

DLB 1248 1 CHANNEL

DALI (1 channel CC/CV)			DMX (1 channels CC/CV)		
Release	Version	Description	Release	Version	Description
2012-12-11	1.9	Last version 244Hz 16 bit dimming	2012-12-07	1.9	Last version 244Hz 16 bit dimming
2013-01-19	2.0	VERSION 2.0: 32 bit firmware - 250 Hz - 32 BIT dimming curve	2013-01-19	2.0	VERSION 2.0: 32 bit firmware - 250 Hz - 32 BIT dimming curve
2013-03-13	2.1	- Input noise filter improvement	2013-03-13	2.1	- Input noise filter improvement
2013-05-15	2.2	- Enhanced soften dimming	2013-05-15	2.2	- Enhanced soften dimming
2013-07-01	2.3	- Added commands related to part 207	2013-07-01	2.3	- Some optimization in DMX stack - Must receive at least 12 slots per frame to accept a signal
			2014-01-21	2.3.1	- Must receive at least 6 slots per frame
2014-07-04	2.3.2	- New 32 bit DALI stack with new 32 bit fading engine (same of DGM01) - At powerup the device starts with DALI settings and with push-button disabled.			
2014-07-14	2.4	- New 32 bit DALI stack with new 32 bit fading engine (same of DGM01) - At powerup the device starts with DALI or with push-buttons depending on the last use.			
2015-01-16	3.0	Version 3.0: dimming even softer - Softer soft start / soft off - Quadratic curve on button commands - Precise dimming from button, range 1÷100%, 4s push dimming time - New fading engine	2015-01-16	3.0	Version 3.0: dimming even softer - Softer soft start / soft off - Quadratic curve on button commands - Precise dimming from button, range 1÷100%, 4s push dimming time
2015-05-20	3.1	Push dimming improvements	2015-04-20	3.1	Push dimming improvements

DLB 1248 MULTI

DALI (3/4 channels CC/CV)			DMX (3/4 channels CC/CV)		
Release	Version	Description	Release	Version	Description
2012-12-14	1.9	Last version 244Hz 16 bit dimming	2012-11-07	1.9	Last version 244Hz 16 bit dimming
2013-01-19	2.0	VERSION 2.0: 32 bit firmware - channel map optimizations - 250 Hz - 32 BIT dimming curve - Push / 0..5V / 0..10V /switch inputs - Enable electronic addressing (selectors=000) - if BUS loss: push → keep last value until push 0..5V → enable 0..5V (n.c. = 50%) 0..10V → enable 0..10 (n.c. = 25%) switch → enable switch (n.c. = 0%)	2013-01-19	2.0	VERSION 2.0: 32 bit firmware - channel map optimizations - 250 Hz - 32 BIT dimming curve - Push / 0..5V / 0..10V / switch inputs - 0..10V → DMX converter - Enable RDM addressing (selectors=000) - if BUS loss: push → keep last value until push 0..5V → enable 0..5V (n.c. = 50%) ..10V → enable 0..10 (n.c. = 25%) switch → enable switch (n.c. = 0%)
2013-03-13	2.1	- Local inputs noise filter improvement - Added "TEST" function (selectors=7xx)	2013-03-13	2.1	- Local inputs noise filter improvement - Added "TEST" function (selectors=7xx)
2013-05-14	2.2	- Enhanced soften dimming for W & TW (no changes for simple/extended RGB mode) - Glitchless selectors - Dynamic load optimization algorithm	2013-05-14	2.2	- Enhanced soften dimming for W & TW (no changes for simple/extended RGB mode) - Glitchless selectors - Dynamic load optimization algorithm - LED blinks on noisy line
2013-07-01	2.3	- Added commands related to part 207	2013-07-01	2.3	- Some optimization in DMX stack - Must receive at least 12 slots per frame to accept a signal
			2013-10-28	2.3.1	- Must receive at least 6 slots per frame - Fix address selection in simple mode with internal jumpers set.
2014-07-14	2.4	- New 32 bit DALI stack with new 32 bit fading engine (same of DGM01) - At powerup the device starts with DALI or with push-buttons depending on the last use.			
2015-01-19	3.0	Version 3.0: dimming even softer - Softer soft start / soft off - Quadratic curve on local commands - Precise dimming from buttons, range 1÷100%, 4s push dimming time - Precise 24 bit RGB rainbow - 3s minimum rainbow time on RGB Extended Mode - New fading engine	2015-01-19	3.0	Version 3.0: dimming even softer - Softer soft start / soft off - Quadratic curve on local commands - Precise dimming from buttons, range 1÷100%, 4s push dimming time - Precise 24 bit RGB rainbow - 3s minimum rainbow time on RGB Extended Mode
2015-05-20	3.1	-	2015-05-20	3.1	Sync DLB master/slave fade time