



Firmware for NPort Express Series (DE-311) Release Notes

Version: v3.0	Build: Build 11010715
Release Date: Jan 22, 2019	

Applicable Products

DE-311

Supported Operating Systems

N/A

New Features

- Supports hardware revision 3 (Rev. 3).

Enhancements

N/A

Bugs Fixed

- The AT&V command showed the wrong quiet value for Ethernet modem mode.

Changes

N/A

Notes

N/A



Version: v2.8	Build: N/A
Release Date: N/A	

Applicable Products

DE-311

Supported Operating Systems

N/A

New Features

- Added ATDT command function, which supports entering IP addresses and port numbers without dots.

Enhancements

N/A

Bugs Fixed

- NPort could not establish a connection with network devices with an IP address for which the last 8 bits are all 0s but host part is not all 0s.
- For Real COM mode, COM port could not be opened after executing the nmap command.

Changes

N/A

Notes

N/A



Version: v2.7	Build: N/A
Release Date: N/A	

Applicable Products

DE-311

Supported Operating Systems

N/A

New Features

N/A

Enhancements

N/A

Bugs Fixed

- Checksum problem where NPort would receive a TCP packet with a checksum field equal to 0xffff.

Changes

N/A

Notes

N/A



Version: v2.6	Build: N/A
Release Date: N/A	

Applicable Products

DE-311

Supported Operating Systems

N/A

New Features

N/A

Enhancements

- Supports broadcast IP address in UDP mode. NPort will only send one UDP packet if the [Begin] address is the subnet broadcast address (Check NPort IP Address and netmask setting).
- Improved the latency for TCP Server mode when the force tx timeout is set.

Bugs Fixed

- UDP mode broadcasting would fail if the number of destinations was large, but the number of destinations was still limited to 64.
- Delimiter bug which caused the NPort serial port to hang.
- Ping large packet problem.
- UDP packets would be discarded when the UDP checksum = 0.
- In TCP Client mode, DTR/RTS status was not correct.
- In TCP Server/Client mode, inactivity times larger than 32767 ms would not work.
- In TCP Server mode, firmware sometimes would not return "TCP Listen" state when a client disconnected the TCP connection. This is because the firmware would try to wait for serial port data output, but did not check the TCP state.
- TCP Server mode would not clear serial data after a TCP connection was established. This would cause the client to receive garbage data.
- In TCP Client mode, if the destination host was not ready, the firmware would retry frequently and cause heavy traffic.
- Line status was not correct in RS-422 mode.
- Sometimes the Configurator could not detect all DE-311 devices.

Changes

N/A

Notes

N/A