Release Notes 0.92

Preview version v0.92 of grandMA3 software

You are about to enter the preview version 0.92 of grandMA3 software.

To use this preview version, make sure to agree to it! See the buttons on the right of the title bar.

This software is stable but not yet fully featured.
grandMA3 v0.92 is designed to provide you with a preview of the full grandMA3 operating software.

Some of the features you are used to seeing in a grandMA2 console may still be missing.
We strongly recommend not using this version for show use.

You will see that the grandMA3 on-board help system is in place and we encourage you to explore, utilizing the on-board help system as your first point of support.
Please give any feedback or report bugs to support@malighting.com or via your local MA distributor.

For professional show use, we recommend restarting the console and selecting Mode2 from the menu.
This grandMA3 console will then boot in grandMA2 software which is fully compatible with the grandMA2 system.

Important:
Show files saved with v0.8.3.1, v0.9.3 or v0.91 cannot be loaded using this version.

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Features

The latest release of grandMA3 version 0.92 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links for more information.

Group Masters

Group master functionality has been added. As several executors that have the same object assigned interact together this rule is also valid for groups.

A group can be set to these types of behavior as group masters:

- None – has no function as group master. New default for new groups. If a group is assigned to an executor, the mode changes to Positive. Only a group that is not assigned can have the mode None.
- Positive – highest group master value takes precedence.
- Negative – lowest group master value takes precedence.
- Scaling – scales the dimmer values between group masters. Grand master and world master are by default scaling masters.
- Additive – uses HTP to overwrite the dimmer values, coming from programmer and playbacks. The grand master and solo has no influence on this type of group master.

The different types of group masters are indicated by small symbols in the pool objects. Positive = + , Negative = - , Scaling = x , Additive = o .

The colors are added to the color theme:

- GroupMaster.Positive
- GroupMaster.Negative
- GroupMaster.Scaling
- GroupMaster.Additive

Edit Group X will open the edit group pop-up in order to change the name, mode, value, appearance, etc.
EditContent Group X will call the group into the programmer in order to update it. To access the keyword EditContent, press Edit 2x.
Editing worlds works analogous to editing groups.

Form Editor

Form Editor in Add Window pop-up/Other.

Select a fixture and add points (each point represents a step) in the editor. Select the steps, move or create a spline curve and store the generated/edited form into a preset or cue. It is also possible to select the steps using the arrows on the encoder bar, `X5 Step` , or `MA` + `Next` / `MA` + `Prev` / `MA` + `Set` . To create a form, use at least 2 steps. The maximum number of steps is 64.

Edit using tool keys:

- Move Area: Moves the entire editor to show relative values that can be outside the positive range.
- Select: Selects single steps or uses lasso selection for multiple steps. Select `Abs` or `Rel` in the title bar.
- Add Absolute: Adds a step using an absolute value. The encoder bar follows the absolute layer. The Single Step Mode is automatically activated as long as you hold your finger or the mouse cursor in the editor. A filled rectangle represents absolute values.
- Add Relative: Adds a step using a relative value. The encoder bar follows the relative layer. An empty rectangle represents relative values.
- Delete: Deletes single points or uses lasso selection to delete multiple points.
- Move Point: Moves selected steps. It is also possible to use the Align keyword.
- Move Spline: Moves handles from selected steps. It is also possible to use the Align keyword. A cyan help line is displayed if you tap and move a selected step.To influence acceleration and deceleration at the same time, tap the help line in the middle. To change acceleration and deceleration individually, tap the help at its end points.
- Change Size: Enlarges/reduces all selected steps evenly from the center point of the selection. It is also possible to use the Align keyword.
- `MA` + Change Size: Enlarges/reduces all selected steps from the center point of the selection on the horizontal or vertical axis.
- Change Rotation: Rotates the selected steps around the center of the selection. It is also possible to use the Align keyword. Select at least two steps.
- `MA` + Change Rotation: Rotates the selected steps around the center of the selection in 5 degree increments.
- Change Phase: Opens an overlay that displays a horizontal line for every fixture selected. A yellow dot symbolizes the value of the phase. Here the phase value can be shifted independently from the selected steps for the selected fixtures. The At filter can be used to move phases for individual attributes. It is also possible to use the Align keyword. If several attributes are displayed along with different phases, the selected feature groups are displayed in a brighter color. If the fixtures are allocated to grid positions, the values of the phases can be vertically or diagonally aligned.
- Step Toggle: Toggles the selection through all steps to the first step.
- Reset: Resets spline of the selected steps.
- Cut Programmer: Removes all programmer values in the currently selected fixtures and moves them to the clipboard.
- Copy Programmer: Copies all programmer values in the currently selected fixtures and moves them to the clipboard.
- Paste Programmer: Inserts all values from the clipboard to the currently selected fixtures in the programmer.
- Mirror X: Mirrors all selected points on the x-axis.
- Mirror Y: Mirrors all selected points on the y-axis.

- Mirror Time: Swaps the order of the steps. Select all steps first.
- Swap XY: Swaps the X and Y axes of the selected steps.
- Flip: Flips the position of the selected fixtures.
- Reset Zoom: Resets the Move Area tool.
- Show Beams shows dimmer and color values.
- Single Step in the encoder bar. To be able to accurately adjust the position, the phaser will not work in this mode.
- Sync in the encoder bar synchronously starts the phaser. Use Sync, for example, whenever phasers that come from different presets are to be running together in sync. This sync option only affects the programmer.
- At Overlay on the left of the screen 1, 2, or 3 shows all possible steps. It is possible to change, add, or delete values in several steps.
- It is possible to use Oops at any stage.
- It is possible to add an Appearance in the background.
- Speed and phase values can only be stored together with absolute or relative values.
- Repeat, Acceleration, Deceleration, Transition, and Width values are only stored if there are at least two steps active. Otherwise they will be discarded when storing.

Navigating in the area of the form editor is also possible with gestures, e.g. zoom or move area.

For more information on the gestures see **Gestures**.

Art-Net

➕ Implemented Art-Net 4.

`Menu` - `DMX Protocols` opens the DMX Protocols Menu. Select the interface for sending and receiving Art-Net in this menu. `Enable Output` and `Enable Input` are available.

The broadcast threshold: Sets the maximum count of Art-Net receivers of the same Art-Net universe at which the console will send unicast. If this count is exceeded, the console will send broadcast.

ArtPollRate defines at which intervall the console is to send ArtPollRequest packets.

The menu displays 2 tabs - Data and Nodes:

- Data tab defines which universes the user would like to send or receive via Art-Net.
  - Name: Each line can have a unique name to facilitate identification.
  - Enabled: Select Yes or No. The default displays Yes (=enabled).
  - Mode: Select Broadcast, Unicast, Auto or Input.
  - Destination IP: Can only be set in Unicast mode.
  - Subscribed Nodes: This cell cannot be changed by the user. It indicates how many nodes in the network requested a universe of this output line via ArtPoll packets.
  - Net, Sub-Net, Universe and Absolute: Possibility to enter the Art-Net destination via a combination of Net, Sub-Net and Universe or via a absolute universe number. If the Art-Net destination is input via Net, Sub-Net and Universe the absolute universe will be calculated automatically, and vice versa.
  - Local universe: Sets the first grandMA3 universe for output or input using this line of the Art-Net data.
  - Amount: Defines how many grandMA3 universes, starting with the local start universe are output or input.
  - Delay: Spread the time of sending the universes of this configuration line.
  - Input Priority: Defines the DMX input priority of this input line. Playbacks with a lower priority will be overwritten by this input.

- Nodes lists all Art-Net nodes that the console found within the network. Nodes have to support the ArtPoll feature.
  - Configure the ports within the node itself.
  - If a node reports more than 4 ports, several Binds will be created.

Sending and receiving Art-Net is not bound to interfaces with IP addresses in the range of 2.x.y.z or 10.x.y.z.

At Filter / Filter Pool

To open the At filter, press and hold the `At` key, or press and hold the `At` symbol on the left hand side in screen 1. Or open on any screen the AT filter window.

If all attributes are active (yellow font color), the At filter switches off automatically. If only one attribute will be disabled in the At filter, the filter switches on automatically.
The `At` symbol on the left hand side in screen 1 indicates whether the At filter is witched on or off through its font color. In addition the `At` key is blinking, if the At filter is switched on.

To deactivate a filter:

- Clear the programmer using the command ClearAll
  - or -
- Press the key `Clear` 3 times
  - or -
- Activate all attributes in the At filter.

If a feature contains more than 5 attributes, or if there is more than one feature within a feature group, you can expand them.

Filter masks can be stored in the filter pool. Select filters here. If a filter is selected, it is activated right away. The ClearAll keyword deselects the filter.

Filters can also be assigned to presets, preset pool, sequences, etc.

If Filter

If command has been implemented.

MA	Admin[Fixture]> Delete If Fixture 1 + 5 EndIf Seq 1

Presets

New command **Recast.** Recast allows to update fixtures in sequences with changed preset information. Recast works with attributes that were added or removed.

Example: Dimmer is open and color is red for 10 fixtures in All preset 21.1. This preset is used in sequence 1. We now add a position to the preset. Following Recast can be executed:

> **MA** Admin[Fixture]> Recast Preset 21.1

This will add the position data of preset 21.1 to sequence 1. This also works the other way round, for example if an attribute is removed from the preset.

In addition, the 2-step system of call modes has been adjusted in presets:

- Only 1 stage out of all call mode is available: The call mode of the preset itself.
- Editing a pool still allows to change the call mode of a preset manually.
- The call mode setting in the preset pool settings is used as a call mode store option across pools. This option is the case, if the CallMode option in the Store Options is set to Default.

Editing presets is split up into 2 different operations:

- Edit Preset X will open the edit preset pop-up, (like any other edit pool pop-up) which allows to change structural properties of the preset, like name, input filter, appearance, call mode.
  In addition, 3 buttons were added to trigger advanced actions:
  - Edit Content: Calls the content of the preset into the programmer.
  - List References: Shows all references and dependencies of the preset.
  - Recast Preset: Recasts the preset in the entire show.
- EditContent Preset X will call the preset into the programmer in order to change its content. The new keyword EditContent can be accessed via 2x Edit .

> **Important:**
> Universal presets is still work in progress!

Tracking Sheet

The tracking sheet is merged into the sequence sheet. With the new title bar button `Track Sheet` the tracking sheet part can be enabled or disabled. If the tracking sheet is enabled, the tracking data will be displayed at the right end of the sequence sheet, right behind the timing data.

When the tracking sheet is enabled, additional title bar buttons will be displayed: `Step` and `Selection Only`. If there is no selection, the tracking sheet will not show any data.

The sequence sheet displays sequence number, name and, the data pool number (if it is not from the selected data pool) in its title bar.

Expanding a cue using the enabled `Show Steps` button in the sequence sheet shows the steps of a cue.

> **Hint:**
> Selection Only solely filters the fixtures. It does not filter cues in addition as in grandMA2.
> Font and background colors for tracking data need to be defined. The color refrences are in FixtureSheetCell:
> TextPlayback..., BackgroundPlayback..., TextPlaybackTracked..., BackgroundPlaybackTracked...,
> TextPlaybackBlocked... and BackgroundPlaybackBlocked...
> ColorDefinitions are located in the ColorDefinitionGroup SheetColor.

Change Size of User Defineable Area

All configure display dialogs offer the possibility to change the size of the user defineable area. This allows to set up the display for bigger or smaller display sizes in advance. If the elements in the user defineable area occupy a larger area than the display can show, a yellow border will be drawn around the user defineable area as indicator. If the size is smaller than the display can show, the area that is not used will be grayed out.
To scroll the entire view, use the 3 finger or more finger gesture. In addition, scroll bars will be displayed.

Furthermore, there is a new gesture for resizing windows within the user defineable area:

1. Tap + hold the title bar with one finger.
2. Tap and move inside the window with the second finger in order to resize the window.

For more information on the gesture see **Gestures**.

The bottom right corner can still be used to resize the window.

Display Preference of Dialogs

Dialogs that can appear on different displays in regards to the focus can be set to a dedicated display prefrence. As with grandMA2 all these dialogs have a monitor icon in the top right corner. Tapping the icon shows the display preference dialog, where the user selects the designated display for this dialog. In addition, the preference can be cleared in this pop-up as well.

New buttons were added to the display section in the main menu. These combine all dialogs to one designated display or clear the preferences in all dialogs.

Smart View

Channel sets in the Smart View are visually grouped per channel function by an alternating gray tone of the indicator bar (light gray/dark gray). A channel set can be called via its pool object ID that is shown in the Smart View.
To call the channel set that has the pool object ID 1, use the following syntax:

> **MA** Admin[Fixture]> At ChannelSet 1

In addition, every pool object show its channel set ID in the Smart View (index of channel function.index of channel set).

Connector Overlay

The connector overlay shows the hardware connectors of the desks on the letterbox screens as an overlay. This makes it easier to find a socket when you are in front of the desk.
The connector overlay can be accessed via F10 on hardware desks. onPC stations do not show this overlay as the formation of screen and onPC command wing does not fit in most cases.
If the connector overlay is open, F10 or tapping onto any screen, except the overlays, will close them.

> **Restriction:**
> This overlay is only available for grandMA3 full-size, grandMA3 full-size CRV, grandMA3 light and grandMA3 light CRV models.

User Pool

All users in a show file are organized in the user pool. Appearance can be assigned to every user. The apperance assigned is used for the desk lock.

To log in with a user, tap the user in the user pool. If the user has a password, a pop-up opens.

The user pool shows the currently logged in user as selected user.

Editing a user object in the pool will open the user editor.

Users can also be assigned to view buttons.

Patch

Patch menu offers invert options for Pan and Tilt, both for DMX and encoders. If invert for, e.g., Pan is set for DMX and encoders, they cancel each other out.

Global Fixtures

Global fixtures have been added. Global fixtures are created automatically for every fixture type in show.

These global fixtures are located in a virtual Stage 0 named Globals.

In addition, the new custom ID type global has been implemented. Stepping through the `Channel` hardkey offers Global as second option.

The additional mask option Global in the fixture sheet allows to show and hide global fixtures.

The command Global 1 at 50 sets all fixtures from fixture type 1 to 50%. The values of the fixtures are displayed in gray.

The values of fixture types can be stored in cues and global presets.

3D Window

Shadows can now be displayed in the 3D window.

Shadows can be globally enabled by setting the BeamQuality to "Gobo Shadow" or "High Shadow". If the option "Gobo Shadow" is selected, only shadows in the spot are displayed at the moment. If BeamQuality is set to "High Shadow", there are also shadows in the beam.

Additionally there is a flag in the patch per fixture instance called "cast shadow". This flag determines whether the model of a fixture type casts a shadow. The default of the flag is "No".

Added a few environment objects. Add them to the show like you would add a fixture type from the grandMA3 fixture library . The manufacturer name of all environment objects is "Environment".

Implemented arrangement tool. Use this to arrange the selected fixtures or environment objects in a grid, a circle or a line. The arrangement tool is only available if the 3D window is in "Setup" mode. Access the arrangement tool by switching `Function` to "Arrangement" in the encoder bar.

Battery Status

A battery status icon has been added. It is located on the right of the command line and shows the status of the uninterruptible power supply (UPS) of a grandMA3 full-size or light console. A percentage display indicates the battery charge.

The indicator has three different states:

- White battery: the battery is fully charged.
- White battery with a thunderbold: the battery is charging.
- Red battery: the console is either not connected to an external power supply or the external power supply is disrupted. The console is now using the battery.

In the case of a power loss a pop-up will appear, that offers the options to `Save and Shut Down` , `Shut Down` , or `Continue` .
This pop-up shows also the remaining capacity of the battery.

Shutdown, Reboot and Restart Commands

Shutdown, **Restart** and **Reboot** are independent commands. These commands can also be used to trigger other stations in the network. This can be done via type, IP or name, e.g.,

MA	Admin[Fixture]> Shutdown PU 1

MA	Admin[Fixture]> Restart 192.168.0.4

MA	Admin[Fixture]> Reboot "Main-Desk"

Align Transition

With the new align transition the spreading of values in a range of fixtures can be affected.
The following transition types are available:

- Linear (default) - spreads the values with same spacing.
- Sinus - spreads the values as if the fixtures were placed on a sinus curve. The values themselves will not represent the sinus form. Depending on the Align mode this results in smaller value gaps at the beginning and end of the range and bigger gaps towards the center of the range, or vice versa.
- Slow - The gaps between the values will be small on the beginning of the range and increase towards the end of range.
- Fast - The gaps between the values will be big on the beginning of the range and decrease towards the end of range.

Change the transition via the `Transition` button at the bottom corner on the left of the encoder bar or use `MA` + `Align` to toggle through the transition modes.
Long press of `MA` + `Align` will reset only the transition mode to Linear.

Step Control

The new window `Step Control` displays the steps. It allows in addition to command line to select multiple steps at the same time.
Its headline buttons allow to go backward and forward in the sequence of steps, to jump directly to a step or to toggle between all existing steps and selecting the former selected step.
Non exisiting steps are grayed out at the moment.

Screenshots

grandMA3 consoles can take screenshots. To take a screenshot, press `Print Screen`. When a screenshot has been taken, a brief green flash appears on the screens. The single screenshot contains all screens, however, each screen is saved as a seperate file.
The screenshots are stored as PNG files in the lib_image folder. This makes it possible to import the screenshots into the image pool as well.
The file names are generated by this template: YYYYMMDD_hhmmss_displayX.png

To export the screenshots to an USB stick:

1. Insert the USB flash drive into a USB Port.
2. Select the USB flash drive in the backup menu or use the command "select drive 2".
3. Take the screenshot - press `Print Screen`.

Other Enhancements

➕ Block and Unblock

- To block cue 4 of the selected sequence, type:

-     **M A**   Admin[Fixture]> Block Cue 4

- To unblock sequence 2, type:

-     **M A**   Admin[Fixture]>Unblock Sequence 2

↗ ColorReferences were added for the selection window: SelectionWindow.Cursor and SelectionWindow.GridBox

➕ Fixture sheet and sequence sheet have a new option called Layer Toolbar in the display tab of their context menu. This makes it possible to show a layer bar for direct switching of layers inside these windows.

↗ Sequence encoder bar only appears, if the user clicks the title bar of the sequence sheet.

➕ The light intensity of the big screens (screen 1, 2 & 3) can be adjusted. This works only for internal displays.

➕ An Appearance can be assigned to a DMX universe in the Universe Pool.

➕ Added the flag "Ignore Follow" to the properties of the channel function of a fixture type. If this flag is set to "Yes" and the attribute of the channel function is Pan or Tilt, the axis is not used for the calculation of pan/tilt values using the follow function. Default of the flag is "No".

➕ Fader touch is visualized in the playback bar.

➕ FTP access is possible.

- User name: madata
- Password: madata
- Protocol: SFTP

➕ Speed master Programmer is now available.

➕ Fixture type: added flag "Dimensions follow Ratio" to models. This determines whether editing of the dimensions of a model should be dependend or independend of the ratio of the 3ds file. Default is set to "Yes".

➕ New view align control offers all align and transition modes in an independent window.

Universe pool uses the A and the DMX connector icon, to show that this universe is part of the Art-Net configuration or that is outputted via a DMX port by a device of the session.

The flashing headline and the flashing A of a universe indicate that DMX packets or Art-Net packets are transmitted by the console.

If the universe is configured for Art-Net input and data is received, the universe will display "Art In" in addition.

Editing a universe in the pool allows to change properties like name, merge mode, request, etc. and shows the amount of patched parameters.

Cut, copy and paste for the programmer. The combinations of the commands Cut, Copy or Paste together with Programmer allows to:

- Cut Programmer: Removes all programmer values in the currently selected fixtures and moves them to the clipboard.
- Copy Programmer: Copies all programmer values in the currently selected fixtures and moves them to the clipboard.
- Paste Programmer: Inserts all values from the clipboard to the currently selected fixtures in the programmer.

At overlay (press and hold of `At` or tap `At` on the left of screen 1) and the Form Editor display buttons for these commands.

New cue properties Allow Duplicates, Sync and Morph for Phasers:

- Allow Duplicates: If several parts of the same cue are to contain relative values for the same attributes, use Allow Duplicates to enable this function. This option allows "multi line phasers".
- Sync: Synchronizes the fixtures of the phaser. E.g., if fixtures join the already running phaser, they will be syncronized with the fixtures already running.
- Morph: If the property is enabled and the phase of the fixtures changes frome one cue to the next, they will stay on track and morph into their new phase value. If the option is disabled, the fixtures will take the direct way to their new position of the phase. This sync affects only the playback itself.

MATricks, Align and transtion work also in calculators.

What´s Changed

- The paths of gobo, fixture and custom images had been changed:
  - Gobo images are now located in /resources/lib_fixture_types/gobos
  - Fixture images are now located in /resources/lib_fixture_types/fixture_images
  - Custom images (used in the image pool) are now located in /resources/lib_images

- Selection Window has been renamed to Selection Grid Window
- When starting the application the splash screen displays the release notes.
- Cue Time has been renamed to Duration. The duration shows the time the cue needs in total to be outputted completely.
- The global data pool has been renamed to Default.
- Output and DMX layers have been removed from the encoder layer bar. They are still visible in the layer bar in the fixture sheet, etc.
- Renamed the Phaser Generator to Chaser Generator and Phaser Recipe to Chaser Recipe.
- Chaser Creator has been modified:
  - The column for the input of the dimmer values was removed.
  - In the title bar, the input can be switched between "Attributes" and "Preset".
  - If "Attributes" is selected, a `Attribute` button to select the attributes is visible.
  - It is currently not possible to mix the entries. If "Preset" is selected, the values in the attibute column switch to "None"

- Leave the Edit Content Mode using `Edit` `Please` .
- Pan/Tilt attributes affect the rotation of the geometry they are assigned to and not the children of this geometry.
- Renamed grandMA3 RGB LED and Dimmer Fixture Types.
- Rearranged and relabeled items of the Display area in the Menu.
- Default AfterGlow for faders, buttons and mini encoders is set to 0. These properties can be changed per wing individually in `Menu` - `Settings` - `USB Configuration` - `MA3Modules` . The color of fader and mini encoder after glow can also be configured within the color theme. The colors are defined in the ColorGroup "Exec".
- 3D window shows the name of the selected tool in the title bar.
- 3D exits its setup mode, when a calcualtor for attribute values will be opened.
- `Clear` in the configure display dialog and the context menu of windows are renamed to `Delete Screen` and `Delete Window` .
- Long press of `Off` does not open the Off menu anymore.
- Touch and hold of an pool object, will enter the edit mode of this object.

Fixed Bugs

3D

Description
The dimensions of the stage bounding box in the 3D window were derived from the selected world. As a result the dimensions changed whenever another world was selected. This bug is fixed. Dimensions of the stage bounding box are now derived from the "Full" world and do not change when selecting another world.
The label of a camera was not displayed if it was changed right after storing the new camera. This bug is fixed. Changed names of cameras are always shown immediately after changing it.
Rubber band selection in the 3D window also selected other fixtures that were not inside the rubber band in some cases. This bug is fixed now. Rubber band selection does not select additional fixtures any longer.

Command Line and Macro

Description
Release + tapping a feature group, feature, attribute, etc., also released the dimmer. This bug is fixed. Release in combinations with selections, attributes, etc., will not release the dimmer if it has not specifically been addressed.
Recalling a stored view did not work if it was the actual view. This bug is fixed. Calling a view again is possible, also if it is the current view.
Oopsing the selection of a color theme resulted in wrong colors of the UI. This bug is fixed. The former color theme will be recalled correctly when the selection of the new color theme is oopsed.
Fixtures were positioned in the wrong place inside the grid if the prior selection was done with gaps. This bug is fixed. Fixtures will be put to the correct grid position in case the former selection had gaps.
Pressing `Please` twice without a selection activated all attributes of the show in the programmer. This bug is fixed. `Please` - `Please` works only with a selection.
Deleting page 1 did also delete page 1 altogether. This bug is fixed. In the special case of deleting page 1, only the executors of page will be deleted.
Pressing and releasing `At` opened the At overlay. This bug is fixed. The At overlay opens only if you press and hold `At` .
`Menu` did not open the menu, if all elements of screen 1 were hide. This bug is fixed. Menu opens always.
Pressing `MA` + `X9` - `X12` lights up all XKeys together and puts Exec into the command line. This bug is fixed. `MA` + `X9` - `X12` don't enter any command into the command line and don't light up all XKeys.
Loading the same show file twice via a macro crashed the console. This bug is fixed. The console will not crash anymore when loading the same show file again within a macro.

Connections

Description
Resizing a browser window while being logged in with the web remote cut off the connection. This bug is fixed. Resizing browser windows does not force a login of the web remote again.
`Ctrl` + `C` , `Ctrl` + `V` , `Home` , `Pos1` and `End` did not work correct inside the web remote. This bug is fixed.
Tapping onto external screens after executing Touch Configuration could execute the events on an internal screen. This bug is fixed. Touch events will be executed on the correct screens now.

Patch

Description
Entering fixture ID 0 numerated all selected fixtures consecutively. This bug is fixed. Fixture ID 0 will not numerate fixtures consecutively.
Moving the library pop-up in the patch menu cleared the library content. This bug is fixed. The library content is still shown even if the pop-up is moved.
If a GDTF fixture type's highlight value was set to "None", it was imported as 0. This bug is fixed. Highlight values of GDTF fixture types are now imported correctly.
Relation follower got lost during export of a GDTF fixture type. This bug is fixed. Relation follower is correct now in an exported GDTF fixture type.
At times GDTF fixture types were not imported correctly when an MVR file was imported. As a result fixtures lost their link to a fixture type in the show. This bug is fixed now.
Edit fixture type: Grid buttons (Insert, Delete, Cut, etc.) for Emitters, CRIs and RDM were inactive and grayed out. This is fixed now.
Entering a CID was possible, but IDType was not set to any custom IDType. This bug fixed. Entering CIDs is only possible, if a custom IDType is choosen.
Enabled EncoderInvert for single attributes made the encoder stick to its end when the user turned to the end of the range. This bug is fixed. Encoders should not stick to its end with enabled EncoderInvert.
Entering a value range for fixture positions inside the patch menu using the numeric pad crashed the console. This bug is fixed. Entering value ranges for positions does not crash anymore.

Phaser

Description
A crash could happen if phaser parameters were changed, while Link Encoders was set to All. This bug is fixed.
Pressing Create in the Chaser Creator without any settings made crashed the console. This bug is fixed. Chaser Creator should not crash the console anymore on pressing Create .

Playback

Description
Empty faders tried endless to move back to 0. This bug is fixed. An empty fader will try to move back to 0 after some seconds. If it is not possible to do this within 3 seconds, the fader will give up.
Xkeys did not offer to input a command as button function, like the executors did. This bug is fixed. Key commands can be entered f
Starting the next cue, while individual fade and delay of the current cue is still running, stopped the running times. This bug is fixed. Running times will be executed to their end, if the next cue will be started, while the times are still running.
Flash respected fade times when being used. This bug is fixed. Flash flashes now without fade times.

Windows

Description
Smart view did not show all channel sets of a logical channel. This bug is fixed. Smart view now shows channel sets of all channel functions of a logical channel.
Smart view did also show "no feature" channel sets. This bug is fixed. Smart view does not show "no feature" channel sets any longer as they are not needed to control a fixture.
Selecting a channel set in the smart view did not set the related channel function to active. This bug is fixed. Selection of a channel set in the smart view does set the related channel function to active.
Storing a view onto a view button suggested "ViewButtonPage x" as label. This bug is fixed. "ViewButton x" will be suggested as label, when storing a view onto a view button.
Dragging the selection grid window against the bottom corner allowed to move it outside the screen area. This bug is fixed. No windows can be moved outside the useable screen area.
Mini encoders in the playback views had graphical artefacts if they were not at 100%. This bug is fixed. Mini encoders in the playback view are drawn without any issues.
Selection grid window elements interacted with the appearance assigned to the background of the screen. This bug is fixed. No selection grid window elements will interact with the background appearance anymore.
The import image dialog did not fit into the small screens. This bug is fixed.
Selection Grid Window did not show all fixtures if zoom to fit was enabled. This bug is fixed.
MATricks window had uneven alignment and sizes of its elements if it was very small in scale. This bug is fixed. MATricks window objects are scaled and aligned evenly in all situations.

Description
Changing the Wing ID in a playback window did not update the faders inside the window. This bug is fixed. Playback window is always updated after switching to a different wing.
Having two smart views on two different screens could cause a crash. This bug is fixed. There are no crashes if the smart view is used in several screens.
Moving the point of view in the selection grid window could hide the selected fixtures or cause graphical jitters. This bug is fixed. The selection grid window does not have any graphical jitters and always shows the selection when moving the point of view.
RGB controls in the color picker did not work as expected after the exchange of a fixture type of a fixture. This bug is fixed. RGB faders in der color picker now work if the fixture type of a fixture has been exchanged.
Column width was not stored a view. This bug is fixed. Views store the column width as well.
The actual scribble area was smaller than visualized. This bug is fixed. Scribble editor now displays the exact visualized scribble area you can scribble on.
Grand master encoder did not have a function in the command controls overlay. This bug is fixed.
Additional information displayed in the status bar at the bottom of the DMX sheet upon hovering over a DMX channel immediately disappeared. This bug is fixed. Additional information are shown as long as the mouse cursor is in a cell of the DMX sheet.
Moving a DMX universe did not change the patch of the fixtures that were patched to this universe. This bug is fixed. If a DMX universe is moved, the patched fixtures of this universe will also be moved.
After editing a cell in the last row of a table it was not possible to use the 2-finger click gesture again. This bug is fixed. The cells in the last row of a table can always be edited.
Deleting ChannelSets did not remove the index numbers from the empty buttons in the Smart View. This bug is fixed. Deleting ChannelSets removes now the index numbers in the Smart View as well.
Appearance and scribble buttons in the context menus of Color picker, MAtricks, Playback have a wrong style. This bug is fixed.
Gobo thumbnails in the Smart View did not respect their own ratio. This bug is fixed. Smart View displays gobo thumbnails using the correct ratio.
Changing the size of an executor in the assign menu did not update the assign menu. This bug is fixed. The assign menu shows immediately the changed size on an executor.
Edit + tapping the title bar of a window resized the window to its minimum size. This bug is fixed. Edit + tapping the title bar of a window will open the context menu of this window.
When navigating with the keyboard to buttons like `Delete` , `Copy` , etc. in menus did not allow to execute these functions. This bug is fixed. Buttons can be executed when navigating with the keyboard to them.
Fixture sheet in SheetMode Channel showed only Fixture IDs. This bug is fixed. The channel mode of the fixture sheet shows also CIDs, if no fixture ID is set.

Description
Overlays in screen 6 and 7 cut off labels of their elements. This bug is fixed. Overlays in screen 6 and 7 scale the labels of their elements.
Pressing `ESC` did not close all menus. This bug is fixed. All menus can be closed with `ESC`.
Sorting a table, that displayed the data in a tree structure teared the data in pieces. This bug is fixed. Sorting a table with a tree structure will keep the data with the single sections.