

Version 3.05.05

New Features

- Support added for DSMR+ capable receivers, including the availability of up to 12 channels. When a new model is created, it will default to having 12 channels available/visible. The Model Properties page now has a new field where the user can change how many channels are displayed, if desired.
- Channel functions named Aux1, Aux2, etc. in previous versions have been renamed to Aux 3, Aux 4, etc. where the number by default matches the channel number. This improvement makes the matching of receiver ports to the Monitor screens much easier.
- Trimmer inputs can now be assigned to multiple functions, in certain circumstances.
- Added new Emergency Brake Capability
- Added new Curve Mixing capability
- Added new Servo Balance capability
- Telemetry Support Overhaul
 - On main Dashboard screen, replaced Telemetry page with Gauge Panel and Stats page
 - Telemetry Screen now shows list for sensor configuration
 - Telemetry Utilities screen has been added for configuring various telemetry settings.
 - Warnings have been removed from Audio Events screen. Telemetry warnings are now configured in Telemetry Screen for each sensor type.
 - Added the ability to sort telemetry pages on main Dashboard
 - Added Auto Detect for telemetry sensors.
 - Performed automatically after a successful bind.
 - Can be performed again from Telemetry Utilities screen.
 - Support added for more telemetry sensors (Tilt, GMeter/GForce, Rx mAh, Drive Pack mAh, User Defined)

Corrections & Improvements

- Rounded Steering and Throttle curves are now supported properly.
- The Logical Switch Setup screen now only requires one input to be defined before allowing output values to be assigned.
- AVC Gains can now be set for each Drive Mode
- Steering and Throttle mixing now works properly when Aux channel assignment is changed.

Version 3.04.06

New Features

- Support added for DSMR+ capable receivers, including the availability of up to 12 channels. When a new model is created, it will default to having 12 channels available/visible. The Model Properties page now has a new field where the user can change how many channels are displayed, if desired.
- Channel functions named Aux1, Aux2, etc. in previous versions have been renamed to Aux 3, Aux 4, etc. where the number by default matches the channel number. This improvement makes the matching of receiver ports to the Monitor screens much easier.
- The Absolute Travel function has been added to each of the tiles in the CHANNELS area of the Setup screen, i.e. Steering, Throttle, and AUX Setup. These fields are in the CHANNEL PROPERTIES section immediately after SUBTRIM. Absolute Travel provides a hard limit that will never be exceeded by mixes or Travel. This is useful to prevent servo damage from over-control
- Added a new Channel Assign screen. The Channel Assign screen allows you to specify the input for each function and channel assignment on a single screen, greatly simplifying configuration of complex models.
- Added a new Digital Switch Setup screen. The Digital Switch Setup screen allows you to specify output values associated with the different switch positions available on a physical trimmer or button, as well as the Drive Mode output.
 - When a trimmer or button is then selected as the Input on the Channel Assign screen, these values will be used to drive the output of the channel.
- Added new Analog Switch Setup screen. The Analog Switch Setup allows you to configure the analog inputs, i.e. Steering, Throttle, and Knob, to provide the behavior of a 3-position switch, with the switch positions being based off where the input is along the analog output travel.
 - This screen allows you to configure the point at which it transitions from Position 0 to Position 1, as well as the point at which it transitions from Position1 to Position 2.
 - By default, an analog input is in Position 0 when the output value is between 75% and 150%, Position 1 when the output value is between -75% and 75%, and Position 2 when the output value is between -150% and -75%.
 - When selecting these switches in other sections of the application, they will be listed as Steering Stick, Throttle Stick, and Knob.
- Added a new Logical Switch Setup screen. A Logical Switch lets you combine two physical inputs into one logical switch with more than three positions. A

Logical Switch is a table-driven thing where you take two inputs and generate an output position of 0 through 5 based upon the value in the table.

- The Outputs section of the Logical Switch Setup screen allows you to specify output values associated with the different switch positions available for the Logical Switch. The values specified in this section will be used to drive the output of a channel when the Logical Switch is selected as an input in the Channel Assign screen.
- Added a new Combo Switch Setup screen. A Combo Switch allows you to take two inputs and tie them together such that you have things like "if trimmer F is in this position OR button R is in this other position, then report this Combo Switch as being either in position 0 or position 1."

Corrections & Improvements

- Update Mix screen to allow selection of new switch types as activation methods, i.e. Analog, Logical, Combo, etc.
- Mixing Source and Target values now default to None
- Default mix names changed to "Mix 0", "Mix 1", etc., to match the DX radios.
- Frame Rate Screen updated to reflect new RF modes
- Full servo configuration is now available for Motorcycle models.
- Fixed bug where Total Drive Time could get messed up and display incorrectly large values.
- Fixed issue on Steering and Throttle screens where switching between Standard and Custom curve types could corrupt the custom curve
- Model contents are now fully reset when resetting a model

Version 3.03.01

New Features

- Added a pre-built model configuration to the Model Setup screen supporting the LMT 2.0 vehicle.

Corrections & Improvements

- Fixed issue where custom Steering and Throttle mixing screens would crash if “None” was selected for the Target field

Version 3.02.06

New Features

- Motorcycle mode now includes Launch Control
- The New Model Setup Wizard has been updated
 - Pre-configured model configurations added to help ease model setup
 - Guided setup simplified.
- Adds support for SLT, this includes:
 - Binding Screen, the Desired Frame Rate options are now 5.5, 11, 22, and SLT
 - Refer to your receiver's instructions for putting the receiver into bind mode. It varies with receiver type.
 - Pre-configured SLT model options added to New Model Setup Wizard
 - SLT Basic
 - SLT with DSC
 - SLT with 4WS
- Update how Aux Channels are configured
 - On the Setup Screen all Aux configuration buttons have been combined into a single "AUX Setup" button that now displays a list of all AUX channels available.
 - Selecting an item on the AUX Setup screen will take you to the screen to edit the desired channel.
- Items were added to the Mixing screen to allow configuration of the built-in Steering and Throttle mixes that are available.
- Added the ability to create a MySpektrum account and register the radio directly within the RaceWare application.

Corrections & Improvements

- Fixed issue on Telemetry screen where Main Battery Voltage cannot be updated
- Fixed issue where unexpected ? characters were appearing at end of Firma Programming list
- Throttle Rate field now updates when switching between Drive Modes
- Time values now take affect when changed on screen, without having to first select Back on the screen
- Steering Rate values on the Home Screen are now updated properly with Drive Mode change.
- When a new Audio or Mix Event is created, it will be enabled by default
- When deleting the current active model, the model image in the upper right of the screen is now updated properly to the one for the newly activated model.

Version 3.01.01

New Features

- Added the ability to have the name of the current Drive Mode spoken when switching between modes

Corrections & Improvements

- Bluetooth model transfer between iXSR radios has been fixed
- Smart Battery startup voltage warning is now triggering correctly
- Transferring a trimmer from one function to another is now handled properly

Version 3.00.12

Initial Release