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Distribution	External
Subject	Genesis Console Software v3.04 Update Procedure
Status	Routine
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Introduction

Description of Notice

Note: This bulletin is for informational purposes only. Only those approved and authorized are permitted to perform the procedure contained herein.

Read this bulletin completely before attempting the procedure to familiarize yourself with all steps, notes, and warnings.

The procedure contained herein is to update the software in Altman Genesis Console.

For a list of features, improvements and bug fixes related to the luminaire software update, see "Console Software Update Notes" on page 3.

Summary of Action

This procedure may only be performed by trained and qualified service personnel as approved and authorized by Altman Lighting Technical Service.

For Support Questions

Contact technical support at 1-303-500-7072 or support@altmanlighting.com.

Procedure

Parts and Tools

The following parts and tools are required to perform the procedure contained herein.

Tools

- 1 x USB Memory Stick

Procedure

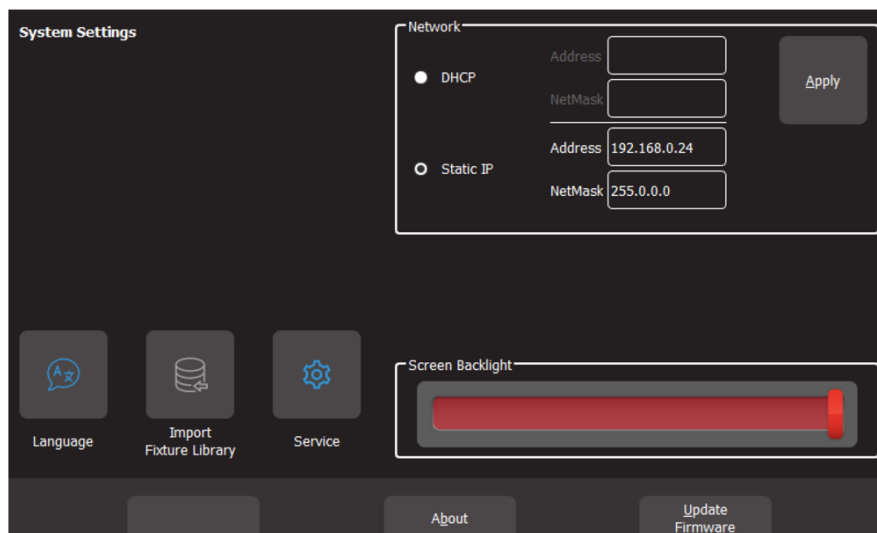
Process of Updating Software

To update the software on the Altman Genesis Console:

- Step 1.** Download the latest Genesis software from Altmanlighting.com.
- Step 2.** Create a folder named “ALTMAN” on a USB memory stick.
- Step 3.** Copy the software file (file named genesis_v3.04.img) into the “ALTMAN” folder on the USB stick.
- Step 4.** Insert the USB Stick into the Genesis.
- Step 5.** From the “Home” screen touch Tools/Setup/Update Firmware.

Note: If your current show has unsaved changes you will be prompted to save.

Note: The update process takes about 20 seconds.



- Step 6.** Once complete you will be prompted to restart Genesis.

Luminaire Software Update Notes

Release: v 3.4

Bug Fixes

- Some fixtures with Colour Wheels only (i.e. no RGB or CMY colour mix) would not show the Colour Wheel slider, making it impossible to change colour.
- Some fixtures showed the incorrect Home value in the Patch window. This was only a display error in the Patch window, the correct home value was used when the Clear/ClearAll buttons were used.
- Some fixtures in the library were missing certain attributes/channels (e.g. Martin:::Rush Par 2 RGBW Zoom - 9 channel)

Known Issues:

- The first time a text field is edited after a power cycle, the pop-up keyboard fails to appear. Reselecting the text field fixes the issue and the keyboard works normally thereafter.
- Cyan, Magenta and Yellow show incorrect (255) home values in the Patch window. This is only a display issue in the Patch window, the correct home values (0) are used when the Clear/ClearAll buttons are operated.

Release: v 3.3

This version was never released to the public.

Release: v 3.2

New Features

- **Fixture library version numbering.**

The fixture library now contains a version number that is displayed in the About screen. This is to aid users to check if their console has the latest library installed. The new library format is also provided with enhanced encryption to prevent tampering.

- **Colour Picker now controls White in the vertical axis.**

The colour picker now controls the White colour parameter as well as RGB colours. Moving the pointer towards the white section at the bottom of the screen adds white proportionally in addition to the RGB colours.

- **Software upgrade enhancements**

If the power was disconnected during the software update, it was possible to corrupt the internal SDcard. The upgrade process has been ruggedised to ensure that this is no longer possible.

- **'Please Wait' pop-up message added.**

During lengthy operations (e.g. show load, library update) the console screen was greyed out to show that an action was underway. Some users did not understand what this meant and thought that the console had frozen or crashed. A "Please Wait" message is now displayed during these operations.

- **Warning to update fixture patch for shows created in v1.37 software or earlier.**

The fixture library used in the Genesis Software v1.00 thru v1.37 was replaced in v2.0 with the superior Carallon fixture library. To minimise disruptions for existing shows, the old library was retained to allow existing shows to work without modification. Future versions of the Genesis software will include a number of powerful new features that are not compatible with fixtures from the old library. A warning message now appears when a show that contains old fixtures is loaded, asking the user to repatch the fixtures to use the new library. If this task is not done, then the show will not load in future software versions.

Bug Fixes

- If any memory was set to Chase mode it was impossible to edit the intensities of any other live memories on the console.
- Unplugging a wing whilst a software upgrade was underway would cause the software to return to the home screen. The upgrade was still running in the background but the user was not aware of this fact. Removing the wing no longer causes this to happen.
- Compound (multi-cell) fixtures did not work correctly when first patched. They only worked after the show had been saved and reloaded.
- If a default show was saved with a PIN, that PINcode remained even after the default show was deleted. The PINcode is now deleted at the same time as the showfile.
- It was not possible to delete a folder inside a folder, even if the folder was empty.

- If a yellow fader was moved to the zero position slowly, the intensity level could remain a tiny amount above zero (e.g. 16/65535). The fixture would not output any light, but this low level would cause the light to be included in any new cues being recorded, potentially causing those lights to unexpectedly change level when the cue was played.
- If a red fader was moved slowly to the zero position then it could also leave a small residual level on some lights, causing the playback of other cues to randomly misbehave.
- Animations recorded to a red fader that was active did not play until the fader was cycled to zero and up again.
- Selecting a large number of fixtures, each with more than 4 colours could cause the colour sliders screen to operate very slowly and/or show tiny slider controls.
- The hardware THRU button did not work in the Select window.
- Manufacturers and fixtures in the Patch menu were sorted for Capital letters first (A-Z) then lower case (a-z). They are now in pure alphabetical order, regardless of whether there is a capital letter or not.
- The fixture editor had all the parameter names in all uppercase, they are now lowercase with only the first letter capitalised.

Release: v 3.1

This version was never released to the public.

Release: v 3.0

New Features:

- Configure Art-Net and sACN universes - A new screen has been added to [Tools], [Setup] called [Universes]. This screen allows you to set the Art-Net and sACN output universes. Priority can also be set for sACN universes.
- Tapping RigView no longer goes to Apps - The Apps screen can now only be selected by tapping the [Apps] button. Previously Apps could also be accessed by tapping anywhere on the fixture section. This has been done in preparation for fixture selection on the RigView screen in the next update.
- Live override - The console's output/s can be overridden by an Art-Net or sACN input from another lighting console.
- Fixture level display in RigView - Fixture intensity levels are now displayed on the RigView screen beside each fixture number. This allows you to accurately set and match intensity levels.
- Genesis Editor App - The "Genesis Editor" program for Windows and Mac can be used to off-line edit a show from a Genesis Lite.
- Remote Triggers - The Genesis Lite can now be controlled via TCP/UDP and OSC messages from 3rd party devices.
- View DMX Output - A new screen showing the DMX output levels of each universe and every DMX slot. From the home screen touch Tools, Setup, Universes, View DMX See section 4.13 of the manual.
- Chase Direction controls - The Chase control screen has a new tabbed layout with additional directions of Reverse and Random.
- Colour Sliders app moved - The Colour Sliders app is now located directly on the Apps screen making it quicker to access. Colour Gels are now accessed from the Colour Picker app
- Copy Memory - You can now make a copy of a memory (cue-list)
- Name Memory (cuelist) - You can now give each memory (Cue-List) a descriptive name instead of the default name of P#-M# (Page#-Memory#)
- Select screen operation streamlined - The "Select" screen has been updated and no longer has a [Set] button.
- Sample show no longer loads by default on new consoles - The Sample Show no longer automatically loads on first use

Bug Fixes:

- Very large shows could cause the Genesis Lite to reset when New Show was selected.
- Very large shows could cause the Genesis Lite to crash if a wing was unplugged whilst playbacks on the wing were active.
- Rearranging the fixture icons in RigView with a wing connected, caused the UI to return to the home one second after navigating to a different window until either the console was power cycled or the wing was unplugged and reconnected.
- Active chases failed to run if the Red master was faded to zero and back up again. Software Release Note
- Live speed pause did not pause a playback set as a chase.
- Some unlabelled buttons on particular screens were active, potentially confusing operators.
- The PINcode for the default show was not requested when deleting the show. It now works on both Save and Delete.
- When cross fading intensity animations in a cue stack, the intensity of the outgoing animation behaved correctly, but the cross fade of the incoming animation cue did not cross fade. Instead the first cue faded out (to a complete blackout) then the incoming cue blinked on at full.

- Changed the operation of (Fade In, Fade Out and Link) time increment/decrement buttons when multiple cues are selected, and corresponding times aren't all equal):
 - - when multiple cues are selected, text showing cue fade and link times is changed to "..."
 - - when the user taps + or - button, the time is set to '2.0 s' for all selected cues.
 - This way all cue times are modified in sync.
- Animations in Playbacks were recorded as if the Red fader is at 100%, even if the red fader was at 1%. All animations coming from playbacks are now recorded with correct intensity levels.
- Running Pan/Tilt and/or Colour animations with an intensity of 0% reported as being recorded even though they should not be recorded.
- Pressing the [go] button rapidly on a cuelist with link times did very strange things.
- Playbacks at very low levels (eg. 1%) were recorded into new memories, even though the user was probably unaware that they were running. This could potentially confuse new operators Playbacks are now only recorded if the Red fader is above 3%.

Release: v2.05

Bug Fixes:

- Loading a show whilst playbacks containing Animations, Shapes or Chases were active could cause a reset, and cause the show load to fail on the first attempt.
- Very slow finger movements on the touchscreen could cause random button presses to be processed, often resulting in random screen changes, or cues to be recorded.
- Leaving multiple cues with animations playing continually, would crash the console after a number of hours.
- Editing cuelists was broken. No matter which cue was playing, the record overwrite would alter Cue1.
- Colour fanning in the Colour Picker window with more than 12 large compound fixtures was slow to respond.
- Issues with connecting two wings. The wing order was not remembered after power cycling. Disconnecting wing 1 and leaving wing 2 connected could result in no wings working.
- The Pan/Tilt and Colour picker windows were slow to respond with a large number of high channel count fixtures.
- Could not add spaces to filenames.
- Combinations of 8/16bit parameters in the Colour\Sliders window did not work correctly. Some sliders would jump to 0/100% when released, then snap back when another slider was moved.
- Reloading a show could cause some fixtures to disappear until the next power cycle.
- A hidden Time Set window was accessible via an unlabelled button in the Settings window. This feature is part of the soon to be released Genesis-Mini product and does not work with Genesis Lite consoles.

Release: v2.04

New Features:

- Link times added. - Each cue in a cue list now has a Link Time. These are used to allow the next cue to automatically play after the programmed time. If the Link Time is set to NONE, then the flash button below the red fader must be used to play the next cue. If the Link Time is set to any other value, then next cue plays when the time expires. Note: It is possible to have a cue with a fade time longer than the link time. In this scenario the first cue will continue to fade in the background whilst the new cue commences to fade. This allows the user to programme multiple overlapping cue fades.
- Optionally record cues directly to playback displayers. - The playback displayer can now be used to record cues. Press the [record] button and then tap the playback displayer where you want the cue recorded. The old method of pressing [record] and the [F/A] button below a red fader still works, users can use whichever method they prefer.
- Systems settings are now global. - Network settings, screen brightness and language were stored in the show files. They are now stored in a separate configuration file on the console, making them global and independent of the loaded show.
- New Systems Setting screen added - Changes have been made to the layout of the Setup window to allow for new features being added for the forthcoming installation version of the Genesis Lite (the Genesis Mini). This has necessitated the addition of a new Systems Settings window and some items have been moved from Setup to the new window.

Bug Fixes:

- Overwriting a memory caused the Shutter (and any other parameters set to SNAP) to go to Zero in the Live stage output. In the case of the Shutter channel, this usually meant the shutter closed and so no light would be seen on stage when the yellow faders were used for control.

- A power brown-out could render show save unusable. The console would report 'Unable to save to \root\Genesis\ shows.....'. This was caused by the SD card being unmounted by the operating system.
- Some compound fixtures (e.g. Showtec::Sunstrip) in the library started at DMX slot 2 instead of 1. Other fixtures could have duplicate channels (e.g. Martin::MacAura had two attributes using DMX slot 10 and nothing using slot 9).
- The Fixture Editor allowed the same channel to be applied to both Coarse and Fine channels of a parameter.
- The Genesis always started in DHCP mode, then changed to Static IP later. It now starts in the correct mode.
- The Green Wing page display skipped Page #1 when two wings were connected.
- Editing the Rig View layout causes the Red playback memory display widgets to disappear until the show was reloaded.

Release: v2.03

New Features:

- Support for new touchscreen hardware. - A new touchscreen controller is used in consoles shipped after mid-December 2019. This requires new hardware driver firmware. The firmware auto-detects which controller is installed and activates the correct driver to suit. Installing any software prior to v2.03 will render new consoles unusable as the touch screen will not respond. A one-time warning is issued if the user tries to downgrade the software to an earlier incompatible version.
- Improved Playback displayer. - The playback displayer now shows the cue/s fading. This is achieved by the red highlight bar 'growing' from the left to the right side of the displayer.

Bug Fixes:

- The Fixture Editor allowed the same channel to be applied to both Coarse and Fine channels of a parameter.
- The Genesis Lite always started in DHCP mode, then changed to Static IP later. It now starts in the correct mode.
- The Green Wing page display skipped Page #1 when two wings were connected.

Release: v2.01

New Features:

- Multi-patch - It is now possible to patch multiple (identical) fixtures to a yellow fader.
- New OS - The underlying operating system has been updated. This results in faster boot times, improved show load/save and easier to read fonts and graphics.
- Updated firmware for the hardware interface - Reduces jitter on faders and provides smoother fader control. Flash button response is considerably faster.
- Simpler control of Compound Fixtures - RGB colours of multi-cell fixtures are now controlled from the colour picker. If other colours are selected (e.g. Amber) these are reset to zero when the colour picker is used. If each cell has different colours, they will all change to the same colour. Undo can fix any accidental changes. Individual control of cell colours is available from the [Sliders] button in the colour picker app.
- Default Fade Time. - A new slider in Tools\Setup allows setting of a custom default fade time.
- Non-Latin character support. - We now support non-Latin character sets for the onboard Help menus (eg. Chinese & Japanese).
- Search function in Patch Window - It is now possible to search the fixture database when trying to find the correct fixture to patch.
- New faster fixture library update - The fixture library now updates in less than 8 seconds, far better than the original 2+ minutes.
- Added a cursor to text edit windows for easier editing.

Bug Fixes:

- Removal of false error messages at boot up. Previous versions of software had 4 lines of text that appeared during boot-up reporting "missing device node for....". These were harmless but could cause concern for users. They no longer appear, and the console now boots straight into the splash screen.
- Rig view did not always resize correctly when loading a show.
- Rig View arrangement now saves in Default Show.
- Improved the auto show save for more reliable operation with large shows.
- Firmware updates would fail if the filename had extra characters - eg. Genesis_v2.00(1).img
- Improved SD card handling to prevent possible data corruption.
- Fade times greater than 66 seconds were truncated to 1 second.
- sACN and Art-Net output did work correctly if the IP address was changed whilst they were active.
- Duplicate cue copied the Live output, not the selected cue in the cuelist edit window.
- Custom fixtures would sometimes disappear from the Patch window.