

Release Notes Firmware Release 1.4.0

1. Introduction

This document contains all information you need for updating your Newton head to firmware version 1.4.0. The software and USB to CAN dongle is compatible with Windows (7, 8, 8.1 and 10) or macOS (tested with v10.14 Mojave, others might work).

IMPORTANT!: Update all of the devices (Controller, Head, camera/lens dongles) to the latest firmware version to ensure compatibility.

2. Changelog

The 1.4.0 release contains some minor bugfixes along with one major new feature compared to 1.3.0.

Compared to the previous major release (1.3.0) the following has been changed:

- Added a new adaptive function called "Variable Drift Compensation" that handles the small, random, drift that can be observed when the system is totally stationary with longer lens configurations.
- Corrected a bug where focus and zoom presets would give incorrect result if the controls are configured to use invert
- The C1 controller will now show connection status between a Canon or Fujinon lens dongle and the lens itself. Previously it would only indicate connection between the head and the dongle.

3. Update Instruction

3.1. Install USB to CAN interface driver

This step is required on Windows computers the first time you want to utilize the IA USB to CAN interface.

1. Run the file **dpinst_32.exe** (for 32-bit Windows) or **dpinst_64.exe** (for 64-bit Windows) from the **windows-drivers** folder
2. Follow the on-screen instructions to install the driver
3. Connect the USB-CAN interface to the computer
4. The USB to CAN interface should now be visible in the device manager under the "Ports" section

3.2. Upgrade firmware

1. Connect CAN dongle via USB to the computer
2. Connect CAN connector of CAN dongle to one of the IA-CAN ports on the Newton
3. Run **firmware_gui.exe** from the Windows folder or **firmware_gui.app** from OSX folder
4. Follow the instructions in the installation wizard. From the **firmware** folder, select the correct file for the product you are updating
5. Press update