RELEASE NOTES
September 2023
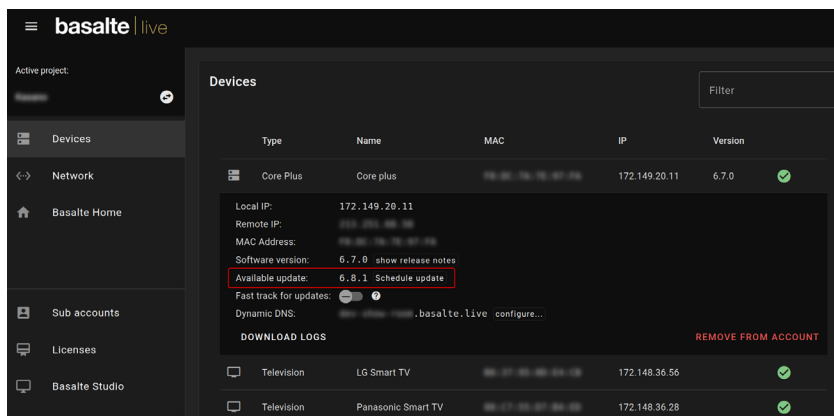
BASALTE STUDIO | CORE – V6.9

UPDATE PROCEDURE

We are launching our latest software update for your Core server. This is a non-critical update and will not be pushed automatically to the Core server. You have the possibility to manually upgrade and schedule the update via the pro.basalte.live portal.

Step 1 – schedule update in the pro.basalte.live portal:
1.   Go to pro.basalte.live.
2.   Select the project that needs the update.
3.   Select the Core server.
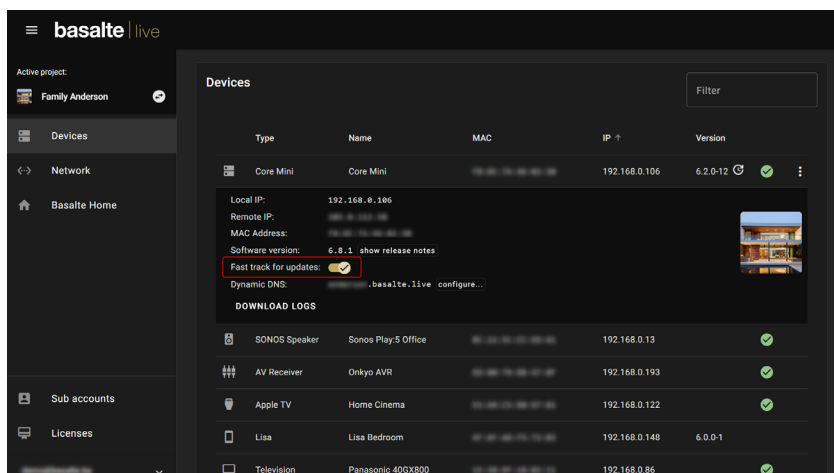4.   Press 'Schedule update'.

Step 2 – update Core server in Basalte app:
1.   Go to the Basalte app.
2.   Press '...' in the right corner > 'Settings' > 'About'.
3.   Press 'Check updates'.
4.   This Core server will now download the latest available release.
5.   Once the download is finished, you can update the Core server.

Fast track
If you enable 'Fast track for updates', the Core server will update automatically as soon as a new release is available. This way, you are always first to discover our latest and greatest features!

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NEW: CORE CONNECT (0790-95)

Expand your Basalte Beam network over IP with Core Connect
In order to expand your Basalte Beam network over IP, we introduce the Core Connect. In certain projects, establishing a stable Basalte Beam network may present difficulties. Core Connect has been developed to address this challenge.
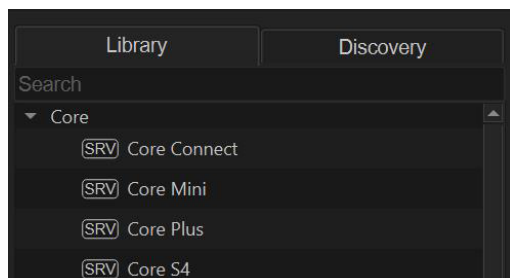
By adding a Core Connect to your project, you gain the capability to use the Miro remote control in locations that are further from the initial Core server, such as a pool house or an attic.

To enhance Basalte Beam coverage and ensure a smooth user experience, we recommend combining multiple Beam devices in the room where the Miro remote control is used. This setup can include Core Connect, Miro Base and Beam.node, ensuring a comprehensive coverage and effortless operation.
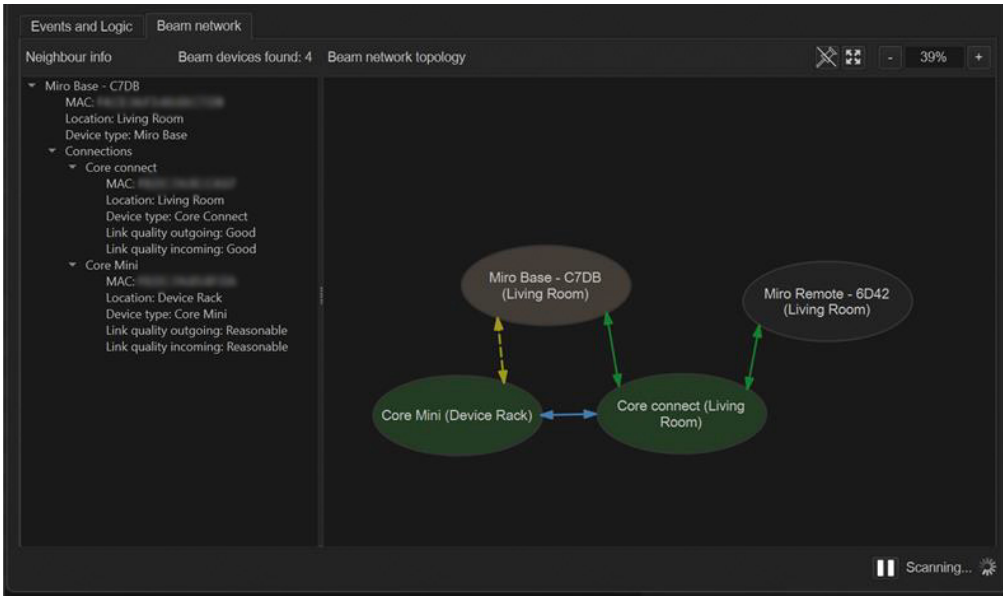
Basalte Studio
Add the Core Connect in Basalte Studio by discovery or by using the drag and drop function into a specific room. Once you added the Core Connect, you push the project to both the Core server and the Core Connect. Enter the key for the Core Connect and you are done.

The **monitor in Basalte Studio** serves as a tool to provide a visual representation of potential connections within the Basalte Beam mesh network. The connection between the Core server and the Core Connect is shown as a blue arrow, representing an IP-based connection. All other arrows represent wireless Basalte Beam connections. Their colour and appearance vary to indicate the quality of the connection: green for excellent connectivity, yellow dots for reduced connectivity and red for poor connectivity.

FIXES AND IMPROVEMENTS

- When integrating Lutron tunable white lights, you now have the capability to configure both minimum and maximum colour temperature limits within Basalte Studio.

- We enhanced the connectivity of basalte.live within Basalte Studio. Sometimes the connection did not refresh automatically, but this issue has been resolved.

- We improved the control of RGB lights within scenes. Previously, when triggering a scene, there were occasions where the RGB values would initially set to full brightness before adjusting to the correct colour values. Now, the correct brightness value for the colours will be set directly without the brightness spike.

- We resolved a bug related to Lutron QSC cycle dimming. After a cycle dim operation, the brightness was incorrectly set to either 0% or 100%.

- In Basalte Studio, a bug has been fixed that could occur when adding an audio alert. After adding a custom audio alert, the audio file would be added twice.

- The issue where Basalte Studio could crash after adding inputs to a memory logic node has been resolved, ensuring a more stable user experience.

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