power supply now supports a bypass mode, allowing an update program to communicate with the tiles

New features

- ♦ None

Compatibility requirement

- ♦ None

Infos

- ♦ None

Release note [1.0.3]**Feb 22, 2013**

Fixed Bug

- ♦ Artnet mode was limited to 2 Universes when using Broadcast (no limitation when using Unicast)
Correction : Artnet mode now support broadcast mode on >12 universes
- ♦ Current setting of power supply's Net/subnet/value not transmitted correctly to controllers
Correction : Correct Artnet value for Net/Subnet/Universe is now transmitted to Artnet controllers
- ♦ LCD contrast / backlight value was not applied on the LCD when changed via the Menu
Correction : LCD contrast/value is now applied as soon it is changed via the menu

Improved functionality

- ♦ Artnet : a specific IP address / netmask can now be set manually via the menu
- ♦ Tile mapping : only one tile is highlighted (the one selected, over the cursor) in the tile mapping menu, even if mutiple tiles share the same number

New features

- ♦ None

Compatibility requirement

- ♦ None

Infos

- ♦ When mapping tiles, first reset all tiles on the panel by cycling power on the power supply (power off / power on), then map the tile using the menu.

Fixed Bug

- ♦ Artnet net/subnet/universe not saved. Only 0-0 is working
Correction : Artnet net/subnet/universe correctly saved

Improved functionality

- ♦ None

New features

- ♦ None

Compatibility requirement

- ♦ None

Infos

- ♦ Artnet 3 ready.
New parameter "NET" added to define Artnet Universe as Net – Subnet – Universe/ID.
Set Net = 0 to keep compatibility with Artnet 1 / Artnet 2