

Changelog Player

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

[Version 1.2.4] - April 7, 2026

☒ Minimum version required for update: 1.1.2. No internet connection required.

New Features

- Support for external **MQTT** and **Modbus TCP** sensors — data collection, filtering, charts, tables, widgets (*Automation ☒ Sensors* and *Monitoring ☒ Sensors*)
- Sensor-based triggers: new **ExtSensor** type (*Automation ☒ Triggers ☒ Add ☒ Trigger Type*)
- View properties of other **LS Players** on the network and their port playback status (*Devices ☒ Art-Net*)
- Playback of **ArtDmx** packets from external sources via **RS-485** ports on **LS Player V1** and **V2**
- **Event grouping timeout** setting for triggers (*Automation ☒ Triggers ☒ Add Trigger*)
- LED indication on **RS-485** ports of **Player V2** during **DMX** data transmission
- **TM512-AC** chip support for pixel addressing (*Devices ☒ Art-Net ☒ Converter ☒ Pixel Addressing*)
- **SIM card loss** monitoring: automatic modem reboot upon loss
- Tooltip hints for settings (*Settings ☒ Player*)
- Manual input of overall brightness percentage (*Settings ☒ Player ☒ Overall Brightness*)
- Loading animation in sections: Schedule, Animations, Playlists, Recorder, Triggers, Extra Interface, Art-Net, RDM, Settings
- Copy animation name by clicking on it (*Animations*)

Improvements

- LED indication on **RS-485** ports of **Player V2** during **DMX** transmission now matches the behavior of **Converter** ports
- **ArtPollReply** now reports the actual number of **DMX** ports, bound universes, and playback status
- Smooth transitions are automatically applied when adding animations to a playlist (*Playlists*)
- Reworked UI of the trigger action form (*Automation ☒ Triggers ☒ Trigger ☒ Add Action*)
- **Player V2** boot time reduced by 2 minutes
- Improved error display for incorrect password entry (*Login to **Player** interface*)
- Improved mobile calendar UI — events no longer overlap
- Improved calendar interface in the mobile view under *Schedule*
- Changed label on the animation file upload button (*Animations ☒ Upload Files*)
- Checkbox colors in the firmware update form (*Devices ☒ Art-Net ☒ Update Firmware*)
- Improved animation cards (*Animations*)
- Updated button design, removed shadows from all UI elements

Fixes

- Required field validation and check marker in the triggers table (*Automation ☒ Triggers*)
- Restored functionality of the **Check Marker** in the **Triggers** table under *Automation ☒ Triggers*

- Disappearing header when selecting a trigger type (*Automation ▸ Triggers ▸ Add Trigger*)
- CSR certificate display (*Settings ▸ Security ▸ Certificates ▸ Upload*)
- **FPS** calculation when changing timings (*Devices ▸ Art-Net ▸ Converter ▸ DMX Settings*)
- Width of macro key input fields (*Devices ▸ Art-Net ▸ Converter ▸ Macro*)
- Restriction on "Transition Time" exceeding the allowed maximum (*Settings ▸ Player*)
- Names of certain UI elements in non-default languages
- Long animation names overlapping in the playlist editor (*Playlists ▸ Edit*)
- Unable to save extra interface button changes when only editing the button label (*Automation ▸ Extra Interface*)
- Overall brightness status in the footer now always shown regardless of playback state when brightness is changed
- GIF centering in playback status display (*Footer*)
- Retrieval of **RDM** parameters: **DMX_PERSONALITY**, **SENSOR_VALUE**, **SENSOR_DEFINITION**
- First animation frames were dropped on built-in **RS-485** ports of **Player**
- **DMX** port display (*Devices ▸ Art-Net ▸ Converter ▸ Pixel Addressing*)
- Port mode name not fitting in the field (*Devices ▸ Art-Net ▸ Converter ▸ Ports*)
- Launching a playlist with no animations added is now prevented (*Playlists*)
- "In Use" counter not updating when reopening the window while adding animations to a playlist (*Playlists*)
- Duplicate progress bar during animation upload (*Animations*)
- Time mode toggle button colors (*Settings ▸ Date & Time*)
- Modem stopped appearing after recovery (*Settings ▸ Network*)
- Infinite loading spinner for triggers when none exist (*Monitoring*)
- Container width issues (*Settings ▸ Logs* and *Settings ▸ Logo*)

[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 mqtt-pub and mqtt-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 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 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