

## RELEASE NOTES LUMINODE 2.2.3

### DOCUMENT INFORMATION

This document lists the new features and bugfixes available in the new LumiNode firmware.

This version 2.2.3 replaces the official 2.2.2 release.

### NEW FEATURES

- New quick & easy method to modify the universe values related to a DMX port via the LCD display and jog button.
- Added ability to trigger a specific cue in play (web API only).
- Default timeout per protocol: The API `http://{node_ip}/api/protocols_config` can be used to modify the default timeout values for input protocols that support such a value.
- Processing engine limited to not output more than 64 FPS. to prevent unnecessary network traffic and overloaded endpoints.
- Reduced network output framerate to 8 FPS in case output does not change. This to reduce unnecessary network traffic.



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### BUG /

### FIXES

- Version fields for major firmware values in a ArtPollReply corrected.
- More lenient operation when parsing RDM transaction numbers for better discovery of RDM responders that use incorrect or incomplete transaction numbers.
- Remove '/api/doc' which was incorrectly added to all paths in the API documentation.
- Fix valid netmasks sometimes being wrongly interpreted as 0.0.0.0.
- 0.0.0.0 and 255.255.255.255 are no longer considered valid netmasks when using ArtIpProg.
- Fix LED initialization  
In some cases, a DMX port LED would not indicate as expected after powering the device.
- Prevent process engine lock-up caused by Invalid destination IP's.
- Use CUSTOM process engine mode when a CSV is uploaded with a single mode but with different control channels.
- Empty patches are now interpreted correctly for control inputs.
- Fixed bug that caused sACN to stop when changing processing engine output routing (e.g. disabling DMX port).

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**KNOWN** /

**ISSUES**

- Custom patch information such as input patch and master/limit information will be lost when modifying an engine using the LCD display interface.