Neo Software Release (Public Release)			
Released Version:	4.1.1 (Build 80)	Release Date:	12 December 2023
Previous Versions:	4.1.0 (Build 62)	Release Date:	04 August 2023

Neo 4.1.1 (Build 80) Software Release

INTRODUCTION

Release 4.1.1 (Build 80) of Neo is a new software release recommended for all consoles and servers listed below, running Neo software. These release notes describe the new features, enhancements and bug fixes that have been implemented between versions 4.1.0 (Build 62) and 4.1.1 (Build 80).

PRODUCTS AFFECTED

- ✓ Neo X15
- ✓ Neo X5
- ✓ Neo Compact 10
- ✓ Neo PC
- ✓ Neo Playback Controller
- ✓ Neo Console

COMPATIBILITY

Updating a system from Neo v3 to Neo v4 is a significant update. Ensure to save a "Packed" showfile before running the update (see the "Software Update Instructions" at the end of this document). For assistance and guidance before you update, please contact Vari-Lite technical support at +1 214-647-7880 or email entertainment.service@signify.com

Showfiles saved in Neo v4 cannot be loaded into Neo v3 or earlier.

On consoles upgrading from Neo v3, Media & Matrix Effects will require the installation of 3rd Party VLC Media Player.

UPDATE INSTRUCTIONS

Please ensure that backups are taken before proceeding with the update, and carefully follow the instructions available at the end of this document.

On Neo Consoles & Servers, Neo 4.1.1 (Build 80) can only be installed on systems running Neo 3.13.2 (Build 105) or later. For systems running earlier software, please first upgrade to 3.13.2 (Build 105) available at vari-lite.com/global/products/neo-software. This does not affect Neo PC installations.

Neo PC users should NOT uninstall Neo PC first. Simply run the installer to update Neo PC to Neo 4.1.1 (Build 80).

For assistance, please contact Vari-Lite technical support at +1 214-647-7880 or email entertainment.service@signify.com

Enhancements and Bug Fixes

NEO-10998	Window Control encoder labels have been updated to reflect new window names.
NEO-11166	Fixed stability issue when accessing the Network tab within the Open/Save window.
NEO-11193	A loading dialog now displays upon importing GDTF fixtures into Neo Fixture Editor.
NEO-11258	Enhancements when pressing "CHANGED" and "+" together in conjunction with Changes Held mode.
NEO-11303	The Neo X 7" screen can now be opened from the Neo X Virtual Console window.
NEO-11341	After pressing "Update Neo Software", it is possible to browse and select the installer if Neo cannot find it automatically.
NEO-11342	Neo consoles now display "Looking for NEO updates" upon clicking "Update NEO software". Option removed from Neo PC.
NEO-11478	The Matrix Effect Preview can now be opened top-right of the Matrix Effect Editor.
NEO-11506	Matrix Effects now use the VLC Media Engine, supporting a larger number of video codecs. Various other enhancements are included.
NEO-11545	When recording over a Group, Palette, or Preset that already exists, the existing item name is now displayed in the popup.
NEO-11557	The Timecode Monitor window is renamed "Clock/Timecode/Stopwatch", providing buttons to Start/Stop & Reset internal timecode.
NEO-11560	The intensity of Standard Dimmers can now be controlled in the Fixture Control tab of the Sidebar.
NEO-11633	Holding NEO and tapping a tile in the Layout Ribbon now opens the Layout Options.
NEO-11645	The "Soft Keys" button has been removed from Patch on Neo X consoles.
NEO-11649	Fixed issue on NEO console where the Master Playback fader levels were not shown correctly in the Faders/Submasters window.
NEO-11654	Improvements when switching to LIVE mode. Layout S-keys can be used to switch to Live. The LIVE key is illuminated green if active.
NEO-11658	Shortcut buttons in Magic Sheets now feature a red/green dot if the assigned Shortcut is "Latched", to indicate current status.
NEO-11667	Fixed issue where the "SCENE BREAK" Command button would not function the same as TEXT TEXT.
NEO-11673	Fixed issue where the PARK key backlighting could turn off when pressed.
NEO-11674	Fixed issue where Command Line Prediction could suggest too many duplicate commands.
NEO-11675	Fixed issue where NEO Playback Controller's built-in screen could stop responding after a soft restart.
NEO-11676	Neo X5 Playback firmware updated to support 12V Output (for optional gooseneck lights).
NEO-11688	Various enhancements to Cue Undo, including History now surviving a restart and system performance improvements.
NEO-11689	Show files containing Paint Box Effects saved in this version can now be successfully loaded on both 32-bit and 64-bit systems.
NEO-11690	When resaving a show file, if the original storage location is no longer available, Neo now provides the ability to choose a new location.
NEO-11691	Enhancements to controlling effects on Neo Compact 10 encoders.
NEO-11692	Fixed issue where "Release All" could set incorrect playback fader levels.
NEO-11694	Layout Properties now includes a button to open the touch keyboard.
NEO-11697	If the Microsoft Edge browser is not installed, the Neo Training window will now provide links to install Edge.
NEO-11698	Fixed issue where deleted effects were still displayed in the Effects Editor (when in Button mode).
NEO-11699	Fixed stability issue when adding multiple Cue Mark-ups to a PDF page in the PDF Viewer.
NEO-11701	Tab styling in System Properties updated and performance improved when switching tabs.
NEO-11702	Fixed issue where "&" symbols in Cue List names would display incorrectly in the Current Playback tab of the Sidebar.
NEO-11706	Fixed issue where Neo PC systems may not detect their registration code following a Neo software update.
NEO-11709	Fixed issue where encoders on Compact 10 would flash upon adjusting the "Grand Master" or "Master Fade Time" via encoders.
NEO-11712	Fixed issue where "Channels - Grid" could incorrectly scroll to the top upon clearing the selection.
NEO-11714	Fixed issue where, if multiple effects are running and a single effect is stopped, the encoder values would not update.
NEO-11716	Fixed potential stability issue when closing a Magic Sheet tab.
NEO-11719	Experimental feature removed from Patch > Options.
NEO-11720	Fixed issue where remaining Frames could sometimes not be resized after closing a Frame.
NEO-11721	If tabbed frames are stored in a layout, the custom grid sizing of each tab is now recalled.
NEO-11722	Fixed stability issue related to closing a tabbed frame containing a New Tab.
NEO-11723	Fixed stability issue related to recalling layouts on a secondary screen.
NEO-11729	If tabs have been added to a frame, the "View" window dropdown is now displayed for the current tab.
NEO-11730	Fixed issue where Neo X5 consoles would incorrectly show the Neo X15 playback display ribbon on an external monitor.
NEO-11731	Holding the NEO key and tapping an onscreen item (such as a palette) can now be used to access that item's options.
NEO-11732	Fixed issue where Cue Markup in the PDF Viewer could add multiple PDF PAGE commands to the previous cue.
NEO-11733	When renaming a cue in the Sidebar by clicking on the cue number, the cue name could be displayed twice.
NEO-11736	Fixed issue where the Sidebar would incorrectly flicker when fading through attribute value ranges.

NEO-11739	Fixed issue where only limited information could be obtained when initiating an RDM discovery over Art-Net.
NEO-11741	When selecting a Chase in the Effects Editor, the view mode could sometimes not revert to "Channel".
NEO-11744	Fixed issue where clicking CLOSE or "Cancel" on the "New Magic Sheet" popup would incorrectly create a Magic Sheet tab.
NEO-11747	Fixed issue where the Eye Dropper in Effects Editor > Chase > Matrix View was not working.
NEO-11748	Fixed issue where, if the Groups Editor was in a tabbed Frame, the tab would appear blank upon recalling the layout.
NEO-11749	Performance and stability enhancements when running effects.
NEO-11751	Neo Control Panel now uses the Neo v4 window styling.
NEO-11754	Minimise/Maximise buttons have been removed from Report Preview Windows.
NEO-11755	Fixed potential stability issue when using the Record Cue window (RECORD + CUE).
NEO-11759	Customised visible columns and custom column widths in the Cue Lists window are now stored in Layouts.
NEO-11760	Improvements to Effect Playbacks > Effect Playback Properties > Edit.
NEO-11762	In the PDF Viewer, "Cue Markup" and "Text Markup" buttons are now only shown when a PDF is loaded.
NEO-11766	Fixed issue where RELEASE could interrupt Cue Effects.
NEO-11767	Fixed issue where Cue Effects would not "Release On Lower", if running from a cue list on a playback.
NEO-11768	Fixed issue where Neo could incorrectly detect a double-tap on touchscreens when only tapped once.
NEO-11771	Fixed potential crash on Compact 10 consoles when attempting to delete groups whilst in the Fixture Data tab.
NEO-11772	A Virtual Dimmer is now created to inhibit colors when no intensity parameter is present. Setting removed from System Properties.
NEO-11775	Fixed issue where the USER key would not illuminate in Groups or Patch modes, despite being configured.
NEO-11777	Stability enhancements when patching new fixtures following a Fixture Type Exchange.
NEO-11781	Fixed issue where the "Fit Layout To Screen" button in the Matrix Editor could cause fixtures to overlap.
NEO-11783	Stability improvements when attempting to play videos in Matrix Effects without having the required codecs installed.
NEO-11784	Fixed issue where the Playback Select buttons in the Neo Compact 10 Virtual Console could cause a crash.
NEO-11787	Stability enhancements related to RELEASE syntax with unpatched fixtures.
NEO-11791	Stability enhancements when deleting and editing Magic Sheets with Shortcuts assigned.
NEO-11792	Fixed issue where selection could be incorrect when touching beyond the right-hand edge of "Channels - Grid".
NEO-11793	Fixed issue where the ACTIVE key in the Neo X Virtual Console was not functioning as "Select Active".
NEO-11794	Fixed issue where the "." key in the Virtual Console could incorrectly give "," on non-English Windows systems.
NEO-11796	Improvements when importing multicell GDTF fixture files.
NEO-11797	An Effect Master can now be changed to a different type of Effect Master, without having to remove it first.
NEO-11798	Fixed issue where "Effect Masters" in Effect Playback Properties could show the previous Effect Playback's settings.
NEO-11800	Fixed issue where Effect Playbacks in Radio Groups would not resume after being paused by an Effect Master.
NEO-11802	Stability fixes related to opening show files whilst editing a Matrix Effect.
NEO-11804	Fixed issue where the sizing of fixtures on a Magic Sheet may not be saved in the current show file.
NEO-11810	Stability improvements when changing screen layouts.
NEO-11811	Fixed issue where "Restore Factory Settings" did not restore screen layouts.
NEO-11812	UI enhancements when editing a segment of a Timeline effect.
NEO-11813	Fixed issue where clicking the NEO logo would display a previously viewed window, rather than Command History.
NEO-11814	Fixed issue where jumping to a cue after a Smart Block could result in fixtures with no intensity value in that cue outputting incorrectly.
NEO-11815	Stability improvements when using the COPY FROM command in Blind.
NEO-11816	Fixed issue where a single cell of a multicell fixture could not be recorded into a group.
NEO-11817	Fixed issue where submasters referencing a virtual palette would not output the palette values.
NEO-11818	"Downloads" folder location has been added to Open NEO Show & Save NEO Show.
NEO-11820	Enhancements when displaying fixtures with non-linear dimmer profiles in the "Channels - Grid" window.
NEO-11822	Stability improvements when adding a fade time Profile to the Dimmer parameter of a fixture in a cue.
NEO-11823	Fixed issue where the "Direction" text of Effect Playbacks would not immediately update when changed.
NEO-11824	Neo X performance improvements related to updating the Command tab content on the 7" screen.
NEO-11830	Stability improvements when opening a show file with a Matrix selected in the Matrix Editor.
NEO-11831	Stability improvements related to using the SHIFT key on Compact 10.
NEO-11833	Stability improvements when deleting Groups whilst viewing the Groups Window and Groups Editor.
NEO-11834	Fixed issue where, after loading a show file, recording a Snapshot into an empty Set List could cause a crash.
NEO-11835	Neo Fixture Editor 4.0.0.3 included.

NEO-11841	Fixed issue where changing the "View" mode of a Virtual Faders window, could change windows in other frames.
NEO-11842	Fixed issue in the Effects Library > Controls Pane where onscreen encoders of active effects could disappear.
NEO-11844	Stability improvements when selecting Paint Box effects in the Effects Editor after opening a show file.
NEO-11846	On Neo X consoles, Neo Control Panel now displays the Windows Image version information.
NEO-11848	Stability improvements when moving multiple Shortcuts at once.
NEO-11849	UI improvements to System Properties > Show Defaults > Cue Lists > Default Attribute Timing
NEO-11850	Enhancements when adding & removing custom Palette Types. Palettes that belonged to a deleted Palette Type become Presets.
NEO-11851	Multiple Groups, Palettes, Presets, or Submasters can now be moved at once (GROUP x THRU y MOVE TO z ENTER).
NEO-11855	Paint Box effects now have a "Use advanced color heuristics" switch. This is OFF by default, meaning only RGB parameters are used.
NEO-11859	Visualizer logos have been removed from System Properties > Visualizer.
NEO-11860	The softkeys in the Neo X Command tab now revert to default after completing/clearing Snapshot syntax.
NEO-11863	"RELAY" softkey added to Neo X Command Screen in Patch. 1 THRU 6 RELAY 11 THRU patches relays of fixtures 1 to 6 @ DMX 11 to 16.
NEO-11864	"Automatically manage relays" now turns on relays for fixtures used in active Cue Lists, even if the fixture is currently @ 0%.
NEO-11865	Support added for alternative main boards in Neo Playback Controller.
NEO-11867	Fixed issue where Snapshots could be lost when starting Neo if the Snapshots window was open in the default screen Layout.
NEO-11868	UI & encoder enhancements when editing the Effect Length, Spread, Offset, & Scale of Paint Box effects.
NEO-11869	Fixtures @ 0% are no longer set to full upon using the Color Picker. Option to reenable is available in Color Picker window > Show tab.
NEO-11872	Cue 0 of a Cue List can no longer be moved. If cue 0 does not include any data, it is hidden.
NEO-11873	When "Disable fader move with bump buttons" is set to YES, faders now move when submasters are released or syntax levels are set.
NEO-11874	Visualiser list is cleared during Restore Factory Settings or manually via More > Previous Visualisers > Clear previous visualiser list.
NEO-11878	Stability improvements when choosing a USB MIDI device for MIDI Timecode output.
NEO-11880	Stability fixes related to closing the Training window and changing the View mode of a tabbed Virtual Faders window.
NEO-11881	Fixed issue where ZerOS Wing could stop responding.
NEO-11884	Neo Fixture Library updated to Rev 117.
NEO-11885	Improvements when using Neo Classic Wings with Neo X consoles.
NEO-11886	Fixed issue where sending multiple MSC CUE x GO messages could trigger the next cue rather than the defined cue.
NEO-11887	Neo X5 Playback firmware updated to improve performance of DMX In.
NEO-11888	Improvements when loading Capture Presentation visualisation applications.
NEO-11891	Fixed issue where the DMX View window could go blank upon splitting the frame it was open in.
NEO-11892	Stability fixes to Compact 10 Groups mode, including fixes to ensure the page [-] & [+] buttons function.

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Included Apps, Libraries & Firmware

Fixture Library Rev 117 **UPDATED**	DMX Board (Full card) 1.31.101*	DMX Board (Mini card) 1.36.105*	Encoder Board 1.7.2
Playback Board 1.22.3	Program Board 1.22.2	Wing Control 1.1.13	Wing Display 1.1.8
Rack Display 1.1.0	Rack Display (GT911) 1.1.2	Compact 10 PC Wing 1.0.20	Neo X Command Board 1.0.36
Neo X15 Playback Board 1.0.33	Neo X5 Playback Board 1.2.1 **UPDATED**	Neo Control Panel 1.0.2 (Build 54) **UPDATED**	Neo Mobile Interface Builder 1.0.0 (Build 14)
Neo Remote Color Picker (32bit & 64bit) 1.1.0	Neo Monitor 4.0.0 (Build 3)	Neo Fixture Editor (32bit & 64bit) 4.0.0 (Build 3) **UPDATED**	StrandNet 4.45
Pegasus 2.0.1.19	Neo Hardware Test Interface 4.2.1 **UPDATED**		

* Note: DMX Boards contain firmware for both DMX and MIDI/SMPTE. DMX firmware is the first two numbers (eg v1.30.xx or v1.36.xx) while the MIDI/SMPTE firmware is the last number (eg vX.XX.101 or vX.XX.105).

Known Issues

No known issues.

Software Update Instructions

INTRODUCTION

Please familiarise yourself with these update instructions before proceeding. Instructions must be followed accurately and in order. Deviations or omissions could render the desk unusable and require it to be returned to the factory for recovery.

If any difficulties are encountered at any point, or you are in doubt on any of the instructions below, then do not proceed any further with the update and contact Vari-Lite for assistance.

Please ensure that backups are taken before proceeding with the update.
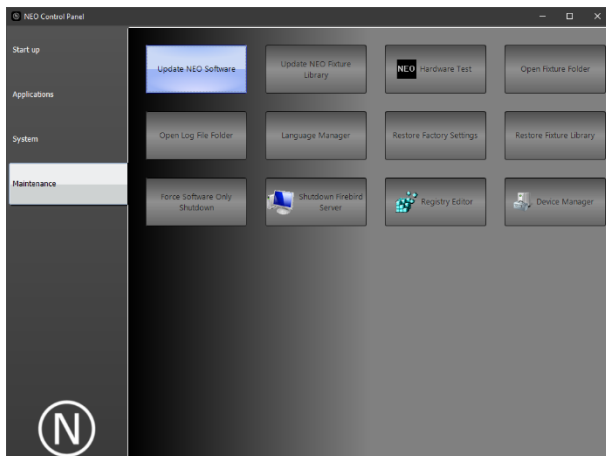
When performing a software update it is important to ensure that the power supply to your desk is stable and reliable. Power loss during a software update can render your desk unusable.

SOFTWARE UPDATE PROCEDURE – CONSOLES & SERVERS

Neo 4.1.1 (Build 80) can only be installed on systems running Neo 3.13.2 (Build 105) or later. For systems running earlier software, please first upgrade to 3.13.2 (Build 105) available at vari-lite.com/global/products/neo-software.

1.   Before updating, save a "Packed" showfile onto an external USB flash drive, by clicking "Options" > "Save File…" > "Save Packed Show".

2.   Download the software from the Vari-Lite website - vari-lite.com/global/products/neo-software

3.   Copy the software onto a USB flash drive.

4.   Plug the USB flash drive into the console or server.

5.   Open the Control Panel. In v4, this is accessible from "Options > More Options > Control Panel" (in v3 this is accessible from "More > Control Panel").

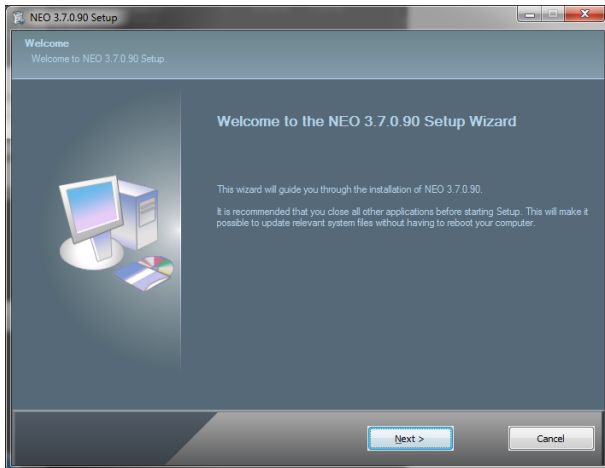6.   Go to the Maintenance tab and select "Update NEO Software".

ⓘ   Neo will look for the latest version of the software on the hard drive first and then any USB flash drive. This process can take up to a minute.

7.   The User Account Control dialogue box will appear displaying the Software version - confirm it's correct and click "Yes".

ⓘ   If the version is incorrect, remove any old versions from the hard drive or correct the version on the USB flash drive.

8. The NEO software installation screen will appear. Click "Next" and follow all prompts to install the software.

ⓘ Some updates will also offer Neo Fixture Library to be updated. This can take several minutes – never reboot during a software update.

9. Once complete, click "OK" and the system will shutdown. The system can now be turned back on and used in the usual way.

ⓘ When turning on the system for the first time after a software update, new firmware updates may automatically be installed – never reboot during a firmware update.

10. When loading the "Packed" showfile which you saved in step (1), ensure all the available options are selected within the window.