

Calnex SNE



Release Notes Firmware V5.1



Important Upgrade Information

- This release requires an update of the firmware and the client GUI software.
- As of this release and going forward, firmware upgrades are no longer performed via the SNE GUI application. See below for details of the new upgrade procedure.

Upgrade Procedure

Step 1: Installation of the latest firmware

- Do not power off the SNE during the upgrade process
- Ensure that all maps are stopped
- Download the latest firmware from the SNE Calnex download page
- Open a web browser
- Navigate to the IP address of your SNE (http://<ip_address>)
- Click on Select File
- Select the firmware file “sne-release-5.1.1-4098.pck”
- Click Update
- Once the unit completes the update and reboots, refresh the page
- Confirm that the Firmware Info Version is now 5.1.1-4098

Step 2: Install the latest version of the SNE GUI

- Close your existing installation of the SNE GUI
- Download the latest GUI from the SNE Calnex download page
- Extract the zip file
- Run setup.exe
- Once the installer completes the SNE GUI may ask you for a license key to activate, please use the key that was shipped along with your unit on the supplied USB or via email

Fixes

Firmware

License Key:

- The license key checksum is validated when entering in a new license key into the “Hardware License” key field within the settings of the SNE device. This is to ensure that no invalid key gets sent to the unit which would stop all functionality.
- Fixed a refer to “Shamrock” in the invalid license key error message

Running 2 Map simultaneously:

- A user could appear to start two maps on the same ports (in single user mode). Only the first map would actually be running. Now if a user tries to run 2 maps containing the same port numbers an error will appear. However both maps can now run as long as the ports don't collide.

Bandwidth Throttle:

Re-implemented the bandwidth throttle algorithm to support mixed packet sizes.

GUI

- No Changes

Known Issues

- The Force Release (admin) button is always enabled, even for unallocated ports
- Starting a map and then logging in as a different user it is possible to stop (but not restart) the same map
- Aggressive enable/disable of the background traffic generator may cause lock-up
- Load generator targets do not operate correctly in bridged mode; they operate correctly in the virtual routed mode
- Using an earlier version of the GUI to perform the update may cause it to report that it has failed in some environments.



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