



## dot2 Release Notes – Version 1.1.1.2

Paderborn, 20/07/2015

Contact: [support@ma-dot2.com](mailto:support@ma-dot2.com)

Dear user,

Thank you for downloading the brand-new MA Lighting dot2 Software Package.

It contains 4 parts

- dot2 Desk-Software
- dot2 onPC Software
- dot2 3D Visualizer
- MA Fixture Builder

To get started without purchasing any hardware from MA Lighting, you can connect the dot2 onPC with the dot2 3D visualizer and then have access to the complete software functionality, with the exception of outputting DMX.

For **more information** and 'How to', please have a look to the online help at: [help2.malighting.com](http://help2.malighting.com)

Also, check out the introduction videos with Chris on our webpage: [www.ma-dot2.com](http://www.ma-dot2.com)

For any questions or help please refer to our online forum: <http://forum.ma-dot2.com>

If you like to get in touch with us, please make use of the contact form on our webpage.

Enjoy your show!  
Your MA Lighting Team



## Improved Features

The latest release of dot2 v1.1.1.2 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links to resources that offer more information.

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### Virtual Playbacks View

➤ Improved in this release

If you use the virtual playback view on an external screens with the arrangement split vertically or 1 + 2 vertical, the cue names will be displayed.

The executor buttons on the dot2 onPC or virtual playback view, displays now the [executor icons](#) to the assigned executor function.

The executor name is displayed now by default. If you press **MA**, the executor numbers will be displayed.

For more information, see [Virtual Playbacks View](#).

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### Virtual Keyboard

➤ Improved in this release

The virtual keyboard has now new special characters.

- Home
  - Mark All
  - End
  - Cut
  - Copy
  - Paste
  - Cursor Up
  - Cursor Right
  - Cursor Down
  - Cursor Left
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## Macros Pool View

➤ Improved in this release

You need to create a new show with version v1.1.1.2 to have the latest macros available.

If you load a show which was created by using an older version, the new macro is not available in the macro pool.

The macros pools view has one more predefined macro Off all Executor.  
Off all Executors macro switch off all executor except the main executor.

For more information, see [Macros Pool View](#).

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## Settings of Executor Window

➤ Improved in this release

The Settings of Executor window is improved by two more functions.

### 1. Autostop

If autostop is on, the executor goes off when the fader reach the position of 0.

If autostop is off, the executor stays on when the fader reach the position of 0.

Use autostop only for fader executors.

### 2. Restart Mode

First (= default): The executor starts with the first cue.

Current: The executor starts with the current cue.

For more information, see [Settings of Executor Window](#).

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## Executor Button Functions

➤ Improved in this release

The executor button functions gets one more function. You can assign Temp now.

For more information, see [Select Function of Executor Buttons Window](#).

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### Updates

- Enabled multi selection in the patch and fixture schedule by using the touch screen.
  - Virtual playbacks view and in mini executor bar display executor labels now. If a cue on a executor is running, the cue name will be displayed instead of the executor name. The cue number is displayed right beside to the executor name.
  - Improved Node4 display rendering.
  - Modified some fixture types to control the prism rotation in the [beam preset type view](#).
  - + Added Align < > button in the effect view.
  - + Added Frame Icon in the Wing Statistics to identify devices in the network.
  - + Release notes are displayed at start screen after update.
  - Updated help files and software language for Spain, French, and Portuguese.
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## Fixed Bugs dot2

### Description

Flicker on some LCD screens and jitter on 100 mm fader. These bugs are fixed. Storelook was not considering the fader position of the masters. This bug is fixed.

It was not possible to mark all the text in a text box. Furthermore there was no opportunity to jump to the end of the text. This bug is fixed with the new virtual keyboard.

Pressing the End key on the keyboard didn't jump to the end of a text. This bug is fixed.

If you patch a previous unpatched fixture, the console doesn't suggest the next free DMX address. This bug is fixed.

Checkboxes in the choose copy method window were not synchronized on all screens. This bug is fixed.

Fixtures view doesn't remember the scroll position before storing. This bug is fixed.

Off on overwritten turned off the main executor. This bug is fixed.

Focus/zoom preset type view displays zoom-only lamps now.

Improved text of the screen calibration window.

Some of the displayed page numbers in the executor bar, which are visible if you change a page (Page +/-), had a black background. Now all numbers are transparent.

Swatchbook focus stays at the selected color for low and high value. This bug is fixed.

DMX input addresses were editable (fixed on Universe 9). This bug is fixed.

Labels of presets and groups were translated automatically. This bug is fixed.

The console crashed by using the invalid command fixture 1 thru 10 at 100 if 20. This bug is fixed.

Pan Enc. Invert and Tilt Enc. Invert in the Patch and Fixture Schedule was not working. This bug is fixed.



## Fixed Bugs dot2 3d

### Description

Loopback network address 127.0.0.1 was not always present (on computer with only one network card). This bug is fixed.