

Cinema.jar for Series 4 (410, 412) Release Notes

| Version | Comments |
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| 2.2.1 21 Mar 2017 | RELEASED to Website June 8, 2017 + Changed the time synchronization so that the cinema program checks the JNIOR OS every hour for the correct time. This will allow the cinema program to adjust automatically for daylight savings without a reboot to restart the program. + Added Output Triggers in the Triggers Folder so now a macro can be triggered based on an input or output going from off to on. ! Went back to using input conditioning instead of inversion for soft pulses. Did not work with GDC servers. Added counter increment on soft pulse. |
| 2.2.0 14 Mar 2017 | + Added in the Application Watch Dog for the cinema program. By default the watch is set to false. When you change the key to true and reboot, the cinema program will communicate with the JNIOR operating system on a regular time basis. Should the cinema program not check-in within a set amount of time, the cinema program will restart. The default key is as follows: AppData/Cinema/Watchdog = false Change it to true and reboot to activate the watch dog. +Changed soft pulses to use input conditioning instead of inversion |
| 2.1.4 20 Dec 2016 | ! Corrected an issue where the Send command in a macro was not working with the Dolby devices. |
| 2.1.3 09 Nov 2016 | + Added back the slight pause before closing a connection when sending a packet to Raw Ethernet devices. |
| 2.1.2 01 Aug 2016 | ! Imported a software class for debugging purposes in a previous version that needed to be removed. |
| 2.1.1 25 Jul 2016 | + Updated the program so that inputs 9 – 12 on the JNIOR Model 414 will act as Triggers to start a macro. ! Fixed an issue where if somebody incorrectly formatted a logic statement in the Cinema Logic registry keys, the cinema program would crash. |
| 2.1.0 06 Jun 2016 | + Added appinfo.ini so the Cinema program is displayed in the JNIOR DCP on the Configuration – Applications web page. |

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| <p>2.0.17 3/7/2016</p> | <p>RELEASED to Website July 18, 2016</p> <p>+ Changed the program macro operation so that a 'separate software thread' is NOT automatically created when a communication command (device control) is executed in a macro. This was causing the macro to look like it failed, but in reality did not. If the macro or device requires that the command be spun off into a separate thread so that back to back actions can be executed quickly, a Registry Key in AppData/Cinema has been added to allow this feature to be enabled again. The default key is as follows:</p> <p>AppData/Cinema/ExternalMacroInSeparateThread = false</p> <p>Change it to true and reboot.</p> |
| <p>2.0.16</p> | <p>Minor adjustment for field testing</p> |
| <p>2.0.15</p> | <p>Minor adjustment for field testing</p> |
| <p>2.0.14 6/5/2015</p> | <p>RELEASED to Website June 17, 2015</p> <p>! Fixed an issue where the hex format had to be entered in lower case</p> |
| <p>2.0.13 5/26/2015</p> | <p>+ Added new hex format to remove the "h " after every 2 characters. Can now enter them either way. With the word hex followed by the hex string with no spaces.</p> <p>For example, hex 52H 69H 63H 6BH OR hex 5269636B</p> <p>+ Added Raw Udp Device</p> |
| <p>2.0.12 4/16/2015</p> | <p>+ Add delayed logic to all triggers</p> |
| <p>2.0.11 3/23/2015</p> | <p>+ Added a delayed emergency feature to make sure the fire alarm signal is present for a predefined period of time.</p> |
| <p>2.0.10 3/18/2015</p> | <p>RELEASED to Website April 7, 2015</p> <p>! Fixed an issue where we were not logging messages from a Cinema Server Client</p> |
| <p>2.0.9 2/18/2015</p> | <p>! Fixed an issue sending input switch commands to the NEC projector</p> |
| <p>2.0.8 2/12/2015</p> | <p>! Fixed an issue where sending multiple macro commands at once to the Cinema Server Client port from a cinema server (GDC for sure) may not always execute. All macros are now properly executed.</p> |
| <p>2.0.7.260 4/Feb/2015</p> | <p>RELEASED to Website February 4, 2015</p> <p>! Fixed an issue where a delay was accidentally left in the code thus slowing down macro execution in versions 2.0.5.254 and 2.0.6.258</p> |

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| <p>2.0.6.258 21/Jan/2015</p> | <p>RELEASED to Website January 21, 2015</p> <p>! Fixed an issue where the 'soft pulse' of a JNIOR digital input would not work.</p> <p>! Fixed an issue where any actions above 100 would not work (can have up to 200). Can now utilize all actions.</p> |
| <p>2.0.5.254 7/Jan/2015</p> | <p>RELEASED to Website January 20, 2015</p> <p>! Changed the functionality where serial registry folders for Cinema Client and Cinema Server Client were not getting created unless the client method was set to serial. The serial folders are now created by default.</p> |
| <p>2.0.4.242 6/Oct/2014</p> | <p>RELEASED to Website November 25, 2014</p> <p>+ Increased the total number of actions (not macros) that can be in one macro file to 200 actions.</p> <p>+ Added the ability to allow a cinema server to send the command 'reboot' to the Cinema Server Client port and the JNIOR will reboot.</p> <p>+ Added the ability to let an action in a macro contain less than whole second pulses for the relays. For example, a 0.5 second pulse is now valid</p> <p>! Fixed an issue where commands being sent too quickly to the Control Panel could cause a deadlock.</p> <p>! Fixed an issue with reading the messages coming in to the 'client' with a serial connection</p> |
| <p>1.3.0.76 3/18/2014</p> | <p>RELEASED to Website March 20, 2014</p> <p>+ Added the ability to send UDP broadcasts by entering 255.255.255.255 for the IP address in the devices file.</p> |
| <p>1.2.0.68</p> | <p>Converted Cinema.JNIOR to run on the JNIOR Series 4 platform as Cinema.JAR file</p> |