

## Change log for LSS5500NAC & LSS5500SHAC C-Bus<sup>®</sup> Automation Controllers.

### 1. Features V1.6.0 vs 1.4.0

- Improved NAC/SHAC's compatibility for IOS Safari Browser
- Performance improvements (CPU) when NAC/SHAC is processing large event notification message types from the C-Bus Error Application.
- Introduced Memory and CPU monitoring and warnings to inform users about memory usage (nearing to the limits)
- Fixed CGL Export to Import issue with Local Network translation of Address 0 or 254.
- Fixed mobile device alarm panel disarm on first try failure.
- Fixed the use of user parameter of type string within scenes
- Updates to Web API for C-Bus events and object controls.

### 2. Fixes V1.6.0 vs 1.4.0

- Fixes for Possibility of Controller Missing C-Bus event under high traffic
- Fixes for missing transmission of C-Bus event under high traffic
- Fixes for the C-bus event duplication.
- Fixes for Time synchronization issues with C-Bus Devices on the network.
- Fixes for "Audio / Media Transport Control" applications to work with Scheduler
- Fixes for C-Bus Pulses to follow the defined end ramp rate (not instantaneous)
- Fixes for "Audio" Application commands to send the correct values
- Fixes for CGL files not imported after Factory Reset

### 3. Features V1.4.0 vs 1.0.8

- C-Bus Error Application, Used for monitoring events and notifications in the C-Bus system. Two types of error are supported, Physical and Virtual, Physical devices refer to a tangible device channel, such as a DALI short address, where as a Virtual error is aggregation of physical errors represented at a device, network or project level. Events can be reported as either most recent or most severe, all error events can be represented visually or through BACnet/IP.
- C-Bus Security application. Supports status report including arm status, zone status, zone isolated, fire alarm, gas alarm etc. Supports commands including arm and keypad emulation of any C-Bus enabled Security system.
- C-Bus Multi Room Audio application. Supports volume, mute, source, next feed, previous feed, all off, Dynamic 1/Dynamic 2, set off timer, priority on/off, source/zone/feed descriptor etc.
- C-Bus Media Transport Control application. Supports play, stop, pause, resume, next/previous category/selection/track, shuffle, repeat, forward, rewind, enumerate track/selection/category names etc.
- Added TrackGroup and TrackGroup2 to C-Bus LUA functions enabling event based tracking of groups useful for Logic functions such as Room join.

- Implemented Web API for Get and Set objects supporting enabled development of third party Application.

#### **4. Fixes V1.4.0 vs 1.0.8**

- Fixes for sending action selector label issue.
- Fixes "Counter" type trend log not working issue.
- Fixes the issue that messages were forwarded twice to other networks.
- Fixes the issue that last Lighting like application was getting updated as well as the application 56.
- Improved helper text.
- Fixed the issue that math.Random creating consistently the same values.

#### **5. Known issues v1.6.0**

- Mass delete sometimes might not work if filter is enabled.

#### **6. Known issues v1.4.0**

- When auto creating objects via bus sniffer, it should also create a default Tag.
- Possibility of Controller Missing C-Bus event under high traffic

#### **7. Features V1.0.8 vs 1.0.7**

- None

#### **8. Fixes V1.0.8 vs 1.0.7**

- Manufacturing Firmware update only

#### **9. Features V1.0.7 vs 1.0.4**

- Add GetSceneMinLevel and GetSceneMaxLevel to LUA

#### **10. Fixes V1.0.7 vs 1.0.4**

- Fixes for NTP and C-Bus time fighting.
- Fixes for high CPU usage issue when mapping Modbus.
- Fixes CGL export for networks without routes.
- Fixes branding issues between products.