

# Changelog Player

The list of changes for other software can be found here [Changelog](#)

## [Version 1.1.2] – November 10, 2025

### Important

- Minimum version for installation is 0.18.0
- No internet connection is required to update the player.

### New features

- Dashboard with customizing widgets
- **ArtDMX** recorder
- Additional customizable interface for controlling the player
- **Fade and Transition** effects between playback commands
- Overall brightness adjustment
- **Silent mode** that disables **ArtDMX** playback
- Calculation of the time and speed of loading **.cue** animations
- Convenient configuration of **Converter** ports to **DMX IN** mode
- Ability to upload your own **.gif** files for loaded **.cue** animations
- Added **GS8206** and **WS2814** chips for **SPI** operation

### Improvements

- Updated the title and icon on the browser tab
- Added display of the command source for playback in the footer
- Added an information window when restarting and updating the player
- Added display of the player's Internet access status
- Added indicator displaying the current time on the calendar
- Added **IP address** and converter identification button to the device addressing form
- Returned to table view for animations
- Added file filtering by extension in the **.cue** animation download window
- In the Russian localization, the button for opening maps has been changed to Yandex Maps
- Added a button to exclude lost **Art-Net** devices
- Added a column with the device **UID** to the **Art-Net** device table
- Changed the color of selected animations when adding them to the playlist
- Improved sorting for animation lists in different places in the player
- Changed the date format to **dd-mm-yyyy** in the calendar event creation form and the date and time settings form
- Improved the user password change window
- Columns with priority, playback, and **DO** ports have been added to the calendar event list
- Added verification of player license compliance before downloading
- Added control of dialog boxes and forms using the **Enter** and **Esc** keys

- Improved player response with a large number of loaded animations in the animation section when the connection is poor or slow
- Improved appearance of the add action button in triggers
- Improved mechanism for obtaining information about changes in **Art-Net** device settings.
- Fields with additional information added to the update table
- Added closing of the modal window when clicking outside the calendar event form area, if there were no changes in the form
- Now the playlist name can only consist of numbers
- Added an error message when attempting to add a universe beyond the license limit
- All required fields in forms are marked with asterisks
- The base color of the interface text has been standardized
- Unused **SPI** modes have been removed

## Fixes

- Fixed false display of no license when the page loads slowly
- Fixed a situation where the animation could display an incorrect preview image from the browser cache
- Fixed incorrect playback settings display when the page loads slowly
- Fixed the unavailability of player settings when the **RTC** battery was low
- Restored the ability to select the default logo
- Fixed the disappearance of the number of playback repeats in the trigger description
- Some names have been corrected.
- Fixed a trigger form that allowed selecting a non-existent playlist or file
- Fixed saving the astronomical time offset in the calendar event creation form
- Fixed the mismatch of **DO** port names in the calendar event creation form
- Fixed the inability to add animation to a download again if it had already been added to the download and then deleted
- Fixed the limit on adding new universes according to the **Art-Net 4** standard (*c 0 to 32767*)
- Fixed sorting of **DMX** ports of the player in the form of linking universes to **Art-Net** devices
- Fixed changing the calendar page when saving an event
- Fixed lag in displaying the calendar event editing window when clicking the cancel button
- Fixed ignoring the next command to start playing animations after a command with a limited number of plays
- Fixed displaying **RDM** parameters if the parameter name is represented by a number
- Fixed writing the player version name in **ArtPollReplay** packages
- Fixed restoring from a backup made on earlier versions of the player than the current one
- Added checking free space on the player before updating
- Fixed loading a new certificate if there is no **intermediate** certificate

## [Version 0.18.0] – May 30, 2025

### Important

- Minimum version for installation **0.15.2**
- The Player must be connected to the Internet to update.

## New features

- **Converters:** Added functionality for updating Converter software from the Player interface.
- **Converters:** Added functionality for addressing DMX (**IC UCS512**) devices connected to the Converter from the Player interface.
- **Calendar:** Added the ability to switch the state of DO ports in the Schedule calendar events.
- **Art-Net:** Added support for **ArtPollReply** packets with information about several ports in one packet. This allowed us to correctly detect ports and their configuration in devices implemented according to the old **Art-Net 3** standard.

## Improvements

- **Playback:** Removed the accumulated time error in playback.
- **RDM:** Disabled checking the **checksum** field of **RDM** packets. The problem was in the incorrect checksum field of the **Art-Net** packets, which led to their rejection and the loss of information they contained.
- **Web interface:** Added saving of the selected value for the number of rows in tables when closing or reloading the page.
- **Web interface:** Added saving of the selected language when closing or reloading the page.
- **Display:** Improved the method of entering a new IP address on the OLED screen.
- **Display:** When switching to the next screen menu, the position from which you switched is remembered.
- **Display:** Added Screensaver for the OLED display. It turns on if you do not press buttons on the Player for 6 minutes.

## Fixes

- **Web interface:** Fixed incorrect determination of the current date in the calendar event creation form and in the calendar itself.
- **Web interface:** You cannot load more than one animation with the same name at a time. A new animation loaded with the name of an already loaded animation will replace the last one.
- **Web interface:** Removed the ability to load animations with a space at the beginning of the name. Loading such animations could disrupt playback.
- **Web interface:** Fixed false display of non-existent network interfaces on Player V1.
- **Art-Net:** Fixed detection of Converters with the new software version.
- **Display:** Removed the menu "sleeping" after starting animations on the **OLED** screen.
- **Display:** When changing the time zone, the time on the screen did not change.
- **Schedule:** The currently active calendar event is restarted if changes were made to it.
- **Indication:** Fixed the incorrect display of the light indicators of the **RS-485** interfaces when updating universe information from the software to the Player.
- **Settings:** Fixed changing the player's time when switching from NTP mode to "manual" time assignment. The type of time assignment changed, but the time itself was not saved.

[Version 0.15.7] - February 18, 2025

## Fixes

- Fixed animation playback error with triggers after update.
- Fixed a bug causing triggers to disappear during a new installation.

## [Version 0.15.6] - February 11, 2025

### Fixes

- Fixed playback stopping when exiting the animation menu on the display.
- Fixed logging when playback stopped.
- Fixed mqtt broker logging.

### Improvements

- Disabled the ability to roll back updates.

## [Version 0.15.5] - February 6, 2025

### Improvements

- When changing priority values, animation playback is restarted.
- Physical buttons and buttons in the web interface have the same priority.

## [Version 0.15.4] - January 29, 2025

### Improvements

- Changed the selection of the playback command depending on the priority. A command with a higher priority has priority over a command with a lower priority.
- Changed the priorities of the "default" playback commands. New priorities:
- Schedule events - 40
- Triggers - 50
- Interface buttons - 60
- A field with the cause of the error, if any, has been added to the modem interface settings.
- In the APN settings of the modem interface, the username and password fields can be left empty.
- The version info field of the **ArtPollReply** package encodes the full version of the player software.

## Fixes

- Fixed localization errors.
- Fixed display of the version number of the found player in the Art-Net devices table.

## [Version 0.15.3] - January 22, 2025

### Fixes

- Fixed a bug causing the calendar to freeze in February in the monthly scenario.
- Fixed an issue requiring double-clicking on a button to display the menu in the mobile version.
- Fixed player settings validation errors.
- Fixed a bug causing the inability to delete a certificate with a dot in the name.
- Fixed loss of access to the web interface when switching to **https**.
- Fixed nodered authorization errors when switching to **https**.

### Improvements

- The maximum log file size has been increased to **4GB**.
- Priorities for playback commands from the interface, schedule and triggers can be configured manually.

## [Version 0.15.2] - December 24, 2024

### Fixes

- Fixed resetting https settings during update (from the next update).
- Fixed duplicate 2.3.4.5 address on v1 players.
- Fixed update getting stuck at the installing stage.

### Improvements

- Optimized the size of the backup created before installing the update.

## [Version 0.15.1] - December 12, 2024

### New features

- Added Node-Red.
- Mqtt broker is available on port 1883 for external connections.

- Added mqttt-pub and mqttt-sub user roles to allow external clients to connect to the mqtt broker.
- Added listening to ArtAddress packets for player light identification.

## [Version 0.14.10] - December 6, 2024

### Fixes

- Fixed display of the current state of Do ports when refreshing the page.
- Fixed selection of the zero port in the Action settings.

## [Version 0.14.9] - December 2, 2024

### Fixes

- Fixed display of serial ports in the interface when switching to https.

## [Version 0.14.8] - November 29, 2024

### Fixes

- Fixed display of the current certificate in the security settings.
- Fixed the inability to change the current certificate in the security settings.

## [Version 0.14.7] - November 27, 2024

### Improvements

- The connection status to the telecom operator is displayed correctly.

### Fixes

- Fixed switching from manual settings to dhcp.

## [Version 0.14.6] - November 22, 2024

### Fixes

- Fixed a bug with security certificates not being displayed.
- Fixed displaying IP addresses for interfaces when receiving them via DHCP.

## [Version 0.14.5] - November 15, 2024

### Fixes

- Fixed manual playlist playback.

## [Version 0.14.4] - November 8, 2024

### New features

- Added DI/DO port control.
- Added player detection using Art-Net protocol.
- Added the ability to start animations on playback using the screen menu.
- Added MQTT Api for controlling player2 port diodes.
- Added display of current playback on the screen.

### Improvements

- Improved playback of dmx signal via built-in ports.
- Expanded OSD functionality.
- Reduced screen brightness.

## [Version 0.13.7] - August 12, 2024

### Fixes

- Fixed bugs found in the previous update.

## [Version 0.13.6] - June 31, 2024

### Improvements

- Fixed month switching arrows in the calendar.
- Removed the "All day" slot from the monthly and weekly calendar views.

### Fixes

- Fixed bugs found in the previous update.

## [Version 0.13.5] - June 30, 2024

### Improvements

- Fade in and transition effects now work correctly if there is only one animation in the playlist.
- Removed the start date limitation for the schedule event.
- Improved display of calendar events that last longer than one day.
- Increased the length of the playlist name field.
- Improved display of the side menu in the Russian version of the interface.
- The button for adding a new device no longer disappears when reloading the page.
- Added tracking of enter and esc key presses when deleting animations and playlists.
- Added validation of start and end time. Start date and time cannot be greater than end date and time.
- General form settings are no longer reset when switching between single and multiple calendar event modes.
- In web access settings, you can now select certificates with spaces in the name.
- Added the ability to upload animation files with Cyrillic names.

## [Version 0.13.4] - June 27, 2024

### New features

- Added blackout option between playback commands.

### Improvements

- You cannot remove administrator rights from your user.



## Fixes

- Fixed buttons for setting transitions between scenes in the playlist.

## [Version 0.13.3] - June 17, 2024

## Fixes

- Fixed multiple triggers running simultaneously.
- Fixed update error when there is no "default gateway" in the system.
- Fixed animation, schedule and no devices art loading services when changing the access mode to https.

## [Version 0.13.1] - June 5, 2024

## New features

- Added playlist cloning.
- Added mqtt api.

## Improvements

- Correct and smooth progress bar operation.
- You can set an empty gateway in the network settings of the wired interface.
- Russian language is now set by default.
- Improved support for rdm devices.
- A playlist can no longer be deleted if it is used in a schedule or triggers.
- Cue cannot be deleted if the file is used in a schedule, triggers or playlists.
- In schedule events, you can select both playlists and a separate cue for playback.
- Triggers are also saved in backup.
- In triggers, you can now limit the number of playbacks.
- The ability to pause playback has been removed.
- Operating modes have been removed. Now schedule triggers and manual mode work together.

## Fixes

- Fixed rtc operation status.
- Fixed time display.

## [Version 0.12.5] - April 26, 2024

### Improvements

- Reduced animation playback time error.

### Fixes

- Fixed the order of animation playback when adding them to the playlist.

## [Version 0.12.4] - March 7, 2024

### Fixes

- Fixed an error loading animations whose size is not a multiple of sixteen.

## [Version 0.12.3] - March 5, 2024

### Fixes

- Fixed an error detecting missing animation files when restoring from backup.

## [Version 0.12.2] - February 21, 2024

### Improvements

- Improved support for non-LS converters.

## [Version 0.12.1] - February 20, 2024

### Fixes

- Fixed playback of animations larger than 20mb.

# [Version 0.12.0] - February 6, 2024

## New Features

- Added display of rtc status.
- Added device reboot button.
- Added collection of debug information for contacting technical support.
- Added automatic fps calculation when changing Art-Net converter timings.

## Improvements

- Completely changed the animation loading mechanism and interface.
- All animations are now loaded independently of each other.
- It is possible to resume downloading animations without losing progress if the connection is broken.
- Added automatic restart of the playback service in case of an error.
- The mechanism for restoring settings (restore) has been changed. Before restoring settings, it is now necessary to download all animations that were present at the time of creating a backup copy.
- It is forbidden to delete a playing animation.
- The state of the playback buttons is no longer reset when refreshing pages with animations and playlists.
- Improved rotation of work logs.
- Improved stability of changing the date and time.

## Fixes

- The problem with the incorrectly displayed version has been solved.
- The problem with incorrectly displayed playback information has been solved.
- Fixed problems with rendering the scene in playlists.
- Fixed loading the action field in the converter table.
- Fixed the incorrect size of the converter deletion dialog.
- Fixed errors in the trigger creation form.
- Fixed the problem with the small area of ~~the~~ the buttons.
- Fixed the problem with the list of playlists not updating when deleting one of them.
- Fixed the form for creating and editing a calendar event:
- When changing the from or to time type, the values ~~are~~ are now reset to the default "00::00" and 0, respectively. The default value for astronomical types is now 0 instead of null.
- Fixed the definition of checksum in the rdm package.
- Fixed the number of ArtTodControl sent if the converter has the same universes on several ports.
- Fix: Increased the timeout for waiting for **ArtPollReply** to 25 seconds (10 sent ArtPollRequest).
- Fixed the problem with the incorrect order of playback of animations for which the number of repetitions is set greater than 1000.

# [Version 0.10.0] - January 16, 2024

## New features

- Added internal Art-Net to DMX converter running on RS - 485 port.

## [Version 0.9.102] - October 11, 2023

### New features

- Added service for monitoring and configuring devices via Art-Net and RDM.

### Improvements

- Improved updating of event information by the playback service, which fixes the problem with scripts not running.

### Fixes

- Fixed error displaying inscriptions in the table footer.
- Fixed problem with "default" time in the event creation form.
- Calendar event was not created if fromtime and totime fields remained at "default" values.
- Fixed sorting by versions in the table with updates.
- Fixed connection to the certificate websocket.

## [Version 0.9.91] - April 29, 2023

### New features

- Added calendar events mode linked to astronomical time.
- Added Chinese language.

### Improvements

- Removed Player page.
- Removed Monitoring page.
- Changed Cues page interface.
- Changed Playlist page interface.
- Main settings page is divided into two pages Player and Location.

# [Version 0.9.9] - February 22, 2023

## New features

- Added functionality for creating, deleting and editing users.

## Improvements

- Changed user settings page interface.
- Changed visual design of all panels.

## Fixes

- Fixed player error in artsync causing it to crash.

# [Version 0.9.8] - January 17, 2023

## New Features

- Added ArtSync.

# [Version 0.9.7] - December 28, 2022

## Improvements

- Added validation of special characters in the name field for forms for creating Certificates, Triggers, Actions, Converters.
- For the form for adding a converter, the default network port is now **6454**.
- Changed the visual design of the sidebar.

## Fixes

- Fixed a player error when sending Art-Net to an unavailable converter.
- Fixed issues with scrolling and clicking scene buttons in the mobile version.
- Fixed validation of the from\_min and to\_min fields in the eventForm form.
- Fixed sticking on minutes in v-time-picker.
- Fixed translation.
- Fixed the problem with the eventForm form where it was impossible to set the date in the start\_date field of the form for a single event if the event had previously been configured as a repeating one with an end date.
- Fixed the error where it was impossible to set the system time manually.

- Fixed saving cue files with dots in the name.
- Fixed the error where when changing a converter that is already assigned to the universe, the settings were not applied until a reboot.

## [Version 0.9.5] - November 5, 2022

### New features

- added **https** settings.
- added the ability to create and download **https** certificates.

### Fixes

- **Trigger Service:** When creating a trigger, socket errors no longer crash the system but result in a log entry and termination of the attempt to create this trigger. For example, errors with an already used network port.
- **Update Service:** Fixed an error with insufficient access rights when rolling back changes.

## [Version 0.9.4] - September 5, 2022

### New Features

- added trigger service.

### Improvements

- changed logos.

## [Version 0.9.1] - June 10, 2022

### New Features

- added update service.
- loading compositions and "clean" \*.cue with one button.
- Displaying logs.

### Improvements

- A readable message is displayed when there is not enough space.

## Fixes

- bug fix.

# [Version 0.8.1] - February 18, 2022

## New features

- Added **transition** effect for scenes inside the playlist.
- Added the ability to download debug information for tech support.
- Added the ability to license rpi 4.

## Improvements

- *regular* animations and compositions from MM now have the same extension \*.cue.
- nginx logs are now written to the system log.

## Fixes

- bug fix.

# [Version 0.7] - December 17, 2021

## New features

- Added functionality for creating backups and restoring.
- Added the ability to create events with the end time for the next day.
- Implemented loading of composition files from MediaMaster.

## Fixes

- bug fix.

# [Version 0.6] - November 24, 2021

## New features

- Added licensing and code obfuscation.

- Added lightmaster installation script.

## Improvements

- Completely redesigned animation loading logic.
- The backend is divided into two services. wsgi handles gunicorn. asgi handles daphne.

## Fixes

- buf fix.

## [Version 0.5] - September 9, 2021

### New features

- Added user authentication and authorization.

### Fixes

- bug fix.

## [Version 0.4] - September 2, 2021

### New Features

- Added monitoring.
- Added network settings.

## [Version 0.3] - August 25, 2021

### New Features

- Added ability to load \*.cue.
- Added ability to load \*.gif to \*.cue.



## Improvements

- Completely new scheduler.
- Entities are now in the Cue - Playlist - Event view.
- Improved performance up to 128 simultaneous universes.

## [Version 0.2] - April 20, 2021

### New Features

- Added manual mode.
- Added **cmt** mode.
- Added **unicast** packet sending mode.
- Added broadcast settings for each universe.
- Added Art-Net device settings.

## [Version 0.1] - December 22, 2020

### New features

- Created the basic Player functionality for playing animations.

## [Version 0.0.5] - December 22, 2020

### Fixes

- fixed: added a placeholder image for scripts without an assigned script image

## [Version 0.0.4] - December 21, 2020

### New features

- Added the ability to assign images (animated gif images) to scripts from a fixed list of files located on the RPi in web content.
- Expanded database for storing image paths (migration performed)
- Slightly redesigned general interface of animation, sequence, settings tabs

# [Version 0.0.3] - December 17, 2020

## New features

- Added developer mode. Initially unavailable at startup;
- "Sequences" option in the side menu, in the "Scripts and animations" item;
- information about the default script is not displayed in the "Scripts" tab;
- there is no option to delete non-default scripts;
- sequence blocks in scripts are inactive;
- "Add BLOCK" buttons are inactive. If you enable DEVELOPER MODE, all the above options will become available.

## Fixes

- Fixed the operation mode of the **START/STOP** buttons in scenarios

# [Version 0.0.2] - December 15, 2020

## New features

- Added **START** and **STOP** buttons to the scenario menu bars. They allow you to run a scenario out of turn in DEMO MODE.
- Added password protection (light)
- Added STOP TIME to the scenario. The scenario will be forcibly stopped by the stop time. The next scenario will be selected based on the scheduler logic in accordance with the priority.

# [Version 0.0.1] - October 21, 2020

## New features

- The first version of Player has been created