

Version History

Every dashboard release, newest first — what changed, what got fixed, and what to do after updating. This document is the record of what changed; the six guides describe the dashboard as it is now. Where a run of releases is not recorded here, it says so rather than leaving a silent gap.

CURRENT RELEASE

1.1.0 Beta 52

UPDATED

August 8, 2026

VERSIONING

Production 1.0.1 · beta line 1.1.0

- i The version actually running always shows next to the Admin page title. Updates install from **AV Central** → **Settings** → **Software update** (that card was on Admin → General until Beta 40) — settings survive every update automatically.

1.1.0 Beta 52 August 8, 2026

A fresh coat of paint for the guides — every guide now matches the dark look of the AV Central website, and a printed copy still comes out light so it reads on paper

- **The guides now match the website's dark look.** Every page of every guide — this one included — now has the same dark background, blue headings and clean cards as the AV Central website, so the documentation looks like it belongs to the product it describes.
- **A printed copy still comes out light.** If you print a guide from your browser, it switches itself to a white page with dark text — easy to read on paper, and it will not drain a toner cartridge. Nothing to choose; it just happens.
- **Nothing else changed.** Every word, every step and every screenshot reference is exactly as it was. This release only changes how the guides look.

- i **After updating:** nothing to do. If you keep printed copies at FOH, there is no need to reprint them — the words are the same.

1.1.0 Beta 51 August 8, 2026

A housekeeping release — the drawing tool's files moved into the dashboard's own data folder, everything was checked copy-for-copy on the way, and nothing changes on any screen

- **The drawing tool's data now lives inside the dashboard's own data folder.** Until now, venue drawings, libraries and user records sat in a separate folder left over from before the drawing tool and the dashboard became one application. That leftover folder is gone; everything the drawing tool knows now lives in the same place as everything else the dashboard keeps.

- **Everything was copied and verified byte-for-byte before anything was touched.** Every file was compared against its copy and confirmed identical, the old folder was packed into an archive that was itself verified, and only then was the old folder removed. Nothing was lost and nothing was changed — only moved.
- **Nothing changes on screen.** Every drawing, every library and every account is exactly where it was in the app — same venues, same projects, same sign-ins. This release only tidies where the files sit on the computer that runs the dashboard.

i **After updating:** nothing to do by hand. The move happens on its own, everything was verified before the old folder was retired, and the app looks and behaves exactly as it did.

1.1.0 Beta 50 August 8, 2026

Reading a network switch now takes a handful of messages instead of one question per port — easier on busy switches, and the answers are the same

- **Reading a network switch is much lighter work for the switch.** The dashboard used to ask a switch one question at a time — one per port, over and over — to build the port map and the status readings. It now asks for the whole table in a handful of messages, so a full reading arrives with far fewer round trips. The readings themselves are identical; only the number of questions changed.
- **Busy moments got easier.** The saving matters most exactly when a switch is already working hardest — for instance when several screens ask about the same switch at once. Fewer messages per reading means less pile-up on the switch and less traffic on the network for the same information.
- **Older switches that only understand the one-at-a-time way are detected automatically** and are asked the old way, with identical results. No setting to flip, nothing to look up about your hardware — each switch simply gets asked in the way it understands.

i **After updating:** nothing to do by hand. Every switch reading looks exactly as it did — same ports, same status, same numbers — it just costs the switch less to answer.

1.1.0 Beta 49 August 8, 2026

Everything now says AV Central — the guides, the browser tab and the printed mic sheet — three text colours on the printed sheets come up to the readability floor, and the wall canvas and the lighting plan start pointing at problems instead of leaving you to hunt for them

- **The seven guides now carry AV Central identity.** Cover, headers and footers say **AV Central** with the AV Central mark, in the platform's blue — not the old church-green look. The guides describe the same Service Dashboard they always did; only the name and dress changed. **The PDF files are renamed too:** each guide is now “AV Central - ...” rather than “Technical Arts Dashboard - ...”, so if you keep printed or saved copies, fetch the new set and recycle the old ones.
- **Three text colours on the printed sheets were brought up to the readability floor.** The pale grey used for footers and small print, the amber used in warnings and the green used in confirmations all measured below the 4.5:1 contrast floor these documents are held to on white paper. All three are darker now, and every text colour in the guides' stylesheet was measured at or above the floor — no exceptions. If a footer or a warning was hard to read on a photocopy before, this is why, and it is fixed.

- **Callout icons now come from the stylesheet.** The little i, ! and ✓ at the front of a guide callout used to be typed into each guide by hand — 115 of them across the seven documents — which is how one wrong or missing mark slipped through in an earlier release. The shape now comes with the callout style itself, so an information note always shows i, a warning always shows ! and a confirmation always shows ✓, identically in every guide. The three marks differ by shape, not just colour, so they stay tellable-apart for colour-blind readers.
- **The printed mic assignment sheet and the browser tab now say AV Central.** Same change as the guides, on the app's own surfaces: the name in the browser tab and the heading on the printed mic sheet.
- **A panel recorded as faulty now shows a mark on the wall canvas.** Before, a video wall panel you had logged as faulty looked exactly like its healthy neighbours on the wall drawing; the record existed but the picture did not show it. Now the panel carries a visible fault mark right on the canvas, so a glance at the wall page tells you which panel is the problem.
- **Selecting a DMX address conflict now highlights the two fixtures involved on the lighting plan.** The conflict list could tell you two fixtures shared an address, but not *where they are*. Click the conflict and both fixtures light up on the plan, so you can walk straight to them.

i **After updating:** nothing to do by hand. If you keep printed guides, reprint them — the files are now named “AV Central - ...” and the old “Technical Arts Dashboard” PDFs are retired. Bookmarks and addresses are unchanged; only names and colours moved.

1.1.0 Beta 48 August 7, 2026

Two printed sheets stop putting pale text on a pale block, wireless signal strength is recorded at full detail instead of three steps, and several checks that could never have failed were repaired so they can

- **Labels on the rack elevation and the signal flow diagram are now dark text on a lighter block.** Both sheets printed *white* lettering on a block coloured from the device's own category. Measured against every colour in the shipped category list, not a sample: on the rack elevation **none** of the 21 colours reached the readability floor these documents are held to, and the worst sat at roughly a fifth of it; on the signal flow diagram only three did. The block is now a little paler and the label uses the same dark ink as every other label on the sheet, which clears the floor for all 21 with room to spare. **Nothing about your equipment or its categories has changed** — these two sheets simply became legible when printed and when photocopied, which is how they are actually used. If you have printed either sheet recently it is worth reprinting.
- **Wireless microphone signal strength is now recorded at full detail.** The receiver reports a real signal figure, and until now that figure was reduced to one of three words the instant it arrived — strong, good or weak — and only the word was kept. Four weeks of minute-by-minute history across every unit therefore could not draw anything finer than a three-step staircase, no matter what question was asked of it. The full reading is now stored alongside the three-step rating, which is unchanged, so every screen and every alert behaves exactly as before. **This only affects readings taken from now on.** History already recorded cannot be recovered, because the detail was discarded before it was written down.
- **A drawing that cannot be read now says so instead of returning nonsense.** When part of an imported PDF could not be decompressed, the reader silently skipped it and handed back whatever it had — which could be a page of meaningless characters presented with complete confidence, and no indication that anything had gone wrong. It now reports which page and which part failed, while still returning every page it *could* read, so a partly damaged file still imports as far as it can. The check that verifies the shipped guides now fails on a decoding failure rather than on whatever the nonsense happened to spell.

- i **After updating:** nothing to do by hand. The rack elevation and signal flow sheets will look slightly different — paler blocks, dark labels — and that is this release rather than a fault. Wireless history starts recording the finer detail from your next service; the graphs you already have keep the detail they were saved with.

1.1.0 Beta 47 August 6, 2026

The Status page stops implying it has just checked something it has not — readings now carry their own age, demo mode stops pretending to measure a network it never touched, and the server no longer restarts in a loop when its port is held

- **The summary strip no longer prints your browser's clock beside "All systems online".** That line used to show the moment the page was *drawn*, which advanced every time the page re-rendered — on a data update, on a tab switch, on a keystroke in the filter box — while the readings behind it did not move at all. It was at its most reassuring exactly when it was least true. It now reports a **measured** time: **"Checked 40s ago (oldest row)"**, taken from the oldest device row behind the claim, because the strip makes one statement about all of them and is only as fresh as the stalest. Where no measurement time exists it says **"Last checked: unknown"** rather than inventing one, and the detail names how many rows carry no time and how many were not checked on the last pass. Vendor status rows still carry no measurement time from the server, and that is said in words rather than covered by borrowing the devices'.
- **The switch port map says how old its reading is.** Reading a switch's full port table is a large number of SNMP round trips, and when a switch dies every device behind it crosses the down window in the same instant — so eight diagnoses each started their own identical walk of the same switch within a millisecond of each other. A switch is now asked at most once every 90 seconds, simultaneous requests collapse into one, and the port-to-index mapping is held for hours because it only changes when somebody re-cables. The panel therefore states **"Cached reading — as of 40s ago, not a live query"** where it used to look live. **That disclosure is the condition of the trade, not a footnote to it.** A second line separates two things that had been said with one sentence: *the MAC table was not read on this pass* (a cheapness decision on our side) and *this switch has no MAC table* (a property of the switch) — they send you to completely different places.
- **A device already known to be down is checked less often, and the row says so.** Every device was probed every 20 seconds forever, so a projector unplugged for the summer cost 120 probes an hour to re-learn a fact already known. A device down two minutes drops to every 60 seconds and one down ten minutes to every five, and **any answer at all puts it straight back to 20 seconds.** Healthy devices are untouched, so a real failure is still detected in under 20 seconds. The cost is on the row rather than buried: a **"checked every 5 min"** badge, and the sentence naming how long it could take to notice the device come back. **The latency column now reads "not checked" on those rows.** It used to print **0 ms** — the fastest answer there is, about a device nobody had measured.
- **Demo mode now stops device probing entirely. Demo means demo.** On a machine that had never been on the device network, demo mode was still pinging 62 unreachable addresses three times a minute and running the diagnosis engine over the results, indefinitely. Nothing is probed in demo now — no ping, no SNMP read, no diagnosis. **The saving is not worth having without the sentence that goes with it,** so the Status page carries a banner above everything else reading **"DEMO MODE — device state is simulated"**, stating plainly that every dot, latency figure and drop count below it is made up; and the **"All systems online" chip no longer turns green in demo,** reading **"Simulated — nothing measured"** instead. A green board over a network nobody checked is worse than the waste this removes. **Switching Demo → Live no longer produces an alert storm either.** Down-timers count in wall-clock time, so with probing stopped the first Live tick would otherwise have inherited however long the install sat in demo and declared every device "down 40 minutes" at once — alerts about equipment that had never

been checked. The flip now clears the timers, the “already alerted” flags, the repeat-drop and slow-device one-shots and the stale neighbour snapshot, so Live starts measuring from the moment you switch it on.

- **When the port is already in use, the app says so and waits instead of restarting in a loop.** A second copy of the app — or any other program holding port 4400 — used to produce a run of identical exit-code lines with nothing naming the cause. The watcher now checks the port *before* it starts anything, so it does not spawn at all on a boot that could never have succeeded, and no device sweep or SNMP traffic is spent on one. It prints the condition in plain English: the port is already in use, another copy is running, stop it or start this one with a different `PORT`. The same sentence goes into the device log as a named event rather than as an exit code to be inferred from. Retries back off from one second to a minute, and a run that stays up for thirty seconds resets the ladder, so an ordinary crash still recovers in about a second as it always did.
- **The device log’s retention is now stated in days — 60 — instead of being an accident of two numbers.** The old rule was “past 5 MB, keep the newest 5,000 lines”, which is not a retention period at all: how much history it left depended entirely on how chatty the install had been, and one measured eviction discarded 25,505 lines including every real fault among them. A line older than 60 days is now dropped, the sweep runs hourly rather than only when the file happens to grow, and the byte and line figures are demoted to what they always were — backstops against a runaway writer. **A line whose timestamp cannot be read is kept, not dropped:** a truncated or corrupt line is evidence, and it is precisely the kind the old rule would have destroyed first while reporting clean retention. The one door that could write into that log without passing through the rate-limited path now passes through it.

i **After updating:** nothing to do by hand, and nothing about your rig has changed — but the Status page will look less certain than it did, and that is this release rather than a fault. Expect an “**as of**” age above the switch port map, “**checked every 5 min**” badges with “**not checked**” where a latency figure used to sit, and a measured time beside the summary strip in place of the clock. **If this install is still in Demo, the banner now at the top of the Status page is telling you the truth about every number on that page** — switch Admin → General → Mode to Live when you want real monitoring, and expect the board to fill in over the first cycle rather than arrive complete.

1.1.0 Beta 46 August 6, 2026

The Patch Warnings tile stops printing a green all-clear over a scan it could not finish — an imported lighting file no longer invents a fixture’s DMX span, and text pulled out of an imported drawing comes back as words again

- **The Patch Warnings tile no longer claims “No patch clashes” about a check that did not finish.** The clash scan works from each fixture’s recorded DMX footprint, and where nobody has recorded one it can only see a collision on that fixture’s *first* channel — a clash further along its span is invisible to it. The route behind the tile has always counted those fixtures; the tile did not read the number, so it drew a **green** chip over a rig whose patch had not actually been checked. It now reads “**No clashes among known spans**” with the green removed, an amber “**N spans not checked**” chip beside it, and a line naming what could not be judged and how to clear it. **This is the one a volunteer could have been misled by:** the printed patch sheet and the Lighting view were both already honest about it, and this tile was the last surface still reading clean. Nothing about any rig changed — a tile that was green and is now amber is the same rig, described honestly for the first time.
- **A fixture imported from an MVR lighting file no longer arrives with an invented 16-channel DMX span.** When neither the GDTF definition nor the mode name gave a footprint, the importer stamped **16** on the fixture, and that fabricated number then fed conflict detection and the patch sheet as though somebody had measured it. It now records **no** footprint, which is the truth. The consequence is deliberate and is disclosed everywhere it bites rather

than papered over: a fixture with no recorded span is judged on a one-channel floor, so clashes involving it can be *found* but cannot be *ruled out*.

- **The patch sheet now names the fixtures whose span nobody recorded, instead of leaving them out.** The universe table marks the affected universes “N unknown span” and prefixes their channels-used and utilisation figures with $\geq$, because a utilisation worked out from a floor is a lower bound and has to look like one. Address-conflict counts read as certain clashes *plus* the number that could not be checked, rather than as a bare zero.
- **The Power Schedule on screen now counts fixtures with no recorded wattage, and marks its totals a lower bound.** Beta 45 fixed this on the printed sheet and left the screen behind, so for one release the PDF said $\geq 180\text{ W} + 2\text{ unknown}$ about a circuit the screen did not draw at all — a rig imported from MVR could show no lighting circuits and a confident watt total that excluded every one of them. Unmetered fixtures are now counted and named on screen, every W and A figure they touch carries the same $\geq$ marker the print uses, and while the fixture library is still loading the sheet says so instead of quietly presenting a provisional figure as final. One rig, two sheets, one story.
- **Text extracted from an imported PDF drawing no longer comes back as scrambled glyphs.** The extractor found the end of a compressed stream by trimming trailing line breaks, which is right when the line break is a separator and wrong whenever the compressed data itself happened to end in one — it then ate a real byte, the stream would not decompress, and every character in the affected font came back as a raw code. Measured at Beta 45: a version note read back as `7 K L V G R F X P H Q W` with the digits gone entirely. It was a coin flip on the last byte of each stream, so the same document could import cleanly one day and garbled the next. The extractor now uses the byte count the file itself declares, and keeps the old guess only for files that do not state one.
- **Secondary text on the exported drawing sheets is darker.** The small print on every printed sheet moved from 4.32:1 to 4.99:1 against white, clearing the 4.5:1 bar that text of that size needs on paper. Same shared ink palette across all the sheets, so there is one place that decides it rather than four.

i **After updating:** nothing to do by hand. Look at the **Patch Warnings** tile once, deliberately — if it has gone from green to amber, that is this release telling you something it had been keeping from you, not a new fault. Reprint any Power Schedule you are working from if it was produced on screen before this release, and re-import any contractor PDF whose text came through as gibberish; it will read properly now.

1.1.0 Beta 45 August 6, 2026

The Pre-Service Readiness board stops agreeing with everything — a connector that fails is now reported as failed — and the printed Power Schedule does the arithmetic it has been claiming

- **Pre-Service Readiness reports a failing connector as failed.** The board knew exactly one way for a connector to fail: to crash. Eight of the shipped connectors report a failure by *returning* an error instead, and for **Smaart** and the **ProPresenter stage** connector that is the only failure they ever produce — so those rows were printed **PASS** whatever the answer was. Worse, a failure that arrived alongside a cheerful description printed the description next to a green tick. The board now reads the verdict the connector actually returned, and it uses the same test the **Test connection** button on Admin → Integrations uses, so the two surfaces can no longer disagree about the same connector. Every failing row carries the connector’s own words and the address it could not reach; no row fails silently.
- **The AJA HELO check could not fail at all. It can now.** That connector threw away its own errors before declaring success, so the HELO row read “Connected” with the encoder unplugged, unreachable, or with no IP entered — on installs where HELO is marked critical, that single row made a genuine NO-GO impossible. It now reports the failure

and names the address it tried. A HELO that answers still passes and still reports its system name; what it queries has not changed.

- **A check that cannot be read is amber, not green.** A connector with no test at all, or one that answers without ever saying whether it worked, used to be counted as a pass. It is now amber with the reason on the row. Amber alone does not make the verdict NO-GO — that policy is unchanged — but an unreadable check no longer looks like a healthy one.
- **Expect the board to be less green than it was, and expect that on the first run.** Rows that have been green every Sunday may legitimately go amber or red now. Nothing about your rig changed on the day you updated; what changed is that the board stopped reporting a pass it had not earned. The Troubleshooting & Recovery Playbook has the triage for the new red rows. Readiness has never blocked a service and still does not: the verdict is advice.
- **The printed Power Schedule now applies the 80% derate it claims, against each wall's own breaker.** The sheet's header has long stated that a NEC 80% derate had been applied, while every row was judged against a hard-coded 16 A limit that nothing had derated and that ignored the breaker rating recorded on the wall. A wall configured for 30 A circuits was therefore printed **OVER** when it was not over — on a sheet handed to an electrician. Each row is now judged against its own recorded breaker rating through the one derate the rest of the app uses, and a wall split across several circuits is judged on its heaviest circuit rather than on its whole-wall total.
- **A circuit with no recorded breaker is judged against an assumed 20 A, and the sheet says “assumed” where it is judged.** Only video walls carry a breaker rating in this data model; a device's or a fixture's “circuit” is a free-text label with no rating behind it, which is most of a real venue's rows. Those rows now get an over-current verdict rather than none — and the guess is disclosed in the breaker cell, in the usable-amps cell, in the sheet's basis line and, in the CSV export, in a “Rating basis” column of its own. Marking it in one place only would let a reader scanning a single line mistake a guess for data.
- **A fixture with no recorded wattage is counted and reported as unknown, instead of quietly dropping off the sheet.** Fixtures with no wattage were skipped, so a rig where nobody had entered wattages could produce a power sheet with no lighting circuits on it at all. They are now included in the counts, the sheet states how many of them there are, and every watt and amp figure they touch is labelled a **lower bound** — because an unrecorded draw is unknown, not zero.
- **Section headings on the printed lighting plot are dark enough to read on paper.** The headings and the rule under each page header took the product's screen blue straight onto a white sheet, at roughly 2.3:1 contrast against the 4.5:1 that text of that weight needs. They now use the print form of the same colour, matching the video-wall sheet that was corrected first.

i **After updating:** nothing to do by hand — but run Pre-Service Readiness once, deliberately, before you need it, and work through anything that has turned amber or red. Reprint any Power Schedule you are still working from: a sheet printed before this release may show OVER on a circuit that is not over, may be missing lighting fixtures entirely, and states a derate it did not perform.

1.1.0 Beta 44 August 5, 2026

The video wall gets its paperwork — a sheet of its own, cable lengths, power balance and bowed walls — plus MVR export, an undo history you can browse, and a rigging total that admits what it does not know

- **A rigging weight total no longer counts an unweighed fixture as zero pounds.** Three places worked out hanging weight — the loading diagram, the truss properties panel and the truss loading table in the printed lighting plot — and all three treated a fixture with no recorded weight as weighing nothing. The number they printed was

therefore lower than the truth, silently, on a sheet handed to whoever rigs it. The arithmetic has not changed; what has changed is that the omission is now stated: “40 lbs from 2 fixtures, plus 1 fixture with no recorded weight — it is not in the 40 lbs, and its weight is unknown, not zero.” A recorded weight of zero is still a legitimate value and is treated as one.

- **A video wall can be printed on its own sheet.** Panel map with any hand-placed cabinets shown where they actually are, the port schedule, power and circuit balance, cable-run estimates and overall dimensions. Cabinets are numbered from the order they are wired in, not from their position in the grid — so the printed port list and the app agree by construction rather than by coincidence.
- **Cable runs are estimated per panel, and the estimate says it is one.** Choose floor or fly routing and a source point, and each panel gets a run length that follows the daisy-chain. A wall with no recorded cabinet order cannot be estimated honestly, and says so per wall instead of guessing from the generated order as though it were real.
- **Power across panel groups is checked for balance.** Advisory, never blocking — it reuses the same derate the rest of the app uses rather than introducing a second opinion about circuits.
- **Walls can bow.** Faceted segments — angled straight runs — rather than a true curve, which is the honest version of the shape and the one that matches how these walls are actually built. Existing flat walls are unaffected and need no conversion.
- **Lighting plots export as MVR, and the file lists what it could not include.** Fixture positions and patch are written; rotation, geometry, the fixture definition files themselves, group nesting, gel and focus are not — because the importer this app has always used never captured them. That list ships inside the archive as a plain-text file, so whoever opens it downstream is told rather than left to discover it. No compatibility with any particular console is claimed, because none has been verified.
- **Names imported from an MVR file now come through correctly.** Any fixture whose name contained an ampersand, a quote or an angle bracket has been arriving mangled since the importer was written; it now decodes them properly.
- **You can browse your undo history and jump back to any point.** Right-click Undo, or press Ctrl/Cmd+Shift+H. It covers this tab and your own edits only, and says so — the server-side snapshots remain the full record.
- **You can see who else is on the same wall.** Another editor’s pointer and current selection appear on the canvas, over the connection the app already had open. Nothing new is sent to the server.
- **Every screen and printout now takes your church name from settings.** Several places still had it written into the program — including, on the wallboard, a line that was not even a fallback but a fixed caption. Any of them would have shown this church’s name to a different one. Where the name is genuinely unavailable the app now says so plainly rather than filling in somebody else’s.

i **After updating:** nothing to do by hand. Two groundwork pieces also landed with no visible surface yet — processor port mapping and spare-panel stock now have a data model and can be read and written, but the screens for entering them come next.

1.1.0 Beta 43 August 5, 2026

The mic sheet prints your church’s name instead of one written into the program — and an update can no longer delete files you had deliberately set aside

- **The mic assignment sheet had the church name written into the program.** Every other screen reads it from your settings; this one printed a fixed string, so the sheet was right for us by coincidence and would have printed our name on anyone else’s. It now reads the same setting as everything else, in both the lockup at the top and the line

at the foot. If a name is too long for the lookup it shrinks to fit rather than running into the title — and the sheet is still guaranteed to be exactly one page, which is checked on a name of sixty characters.

- **An update could delete files that had been set aside, and could install ones that had been retired.** When something on this project is retired it is moved into a holding folder, never deleted. The updater knew only one of the four names those folders go by — so a folder under any of the other three was treated as ordinary code: installed if it arrived in a release, and, worse, **deleted from your machine on the next update**, because the new release did not contain it. Files moved somewhere specifically so they would survive were the ones at risk. All four names are now defined in one place that the installer and every check read from, so the list cannot drift apart again.
- **Six ways a safety check could be slipped past, closed.** Several checks that guard against mistakes could be satisfied by naming a file or a function a particular way rather than by actually being correct — in one case a route could have been credited as permission-protected purely because of what its middleware was called. None had been exploited; all were found by auditing the checks themselves rather than waiting for one to fail. Each fix is paired with a test that watches it catch the thing it now catches.

i **After updating:** nothing to do by hand. If you have folders named `_superseded`, `_retired` or `_archive` inside the application, they are now protected the same way `_to_delete` always was.

1.1.0 Beta 42 August 5, 2026

One version number for the whole platform — the drawings side stops keeping a release line of its own, and every place that reports a version now reports the same one

- **The dashboard and the drawings side now show the same version number.** Until this release they were two numbers on two separate lines: the platform was on 1.1.0 Beta 41 while the drawings module inside it reported 0.0.2 Beta 26 from a release history of its own. Asking “what are we running” had two correct answers, and reading one of them off a printed drawing package told you nothing about the other. There is now one number, bumped once per release, and the drawings module adopts it outright. Josh’s decision, in his words: *“push everything to show on the same beta number version.”*
- **Printed drawing packages and patch sheets carry that same number.** The footer on every drawn sheet and the header on every patch sheet read the version from one place, so a package printed today and the version chip in the app agree by construction rather than by anyone remembering to keep them in step.
- **Nobody is shown a wall of old release notes because the number moved.** The “what’s new” screen decides what to show you by comparing the release you last acknowledged against the releases since. Every existing account was holding a number on the old drawings line, so the jump had to be handled rather than assumed — each of those accounts is moved, once and in place, onto the last release before the change. The practical effect is that after updating you see this release and nothing else. Anyone who has never seen the screen still gets the full list once, exactly as before; that has been the intended behaviour since the screen was introduced and this release does not quietly repeal it.
- **A device on the status page now tells you where it physically is.** Open a device and, if it has been drawn into a rack, the panel says which venue, which room, which rack and which rack unit — so the person walking out to look at it knows which door to open. It reads the drawings; it changes nothing in them.
- **You can check a drawn device’s switch port from the drawing, and the answer says how sure it is.** Ask a device for its port and the reading comes back with its evidence attached: the switch’s own address table is a measurement, a port typed into a device record is an inference, and the two are never shown as the same thing. An inferred “up” is amber, not green. This was the hard part — the drawings carry no hardware addresses, so the join

runs through three hops and two of them are inferences; rather than hide that behind a confident colour, the readout states it. If the switch cannot be reached the answer is “unknown” with a reason, and there is no path that can produce “up” from a switch that was never read.

- **The account settings list every module the platform has, instead of a fixed four.** The read-only permissions table added last release worked out its columns from the platform itself, but the editor beside it still had the four modules written into it by hand — so a fifth would have appeared in the table and been impossible to actually grant. Both now come from the same place. A module the app has no name for is shown and labelled as such rather than silently skipped, because a permission you cannot see is one you cannot audit.
- **A rule about access that three documents had backwards.** Some addresses carry a marker meaning “this had a password check before the current permission system existed.” Every written description of that marker said it existed because the permission check went dead when permissions are switched off. It is the reverse: those marked addresses are the ones that stay locked when permissions are off, and it is the *unmarked* ones that open up. The software has always behaved correctly; only the descriptions of it were wrong — and a wrong description is what stopped anyone reading the code that would have corrected it. The descriptions are fixed, and the count that went with them is now worked out from the running software instead of typed into a comment where it can go stale.
- **Two ways a release could have shipped something it should not have.** Retired files on this project are moved into a holding folder rather than deleted. Two checks did not know all the names those folders go by: one meant a retired folder could have been packaged into a release and sent out, and the other meant a live file could have escaped a safety scan simply by being named a certain way. Both were found by auditing every check of that kind rather than waiting for one to fail, and both are fixed with tests that watch them work.

i **After updating:** nothing to do by hand. The version chip and the drawings module will read the same number after the server restarts. Old drawing packages printed before this release keep the number they were printed with — that is correct, and it is how you can tell when a sheet was produced.

1.1.0 Beta 41 August 4, 2026

The documentation gate that landed last release was pointed at the wrong tree and could not read its own PDFs — both are fixed here, and this entry is the first one written under a gate that can actually tell a rebuild from a restamp; the Setup Guide sheds its forty-page release-history appendix to this document; and Admin gains two views that answer “who holds what” without reading source code

- **Every guide PDF this project has ever produced was unreadable to its own text extractor, and the word “Version” came out as 9 H U V L R Q .** The PDF reader inside the drawings module found a page’s fonts with a pattern that stopped at the first `>>` it met. Chromium nests other dictionaries ahead of the font block, so the match ended early, the font map was never found, and every glyph decoded as a raw character id rather than a letter — a shift of exactly the kind that turns V into 9. It now walks the dictionary counting braces, so a nested block is stepped over instead of ending the search. This is why the gate could not read a version out of a PDF it had just watched being built, and it matters well beyond the guides: the same extractor reads contractor drawings on import.
- **The documentation builder was stamping guides with the version of a tree nobody runs.** It read its release number from `AV Drawings/Beta/av-drawings/` — the rollback artefact kept for safety, frozen at its own version — so every cover, every footer and every “this document references version...” line carried a number that described nothing. It now reads `techarts-dashboard/package.json`, the application’s own, and it refuses to build at all if the path it is handed is the rollback tree — checked by name and by folder shape, so renaming the folder does not quietly re-open the hole. A version that came from the wrong place is worse than no version, because it looks correct.

- **The drawings module stopped creating its data folder just because something read it.** The module set up its storage directory as a side effect of being loaded, so any tool that so much as imported it — a test, a script, the documentation build — manufactured a data folder on disk. Seeding now happens once, explicitly, when the server boots. Nothing about a running install changes; what changes is that reading the code no longer writes to it. Beta 40 fixed the same shape on the dashboard side; this is the other half.
- **The Setup Guide is forty pages shorter, and nothing was lost.** Sections 11 to 19 were nine “What’s new in Beta 8 / 9 / 10 / 14 / 16 / 17 / 18 / 19 / 20” appendices — about forty of its fifty-three pages — sitting behind ten sections of actual setup instruction. Release history belongs in this document and is all here, so the appendix has been removed and the guide now runs 1 to 10, ending on the FOH quick reference. Two sentences that pointed into the removed sections now point here instead. If you have been sending new volunteers the Setup Guide, they will get to the useful part considerably sooner.
- **Admin can now see which routes are still open on the legacy rule, without reading source code.** A handful of addresses are still reachable under the pre-merge access rule rather than the current one — deliberately, while the last consumers move — and until now the only way to know which was to grep the server. Admin lists them, with what each one still allows. A temporary exception nobody can enumerate is a permanent one.
- **A cross-module “who holds what” view.** One page, both modules, answering the question that used to take two people and a phone call: which person or machine currently holds which position, which trusted machine is signed in where, and what that grants them. It reads live state; it changes nothing.
- **Two documentation sets under `Documentation/` were tidied rather than left to rot.** `av-central-migration-pack/` — the merge-era hand-off material, all of it now completed history — is retired as a record instead of continuing to read like current instruction. `decision-docs/` moves onto the shared stylesheet the seven guides use and prints as a light document, so a decision sheet taken into a meeting looks like the rest of the set and does not empty a toner cartridge.

i **After updating:** nothing to do by hand. If you keep local copies of the guides, replace them — the PDFs in this release are the first whose text can be searched, selected and copied, and every earlier one is a picture of a document as far as any search tool is concerned.

1.1.0 Beta 40 August 4, 2026

The platform settings finish moving to one place — church name, trusted machines, settings safety and the Activity Log all leave the dashboard's Admin page for the AV Central Settings page; a refused trusted-machine link finally says so; two production positions get the names they were promised; and this is the first release a documentation gate would not let ship without its guides rebuilt

- **Five things left Admin → General for the AV Central Settings page, and this is the sentence to remember: open AV Central, then Settings. Church name and Department, Trusted machines** (with the access-control switch), **Settings safety** (backup and restore), the **Activity Log**, and — finishing what Beta 39 started — the single **Software update** and **Restart server** pair for the whole platform. On a combined install AV Central and the Service Dashboard are one application, so keeping a second copy of each on the dashboard meant two buttons driving one server and two places to look for one setting. **Nothing was reset and nothing changed meaning.** These are still the Service Dashboard's own settings, still written through its own draft, so **Push live still applies them** — not one byte moved into AV Central's storage. Where a card used to be, Admin → General now prints one line naming where it went, rather than nothing.

- **⚠ Two pointers are now out of date and neither is a fault.** The server's **start-up log** still prints "Admin → General → Trusted machines" when it names the Recovery machine's enrolment link; it means the AV Central Settings page. And any note, card or bookmark anybody has written down pointing at the old locations is now one hop wrong. The retired update and restart routes do not simply 404 — they answer with a sentence naming where the control went, because somebody who has pressed that button before needs telling rather than a dead end.
- **A trusted-machine enrolment link that is refused now tells you it was refused.** A bad, used or expired token was written to the log and reflected into a URL that nothing in the app ever read, so a refusal looked exactly like nothing happening — which is precisely why a broken enrolment has always been so hard to diagnose. It now says so on screen. The security posture is unchanged: every kind of miss still gets one identical answer, so nothing can be probed for which half failed.
- **Two production positions now carry the names they were meant to have, and a fresh install keeps all of them.** A pair of display names promised by an earlier merge migration had never actually been applied to a live configuration, and a brand-new install lost three roles the first time somebody pressed Push live, because the migration that added them was composed onto the live settings and never onto the draft. Existing installs are unaffected in what they hold; nothing is renamed underneath anybody without the change being visible.
- **Reading the app no longer creates files in its own data folder.** Loading part of the server used to write into `server/data/` as a side effect, so merely importing it manufactured a configuration file and a reports folder. Invisible in normal use, and the reason a fresh checkout could arrive with data it had never been given. Nothing you can see changes.
- **A release can no longer ship without its guides being rebuilt — and Beta 39 is why.** Beta 39 shipped fourteen items and rebuilt **no documentation at all**: no restamp, no entry in this document, no PDFs, no sources archive. The project had already written down, one release earlier, that documentation drift is structural and that the fix is a gate rather than a reminder; being written down did not stop it happening on the very next release. There is now a check that fails the release when the shipping version has no documentation describing it — it reads the version out of the **rendered PDFs**, not just the HTML, and it compares this document against the previous release's archived copy with the version numbers stripped from both, so a cover that has merely been restamped reads as nothing written. This entry exists partly because that check would refuse the release without it.

i **After updating:** restart the server (or it restarts itself under `npm start`). Then do one thing by hand — **go and find the settings that moved**, on the AV Central Settings page, before you need them in a hurry on a Sunday. If you keep an Admin enrolment link in a password manager, this is also the moment to confirm it still opens, because that link is the way back in and the log that describes it now points at the old address.

1.1.0 Beta 39 August 3, 2026

Fourteen items: an uploaded church logo was being deleted on every Push live; signing in and clicking Service Dashboard landed you on somebody else's position; the top bar learned to report the state of the service; Planning Center item notes became pills; and the position picker swallowed the Screens menu — recorded here at Beta 40, because this release shipped without documentation

! **This entry was written one release late, and that is the point of it.** Beta 39 rebuilt none of its documentation. It is recorded here rather than left as a silent gap, in the same spirit as the Beta 23 – Beta 37 block below — except that this time the release is close enough, and its own notes complete enough, to write it down properly.

- **An uploaded church logo was being deleted on every Push live.** The file slots were written live, with no matching field in the settings draft — so any Admin browser holding a draft loaded *before* an upload would, on its next Push live, write that older draft over the live settings and take the logo pointer with it. The image itself was never touched; it sat on the host the whole time, while every page showed no logo. That reads exactly like an upload that never worked, which is how it survived. **Fixed, and it cannot recur** — the file slots are carried into the draft before every publish. **The fix is forward-only:** it stops a pointer being lost from now on and cannot restore one already lost. Open `/api/files/logo` on the host: an image means yours is intact and you are looking at a cached page; "not found" means re-upload it once and it will stay.
- **Signing in to AV Central and clicking Service Dashboard put you on whichever position that browser last used.** The position used to travel on the old sign-on token, and the merge removed the token — so the dashboard mounted on whatever was left in that browser, which on a shared booth machine is the last person who sat there. It now takes you to **your own** position, every time, deliberately: somebody who switches position and comes back through AV Central is returned to their own station rather than left wherever they wandered.
- **The top bar now reports the state of the service, on every dashboard page.** Four states in strict order — **ALERT** (a critical alert is active and unacknowledged), **WARNING**, **LIVE** (a service is running), **STANDBY** (nothing running) — worst first, so a live service with a critical alert reads ALERT. **Every state carries its word as well as its colour**, and that is not decoration: Path Green and Amber measure 5.9 apart on the colourblind-difference scale, below the 6.0 floor, so *live* and *warning* are one colour to a red-green colourblind operator and two of the four states would otherwise be indistinguishable. The colour still changes with motion switched off. Wall screens and the seven link-only kiosk pages get none of it.
- **Planning Center item notes are now pills on the Service Plan.** Each note sits beside its item as a short coloured chip: **the pill carries the note's text**, while the category picks the colour and a 2–3 letter key — `WHO` for Person, `LOC` for Location, `LX` for Light Cue, and nothing for Stand/Sit because SIT and STAND already say what they are. They render in one fixed order on every row — Person, Location, Stand/Sit, Light Cue — rather than in the order Planning Center happens to return them, so a scanning eye learns one place to look. A category the dashboard does not recognise still appears, neutral, **labelled with its own name**, so a new category can never quietly vanish. **A longer note is not squeezed into a chip** — anything past roughly two dozen characters, or written as a sentence, drops onto its own line below the item, in full, with nothing to click or hover. Which notes you see is completely unchanged; the same position and category filtering applies. The item running now is also ringed in **green** rather than blue.
- **The position picker and the Screens menu are now one control, and Screens is Admin-only.** Two separate buttons became one dropdown: positions at the top, then a dividing line, then the seven link-only screens under their own heading with their addresses beside them. The two groups are kept visually apart on purpose — a *position* and a *screen* are different kinds of thing, and nobody reaching for "Lighting" should land on `/signage` by muscle memory. **The Screens group carries its own Admin check and is absent from the page entirely** for anyone below Admin; there is no styling that merely hides it. One honest consequence: with access control switched **off** the server reports everybody as Admin, so on a switched-off install the group shows for everyone — a real change from Beta 38, where it showed for nobody. It is accepted because those seven pages are ungated reads anyone could already open by typing the address.
- **One Software update button and one Restart button, both moved to the AV Central Settings page.** The dashboard's own pair were retired; on a combined install they drove the same single server as AV Central's, which is a trap rather than a convenience. The retired routes answer with a sentence naming where the control went instead of a bare "not found". Restarting takes the **whole platform** down for a few seconds — the Service Dashboard goes with it — so never during a service.
- **The trusted-machine enrolment link stopped landing on a sign-in page.** Enrolment had always worked; the landing was wrong. Before the merge, `/` was the dashboard; afterwards it is AV Central's front door, so a successful

enrolment ended on a sign-in screen and looked like a failure. It now lands on the dashboard.

- **The one Admin door the dashboard offered was a dead link.** The "Sign in with AV Central" button built its address from a setting pointing at the old standalone instance, which nothing listens on any more — and with the shared PIN gone and no trusted machines enrolled, it was the only door being offered. It now uses this install's own address. The related **Test hand-off** button was returning a confident, wrong verdict on a combined install for the same class of reason, and now recognises that case first.
- **Reading the service plan from Planning Center went from 21 requests to 1.** Fetching item notes cost one request per plan item plus one for the category list; a single request now returns every item and every note together, with identical data. Demonstrated against a real twenty-item plan before a line was written. **Bounded honestly:** what is proven is that the cheaper call returns the same data. It is *not* proven that this was the whole cause of the long-standing "it times out when both instances run" report — the once-a-second plan poll is separate load and has not been counted.
- **The dashboard's browser tab showed a placeholder icon** — a blue square with a white cross — on every dashboard, stage, board, signage and paging page. It now carries the real mark. A favicon lives in a cache separate from the page cache, so a private window is the fastest way to confirm it.
- **The AV Central sign-on card collapsed to a read-only line** saying the two apps are one process, with the address and secret fields moved behind a "Running the two apps separately" disclosure for installs that genuinely need them. Nothing persisted changed. The card's stale references to the retired Admin PIN went with it — those sentences had been fixed in every guide at Beta 38 and never in the app itself.
- **Production role housekeeping.** The Run of Service checklists and their templates folded a duplicate producer position into the admin one and added the missing Broadcast Producer. Existing content wins and the old copy is kept aside rather than discarded, because volunteers had been ticking one of the two every week while nothing could write to the other.
- **A second, ungated software updater inside the drawings module was retired** rather than repaired. Namespaced by the merge, its unpack path had quietly become wrong — a flat update zip applied through that route would have written the application's files into a subfolder. Nothing was ever applied through it. The finding is recorded at the line that carries it, so anyone reviving that route meets the bug where it lives.

i If you are updating straight from Beta 38 to Beta 40, everything above applies to you too — Beta 39 is in the box. Two things to check by hand: **your church logo** (`/api/files/logo` on the host — re-upload once if it 404s) and **your Admin trusted machines**, of which there were still zero at the time Beta 39 shipped. The PIN is gone, so trusted machines are the second door, and the design calls for two of them on two different computers.

1.1.0 Beta 38 August 2, 2026

The cue library finished and a week's cue sheet copyable; QR stickers on gear that anyone can scan to report a fault; an Activity Log that says who did what; and four things that reported success while doing nothing — every QR code ever printed, the NDI status light, the platform backup, and the first press of Undo

- **Undo on the Cue Sheet did nothing on its first press, and said it had worked.** It was saving the sheet as it looked *after* your edit rather than before it, so the first Undo after any change reverted to where you already were and reported "Reverted the last cue change" anyway; every press after that undid one change too few. The "changes since last save" view had the same fault from the other end and always read "no differences". Both are fixed. **If anyone has learned to press Undo twice to make it take, tell them to stop** — it will now undo two things. Undo history is also kept per week and survives closing the tab; where a device cannot store it, it says so

and falls back to lasting until the tab closes rather than pretending. If the sheet moved while you were away, the first Undo asks before overwriting somebody else's work.

- **Every QR code this dashboard has ever produced was unscannable.** Three independent faults in the code generator — the order of the format bits, a reversed Reed–Solomon generator polynomial, and two alignment patterns skipped on larger codes — meant nothing could decode one. The codes looked completely normal: right shape, right corner squares, a plausible speckle. Nothing had ever successfully read one, so nothing ever reported it. This was never limited to the new stickers: **the volunteer board and the event screens print QR codes too**, and theirs were equally dead. Anyone who has ever held a phone up to one and blamed their camera now has an answer. Reprint anything with a QR code on it that is still in circulation.
- **The platform backup was missing every cue sheet.** The one file whose purpose is to make "take a backup first" mean something contained the two settings files and nothing else — no cue sheets, no cue templates, no cue library, no event log, no incident history. A volunteer who spent a season building templates and then followed the update instructions to the letter would have lost all of it, and the backup would have reported success on the way past. All of it is included now, along with the cue usage counts, the QR sticker codes and the parent-paging history. **A backup taken before this release does not contain any of that** — if an older copy is the only one you have, take a fresh one and treat the old one as settings-only.
- **The in-house video feed's status light was hardcoded green.** It turned green because the connector's checkbox was ticked, not because a frame arrived — so a bridge that died mid-service left a frozen picture under a green light, and that was the normal steady state of a dead bridge. It now reports what actually arrived, in colour and in words, on the dashboards and on the stage screens alike. The setup field also said **"MJPEG or HLS"**; HLS has never worked and cannot, because both screens draw the feed into an image and an image decodes MJPEG only. The field says MJPEG now, and Test connection refuses anything else with a reason. And the dashboard now pulls the feed **once and shares it** with every screen — before this, six dashboards and two stage TVs meant eight separate full-rate pulls through one bridge laptop.
- **Creating an account with a module switched off now really switches it off.** Setting a module to hidden or view-only at the moment an account was created was silently dropped: the account came back reporting success, with full access to the module you had just restricted, and the only way to find out was to go and look. It is honoured now, and a mistyped module or level is refused with a message instead of skipped. **Accounts created before this release keep whatever access the drop gave them** — open the account list and check anybody you meant to restrict.
- **The cue library is finished.** Star any cue to save it to a shared shelf, or save several at once; a picker searches the shelf and inserts one onto any week; both saved templates and saved cues can be deleted. Until now the library could be written to by nothing, read by nothing, inserted from by nothing and emptied by nothing — the machinery was all there with no buttons attached to it. A saved cue keeps its type, name and owning positions but not the word it was pinned to, because that word only exists in the week it was written; it comes back pinned to the whole item, and the dashboard says so when you save one.
- **Cue templates and the cue library can be exported and imported between installs.** One file out, one file in, with everything re-identified on the way so nothing collides with what is already there. Hand it a file that is not a cue export and it refuses and says what it thinks you actually gave it, rather than failing with a shrug.
- **A whole week's cue sheet can be copied onto another week.** Items are matched by name, everything gets fresh identity so the two weeks stay independent, and the report leads with what did *not* make it rather than burying it under a count of what did. **A cue whose item does not exist in the target week is dropped and named** — by the item title it belonged to, with a count — because a silent drop is exactly what people fear about a copy. Four things deliberately do not travel: the as-run history, the cue locks, the comments, and the mode, which always lands in rehearsal rather than live. Copying onto a week that already has cues is refused until you confirm.

- **The standby strip on the Cue Sheet now follows the position you are viewing as.** Pick Lighting and it shows Lighting's standby and says so in its heading; the merged All-cues view still lists every position, which is what the person calling the show needs. It used to announce all four positions at whoever was reading, which on a phone at the lighting desk was three positions' worth of text competing with the one that was theirs.
- **QR stickers for gear.** Print a sticker for any device, stick it on the equipment, and anyone can scan it and report a problem with no sign-in at all — the sticker carries the device's identity, so the incident that lands names the gear. Each sticker holds its own code which can do exactly one thing, is rate-limited, and is revocable on its own. Stickers deliberately never expire, because one glued to a rack for two years that quietly died would be a dead end nobody notices until it is needed; revoking is the control. Managing them is Admin-only, and **after this release that means a real Admin sign-in even when access control is switched off** — the list shows every sticker's code, which is the whole set of wall-mounted credentials in one screen.
- **An Activity Log in Admin — who made each consequential change.** Around fifty-five actions: publishing settings, adding or removing a position, approving or revoking a trusted computer, minting or revoking a sticker, restarting, updating, importing settings, downloading the backup, copying a cue sheet, deleting an incident, and the rest. Filter by person, action, date range and free text. It names a **person** where there was one, the **machine** where a trusted computer acted with nobody signed in, and the **Stream Deck control key** where a booth button did it — and where it cannot tell, it says so in words rather than inventing an actor or leaving a blank. It is Admin-only to read, including when access control is off. High-frequency things are deliberately absent — firing cues, the cue-sheet cursor, stage messages, alert acknowledgements, signage control and paging — because the cursor alone would write around eleven and a half thousand records across one Sunday and bury everything that matters.
- **Three new dashboard tiles fed by the venue drawings**, plus a saved-search tile and a **Drawings** section in ⌘K search. The tiles show venues that changed most recently and who has one open right now, lighting fixtures sharing a DMX address or console channel, and video walls with no recorded cabinet order. They are added to the Lighting, Video and Admin positions and **appended below the tiles already there** — nothing on them is time-critical during a service, and pushing somebody's Current Item down the screen was not this feature's decision to make, so you will need to scroll or move them. All of it needs an AV Central sign-in, and the tiles say so in words rather than showing an empty state.
- **Parent paging remembers the codes you have sent**, so putting a cleared code back up is one tap. The list survives a server restart, which matters across a four-hour Sunday. And **entering a code that is already on the screens now says nothing was sent** — it used to report success for a page it had not sent, because the code was already up.

i **After updating:** restart the server (or it restarts itself under `npm start`) so the drawings-tile migration runs — it adds one tile each to the Lighting, Video and Admin positions and leaves every layout you have arranged alone. Your existing settings carry over untouched. Two things to do by hand: **take a fresh platform backup**, because older ones contain no cue work; and **reprint anything carrying a QR code**, because none of them could be scanned before this release.

1.1.0 Beta 23 — Beta 37 Not recorded here

Fifteen releases this document does not describe, named rather than left as a silent gap

- **What is missing.** This record has an entry for every release up to **1.0.1** and then jumps to **1.1.0 Beta 38**. **Beta 23 through Beta 37 have no entry here, and no entry in any of the six guides either.** The guides were last revised at Beta 22, on 30 July. Beta 38, Beta 39 and Beta 40 are all recorded above — Beta 39 late, at Beta 40, because it shipped no documentation of its own.

- **Why there is nothing here rather than a summary.** Nobody writing this document built those fifteen releases or verified what each of them changed, and a version history is worth exactly what its accuracy is worth. Fifteen plausible-sounding entries reconstructed after the fact would look like a record and would not be one — and a document that asserts something nobody checked is the failure this project takes most seriously. So the gap is named instead of filled.
- **Where the authoritative account actually lives.** Each of those versions has its own notes document, written at the time by the people who shipped it, and those are the record — not this page. That run is where AV Central and this dashboard became one application: the dashboard mounted inside AV Central rather than beside it, one address model across both, one identity model, the retirement of the shared Admin PIN, the colour work, the access model going live, the pre-merge boundary checks, and the platform-wide backup. If you need to know what a particular version changed, read that version's notes.
- **What the six guides describe.** They describe the dashboard **as it stands at Beta 40** — not the path that got it there. Where behaviour changed during the undocumented run, the guides were corrected to say what is true now rather than annotated with what used to be true. The most consequential of those corrections, and the one most likely to be sitting on a note somewhere: **there is no shared Admin PIN any more**. Nothing in the dashboard asks for one and no route accepts one. Admin is a signed-in AV Central administrator or a computer approved at Admin level. The separate parent-paging PIN is unaffected.

1.0.1 July 19, 2026

Hotfix — Planning Center auto-advance no longer floods identical alerts when it can't advance LIVE, and the GFX slide-preview widgets no longer show a corrupted frame on a fast-moving presentation

- **Planning Center "Auto-advance failed" alert flood fixed.** If the dashboard's Planning Center connection can't advance the LIVE plan (most commonly because the account tied to your Planning Center Application ID/Secret only has Viewer or Scheduler permission — Planning Center requires Editor or Administrator to control LIVE, even while a live session is already running), the dashboard used to raise a fresh identical alert every single time ProPresenter changed slides — five in twenty-six minutes on one real Sunday. Now you get one clear alert explaining the likely cause, then a quiet cooldown period before it alerts again, so a real problem doesn't get buried under repeats. **If you see this alert: in Planning Center, check that the account tied to your dashboard's Personal Access Token has Editor or Administrator permission on the relevant Service Type.**
- **GFX 1/2/3 dashboard widgets — slide preview thumbnail no longer shows a corrupted/cropped frame.** On a fast-moving presentation (a slide deck that advances every second or two), the small live-preview image in each GFX widget could show a partial, corrupted frame instead of the actual slide — the widget was starting a fresh image request on every single slide change and abandoning it mid-load the moment the next slide arrived. It now always finishes loading a slide's preview before showing it, keeping the last complete frame on screen in the meantime, so the preview never shows a half-loaded image.

i **After updating:** restart the server (or it restarts itself under `npm start`). No new migration is required for this release — your existing settings carry over untouched. The version chip next to the Admin title should read **v1.0.1 running**.

1.0.0 July 17, 2026

First production release — a slow or offline ProPresenter machine can no longer drag down GFX 1's slides and

timers

- **ProPresenter GFX 1 stays fast no matter what the other machines are doing.** The dashboard watches three ProPresenter machines — GFX 1 (Side Screens, which drives your slides, timers, stage messages, and Planning Center auto-advance), GFX 2 (Video Wall), and GFX 3 (411 Room). Previously, one poll went out to all three together and the dashboard waited for every one to answer before updating anything — so if GFX 2 or GFX 3 was slow, laggy, or turned off, GFX 1's slide and timer updates got held back with it. That's what caused slides to visibly update every few seconds instead of once a second. Now GFX 1 is read first and on its own, and the dashboard updates the moment it answers; GFX 2 and GFX 3 are checked separately in the background and can never hold GFX 1 up. A machine that's off simply shows as disconnected in the status column without affecting the live slides at all.
- **This is the 1.0 production build.** The dashboard graduates from the 0.x beta line. Production builds show no BETA marking anywhere — the top-bar badge is gone and the version simply reads **1.0.0**. Going forward there are two tracks: the stable production build you run in the building, and a beta build (always one version ahead, e.g. **1.0.1 Beta 1**) used to trial new work before it graduates to the next production number.

i **After updating:** restart the server (or it restarts itself under `npm start`). No new migration is required for this release — your existing settings carry over untouched. The version chip next to the Admin title should read **v1.0.0 running**.

0.6.7 July 16, 2026

Everyone's mics show on the band board, drag a mic into an instrument pack, stage panels place and scale properly, and ProPresenter / Planning Center / Spotify update every second

- **A person with more than one mic now shows all of them on the band board.** On the `/board` monitor, if someone was assigned two microphones (or two instrument packs, or two in-ears), only one showed on their card — the second was silently hidden. Every assigned pack now appears in its slot, each with its own battery and signal readout and any "replace battery" warning. Cards with a single pack look exactly as before.
- **Drag a microphone onto an instrument pack to group them.** In Admin → Mic Assignments you can now drop a mic chip directly onto someone's instrument pack — useful when a lav mic and a guitar pack ride together on one person. The mic tucks in underneath the pack as a small sub-row instead of sitting as its own chip; instrument packs show a dashed outline to hint they accept a drop, and the small **×** on a grouped mic pops it back out. It's an organizational convenience on the Admin screen — the live displays are unchanged.
- **New `/stage` panels land where you can see them.** Adding a panel in Edit-layout mode used to drop it far below everything else, so you had to scroll through a big empty gap to find it. New panels now appear directly beneath the panels already on screen.
- **The stage mic panels always fit — like the band board.** The "Mic batteries" and "Mic assignments" panels on `/stage` used to spill into extra rows and require scrolling when there were a lot of mics. They now re-pack into more columns and shrink to keep every mic, pack, and in-ear visible at once, at whatever size the panel is — smaller when there are more, larger when there are fewer.
- **Live timers update every second.** ProPresenter and Planning Center timers (and the Spotify "now playing" widget) now refresh once a second instead of every few seconds, so countdowns and clocks stay current in real time. Planning Center and Spotify are rate-limited cloud services, so each has a built-in safety valve: if either ever asks the dashboard to slow down, it quietly pauses for a few seconds — keeping the last value on screen — then resumes, and notes it in the log rather than erroring out.

- **Documents fill their widget in true colors.** Message Notes, Cue Sheet, and Stage Plot files no longer show a gray border on large monitors or a darkened / inverted rendering — they fill the widget and display in their native colors. (Note: a PDF's own built-in viewer still paints a thin page-mat around the page; an image file fills edge-to-edge.)
- **Fresh installs start with a cleared stage display.** Confirmed: a brand-new install comes up with no stage message. Existing installs keep whatever message they had on upgrade — nothing is wiped.

i **After updating:** restart the server (or it restarts itself under `npm start`). No new migration is required for this release — your existing settings carry over untouched. The version chip next to the Admin title should read **v0.6.7 running**.

0.6.6 July 16, 2026

Smart search replaces the help button, tidier dashboard top bar, smoother dragging, stage notifications on top & auto-clearing, livelier RTA

- **Search — or ask — anything, from the top bar.** The round "?" help button is gone; in its place is a **Search** box (or press `⌘K` / `Ctrl-K`, or `/`). It finds pages, any device by name or IP, any pack or the person wearing it, your positions, and Admin settings, and jumps straight there. It also **answers questions** — "which batteries are low?", "what's next in the plan?" — and can act ("ack all alerts", "flag Mic 3"). That Q&A is the **Tech Arts Assistant, which is no longer a widget**: it used to only work if you happened to have the panel on your dashboard, and now it works from every page. The old quick-help card is still there — search for "help". Existing dashboards drop the assistant panel automatically on update.
- **The dashboard top bar is consolidated.** The Position picker and Edit-layout button used to sit in a toolbar row of their own under the top bar, which was almost entirely empty space on every screen. They're now compact controls in the top bar itself — a position chip and a  icon button — and that row is gone, giving the widgets back about 50 pixels. Only the Dashboard uses this; every other page's top bar is unchanged.
- **Dragging and resizing feel smooth now.** Panels used to jump around while you moved them, on both the dashboards and `/stage`. Three causes, all fixed: the layout was being recalculated on top of the previous frame's result over and over (so neighbours drifted and flip-flopped, and never came back if you moved away and returned); boxes snapped to a new cell the instant the pointer crossed a boundary, so a shaky hand strobed the layout; and resizing rounded twice, so a drag could jump two columns at once. Each frame now recomputes from a clean snapshot, cells commit through a small dead zone, and the page can't reflow under your cursor mid-drag. A tiny wobble no longer counts as a drag at all.
- **Stage notifications sit on top of everything, and clear themselves.** A message pushed to the stage could be covered by a panel, depending on your layout; it now renders above every panel, always. It also **auto-clears after 2 minutes** so a forgotten note doesn't live on the screen all morning — the timeout is yours to set in Admin → General → Stage display → **Auto-clear after (seconds)**, and **0** means never. Clearing happens on the server, so every stage TV and the ProPresenter message drop together. Re-sending the same wording doesn't restart the clock; changing the wording does.
- **The RTA is alive.** It was barely moving. Three reasons: it only redrew when the whole dashboard state was pushed (about every two seconds); it folded Smaart's 1/3-octave data down to ten whole-octave bars, throwing away roughly two thirds of the detail; and the bar scale (-80...0 dBFS) squashed normal programme level into a narrow middle band, so a 10 dB swing moved a bar barely a tenth of its height. Now the meter reads Smaart's live stream directly several times a second, draws the **full 1/3-octave detail** (about 30 bars) with a peak-hold cap above each, and uses a scale matched to real level. If the bars sit too low or peg on your rig, tune **RTA scale floor / ceiling (dBFS)**

in Admin → Integrations → Smaart. The SPL trend also samples three times as often, and a dead Smaart stream is now called out within four seconds instead of fifteen.

- **Empty mic channels are off the wall screens.** Packs with nobody assigned — mics, instrument packs, and in-ears alike — no longer clutter the role dashboards, `/stage`, or the `/board` monitor. They're still all there where you hand them out: the `/mics` page and Admin → Mic Assignments show every pack, assigned or not.
- **"Push faders now" removed.** The manual button is gone from Admin → Mic Assignments. dLive fader labels still sync automatically from Mic Assignments on every Push live, as long as "Auto-label faders" is on for the connector.

i **After updating:** restart the server (or it restarts itself if you run it with `npm start`) so the `v066-search` migration runs. It removes the retired assistant panel from any dashboard that had it and seeds the 2-minute notification timeout. Nothing else about your setup changes.

0.6.5 July 15, 2026

Free drag/resize stage display, smarter device-down diagnosis, dLive & HELO fixes, drag-and-drop PP ↔ PCO links, Spotify loopback fix

- **Stage display is now a free drag/resize grid.** Every block on `/stage` — including the clock, the LIVE pill, and the service timer, which used to be a locked top strip — is an independent panel you can drag, resize, add, or remove right on the stage page itself: open `/stage`, enter the PIN, and pick  **Edit layout** (top right). A new **Mic assignments** panel shows the full roster (person, position, pack, battery/offline). Admin → General → Stage display is now just a plain on/off checklist — position and size live on the page. Existing layouts are migrated automatically.
- **Smarter "device down" diagnosis.** A single unplugged device is no longer blamed on "the switch." The diagnosis now uses the real per-device **Switch / port** wiring: if other devices on the same switch are online, it says the device itself, not the switch. It only points at shared infrastructure (a switch or network segment) when at least two devices that share it are down together.
- **dLive test actually confirms the protocol.** The Test button now does a real channel-name query round-trip instead of just checking that the port is open — a pass means the MIDI-over-TCP protocol is confirmed; a console that answers TCP but stays silent gets an honest warning. Requires the console on **Protocol V2.0 or newer**. The **Push faders now** button moved to Admin → Mic Assignments, right next to the channel-to-person mapping it pushes.
- **AJA HELO log widget fixed.** The device's log page is a template filled in by an embedded script; the old reader let that script's code show up as if it were log text. It now strips script/style blocks entirely and keeps only real log lines — and if a HELO's page doesn't match a known log format, it says "format not recognized" instead of showing garbage.
- **PP ↔ PCO Links rebuilt with pull + drag-and-drop.** Pull the plan from Planning Center and the presentations from ProPresenter, then drag a presentation onto a plan item to link them. A "+ Add current ProPresenter item" button and the original type-it-by-hand table remain as fallbacks; existing links never disappear if a title isn't in the freshly pulled plan.
- **Spotify Connect fixed for Spotify's new redirect rule.** Spotify now rejects any redirect URI that isn't a loopback literal — register `http://127.0.0.1:4400/api/spotify/callback` (not a LAN IP, and not "localhost") and do the one-time Connect from `http://127.0.0.1:4400/admin` on the server itself, or over an SSH tunnel. The Admin card and guides now say this, and the Connect button warns if you try it from a non-loopback address.

0.6.4 July 15, 2026

Smaart RTA + full metric readout, and offline mics no longer read as "replace battery"

- **Smaart RTA (spectrum) now feeds the SPL meter.** The connector opens the API's spectrum-measurement stream and drives the RTA frequency bars live. It needs an **active spectrum measurement** in Smaart — if none is running, the widget says so plainly instead of sitting empty. Banding is selectable (default 1/3 octave).
- **More SPL datapoints.** The meter now shows the full set Smaart reports for the calibrated input — SPL A/C Slow, SPL A/C Fast, LAeq / LCeq / Leq (1 s and 10 s), Peak C, FS Peak — as a compact tile grid, plus the RTA's dB-FS peak and banding.
- **Offline mics show OFFLINE, not "replace battery."** A pack with no telemetry (transmitter off, or receiver unreachable) now reads **OFFLINE** on the band board, the Wireless widget, and the Mics page. The red **REPLACE BATTERY** banner only fires for a genuinely low **live** battery ($\leq 20\%$); a pack the health engine flags as draining fast gets a softer amber **WATCH BATTERY** note, and only while its charge is actually heading down — never at full, never when it's offline. (Previously the banner could show at full charge or while offline.)
- Smaart's Test button now also reports whether an RTA spectrum measurement is active.

0.6.3 July 15, 2026

Real Smaart WebSocket API, favicon follows the logo, dual install/upgrade builds

- **Smaart connector rebuilt on the real WebSocket API (v3).** The earlier build spoke plain HTTP, which Smaart's API does not use. It now connects over WebSocket (`ws://host:port/api/v3/`), queries the active calibrated inputs, and streams the chosen SPL metric (default **SPL A Slow**; SPL C Slow, SPL Fast, etc. selectable). Built on a new zero-dependency WebSocket client so the app stays dependency-free.
- **Smaart supported versions, stated plainly.** API v3 = full Smaart **v8.3.0–v9.0.1**, Smaart Di 2.1+, Smaart SPL (SPL streaming needs full Smaart or Smaart SPL — Smaart Di has no calibrated inputs). Smaart 7 (v1) and 8.0–8.2 (v2) use an older protocol and aren't supported. The Test button now reports your exact product + version, whether it's supported, and a live SPL reading — a real verdict in one click.
- **Favicon follows the logo.** Every page's browser-tab icon (and the iOS home-screen icon) now uses the logo uploaded in Admin → Files, updating the moment you change it; it falls back to the default mark when no logo is set.
- **Two build artifacts per release** — a clean **install** zip (unzip and run on a fresh machine) and an **update** zip (drop into Admin → General → Software update on a running install). From now on both ship together.
- **Setup guide fix** — restored the simple first-run command `node server/index.js` alongside `npm start` (which adds the auto-restart watcher).

0.6.2 July 14, 2026

Remote software updates, smarter device alerts, switch port maps, TV-sized Status page

- **Remote software updates** — drop a release zip in Admin → General; the server validates it, snapshots settings, installs over itself, prunes files the release no longer ships, and reboots into the new version. `server/data/` (settings, reports, uploads) is never touched.
- **Running version shown in Admin** — a chip next to the Admin title says exactly which build is loaded (hover for server start time); also in the boot log and BETA badge tooltip.
- **Smart device alerts** — a device that drops no longer alerts instantly. Only after it stays down past the configurable window (Admin → Alerts, default 60 s) does ONE critical alert fire, with the auto-diagnosis built in. When the device

is seen again, its alerts auto-acknowledge. Webhooks follow the same rhythm — no more blip spam.

- **Status page layout** — room cards pack into a masonry grid (a one-device room no longer takes half the page) and flow to 3–4 columns on TVs and wide screens; in TV mode rows compact to one readable line so the entire network fits on screen without scrolling.
- **Device records** — every device now carries switch/port location, cable label, MAC address, and notes, editable via the  button in Admin → Devices; shown on the Status page and in the click-for-details modal.
- **Switch port maps** — click a switch on the Status page: every physical port with link state, PoE, and the connected device (matched from the switch's own MAC table + each device's switch/port field).
- **Service report gating** — reports archive only when Planning Center LIVE actually drove the service and it ran longer than a minimum (default 15 min; Admin → General → Service reports). No more junk reports from weekday testing.
- **Admin mic names** — Admin → Mic Assignments now shows each pack's physical receiver name (Wireless Workbench channel name), same as the widgets; the edit dialog explains which name wins.
- **Smaart connector rework** — tolerant of different JSON shapes (auto-detects the SPL field), and the Test button now gives a definitive verdict about the exact build on the rig (working / wrong path + what it found / API not enabled). Note: the web API needs Smaart v8.4+, Smaart SPL, or v9.
- **Documentation** — version-history sections removed from all six guides into this document; all guides refreshed for 0.6.2.
- Fix: zip uploads to the show-file archive no longer stall (content-type handling).

0.6.1 July 12–13, 2026

Mic assignment fixes, real ULXD telemetry, parent paging, configurable stage display

- **Fixed: "can't change the first 6 mics"** — the Admin roster now shows everyone with gear assigned, even when they're not on this week's PCO team ("not on team" chip), plus free-text manual assignment with a team datalist.
- **Fixed: no battery/frequency from the ULXD racks** — the Shure connector was rewritten to one control session per receiver (racks cap concurrent connections); every configured channel is always probed; receiver channel names (CHAN_NAME) now flow through as the mic's label everywhere.
- **RF Coordination fixed** — an early-exit bug silently skipped channels 2–4 whenever channel 1 was idle; all channels now report frequency/battery/RF.
- **Parent paging** — keypad page for kids ministry; codes trigger a ProPresenter Message on GFX 1 so they appear on the side screens; codes stack and auto-expire. Combined with Room Counts into one /paging page with tabs.
- **Configurable stage display** — pick which panels show and in what order (Admin → General); the Stage page is link-only now (out of the main nav).
- **Service Plan auto-follow** — the plan widget keeps the live item at the top, without fighting manual scrolling.
- **AJA HELO log widget** — status-change history plus the device's own logwatch page.
- **TV mode fixes** — no welcome popup on ?tv=1 screens; pages stretch edge-to-edge on wide TVs (no more black bars).
- **Auto-restart watcher** — `npm start` now runs the server under a watcher that restarts it after file changes and crashes; "Restart server now" button in Admin → General. (This is what makes 0.6.2's remote updates hands-free.)
- 1-second clock ticks on the dashboard; ProPresenter polled honestly at 2 s with per-instance parallelism; BETA badge in the top bar.

0.6 July 10–12, 2026

Spotify, PCO auto-sync + PCO-driven service clock, assistant, GFX widgets, datasheet import

- Spotify walk-in music (connect once — now-playing + transport + playlist picker on the Audio dashboard).
- Planning Center plan picker and scheduled auto-sync (Mon 7:00am · Wed 4:30pm · Sun 6:00am, editable) with change alerts; **PCO LIVE drives the service clock and reports** (BoxCast demoted to fallback); plan items merge by id so live status is never clobbered.
- Countdown targets the next available service (real PCO times when connected; rolls to the next service day).
- Tech Arts Assistant chat (answers from live data; optional Anthropic key; acts on "ack all alerts" / "flag Mic 3").
- Status page grouped by room/location; per-device SNMP health (reported name + uptime).
- Three GFX widgets (live thumbnail + full slide list per ProPresenter machine); fixed the stuck-slide-index bug; instances renamed GFX 1/2/3.
- Networking datasheet imported (+38 devices with MAC/wiring/notes); four ULXD4Q receivers → 16 mic channels; "paused" device flag for racked-but-unpatched gear.
- SPL compliance + streaming SLA reports (print-ready HTML and true PDFs, attached to the Monday digest); encoder history archived into reports.
- YouTube live chat tab (+ quota guard); RF coordination widget with conflict flags; backup-encoder watching; OBS connector (obs-websocket v5); Dante presence via mDNS; A/B compare on Trends.
- Guest-services page became room-counts-only; per-TV overnight dimming; custom API tiles; upgrade-safe settings with backup/restore; critical-alert banner; first-run welcome + "?" help; versioning reset to 0.x for the beta.

0.5 July 10, 2026

Countdown timeline, encoder telemetry, UPS + switch SNMP, show-file archive

- Pre-service countdown timeline (T-30 / T-15 / T-5 / T-2, editable) with dashboard alerts, webhook pings, and stage-display push.
- Encoder stream-health telemetry (bitrate, FPS, dropped frames) with an alert floor.
- UPS & power monitoring over SNMP; network switch monitoring over SNMP with per-port watch and PoE budget.
- Show-file archive with weekly auto-snapshot and auto-fetch sources; incident heatmap on Trends; four new Companion buttons + JSON status feed; refreshed on-brand interface (the green palette used at the time).

0.4 July 10, 2026

Band board, drag-and-drop mic assignments, clip email, smart insights

- Hidden /board band monitor page with live battery/RF chips and REPLACE BATTERY banners.
- Drag-and-drop mic & pack assignments fed by Planning Center people and photos.
- Clip-marker email to the editing team with CSV attachments; stage display upgrade (live status, message clocks, livestream); NDI program-feed support; wireless instrument pack type; smart insights engine.

0.3 July 9, 2026

Clip markers, attendance, wireless health, maintenance board, training replay

- Sermon clip markers with CSV export; in-room attendance; wireless battery/RF health with dying-transmitter flags.

- Maintenance ticket board; training replay mode; Stream Deck/Companion control API; automatic Monday email digest; official logo added to the app and all documents.

0.2 July 9, 2026

Run of Service, PP ↔ PCO links, reports, and a wave of connectors

- Per-position Run of Service with Monday auto-reset; PP ↔ PCO item links and auto-advance; BoxCast-driven service reports and LIVE status.
- Logo/stage plot/message notes/cue sheet upload slots; device auto-diagnosis and offline webhooks.
- New connectors: ETC Ion, dLive ×2 with fader-label sync, AJA HELO, HyperDeck ×2, Ross, ProPresenter ×3 with live slides and message clocks; ULXD + multi-receiver support; PCO profile photos; Church Online chat; service times 9:30am and 11:00am.

0.1 July 9, 2026

Initial release

- Role dashboards with drag/resize widgets, service reports, mic assignments, device status, trends, stage display, and the admin backend.