

Equal-i 2S Image Processor – Unit revisions 2.4 & 2.6

System Firmware Changelog

2.20 (Release date 10/25/2016)

Note: Must be paired with FPGA code 2.00 (or above)

- Major improvements to network reliability
 - Resolved multiple issues that resulted in packet loss
- Resolved issue with GAMMA command not recalling stored value on reboot
- Resolved issue with BALBOXES not reporting correct value when queried

2.08 (Release date 05/18/2016)

Note: Must be paired with FPGA code 2.00 (or above)

- Improved look and feel for Video+Content Mode for EQ Map Set B
- Added new white balance commands:
 - :BALL!
Action command that balances to inside left-hand box
 - :BALMATCH!
Action command that matches to balance obtained in :BALL! command, designed to force right-hand box to match left
 - :BALBOXES=0,1
Command to display left/right ROI boxes for white balancing
 - :BALBOXPOS=1-100
Command to position left/right boxes vertically up/down for installer optimal balancing
- Added new Gamma command:
 - :GAMMA=1-6
Command to adjust gamma with 6 separate preset level options. Factory default = 1
- Updated factory default white balance RGB colors and color gain values

2.07 (Release date 2/12/2016)

- Adjustment to default offsets for Immersive Everywhere mode (OPMODEFE=4)
- Enables Immersive PTZ function
 - Note:** Must be paired with FPGA code 926/912/912, and may require installation of additional EQ Map.
- Removed all WiFi-related code
- Updated codebase to latest compiler version

2.06 (Release date 12/15/15)

- Initial Release