

Release date : 06/06/20011

Software version : 1.1.0.11

Improved : Display settings in "DeviceControlBrowser" double sized on left margin.

New feature: Colors Check Preferences

Field and Playback status and indication colors can be edited, exported and imported.

Fixed bug : ## [Edit], ##. [Edit] and [Edit] was lost.

Fixed bug : [Flash] defined with argument did not work properly.

Fixed bug : Dragging a resource button by right mouse click caused the drag-state to stay forever. It's now not possible to drag by right mouse button, it should never had been...

Fixed bug : 'GotoNext' in Instrument setup Patch did not work correctly.

Improved: Various values were not refreshed on screen after manipulating Instrument Setup:

- Clear dimmer patch,
- Move dimmer to other channel by drag'n drop.

Improved: Patching large number of dimmers to single channels took forever, like the system was frozen. It's now reacting immediately.

Improved: Multiple objects can be selected in browsers and dimmer grids by: [+]Click, [-]Click and [Thru]Click. Usefull for both mouse and touch in combination with console. [Thru]Click also works in channel grids.

New feature: Remote fields can be set in focusing mode from host computer.

New feature: Remote fields can be loaded with Groups and Presets from host computer.

Fixed bug : Deleting the current sequence step could crash the system if the attribute window in channelgrid was open.

Fixed bug : Deleting a Channel in a Group from Tracksheet would hang the system if the channel was the last channel in the Group.

Fixed bug : The "Record Look" popup never remembered the last filter.

New feature : Drag'n Drop of device links in Chaser steps.

Device Attributes can also be dropped on Chaser Steps.

Changed :

Preferences/System: Direct access to Tablet Settings for calibrating multitouch on Win7.

Improved: Indication on Palette Direct Access buttons is correctly updated after updating an existing Palette.

New feature: Palette buttons [F/C/B/P/E/D/A] can be used for manipulating filters in record-popups.

Fixed bug : Console did not update display/leds after clearing attribute-control on intensity wheel.

- All Led's are now correctly updated on startup.
- The All/One indication on the built in touch-screen is now updating correctly.
- Physical palette buttons will also change content of direct select flyout on internal screen if the flyout is open.

Improved: Behaviour of Direct Select buttons for touch layout is slightly changed:

- In "clean" Playback/Fader/Channels mode, first Press on [Devicecontrol] keeps layout, but displays wheel info at bottom. Second press on [Devicecontrol] changes to Devicecontrol mode.
- In "mixed" Playback/Fader/Channels mode (with Wheels at bottom) a second press on the current mode button ([Master Playback]/[SubFaders]/[Channels]) will change to clean mode without wheel info at bottom.

Improved: Freedom > support for the new wheels with push.

Should be declared as Wheelbutton 0,1,2,3.

Press and hold [C/Alt] for assigning the same ## value to parameters on more than one wheel by [WheelButton]'s.

Fixed bug : The red frame around active channelgrids did not refresh properly if no channels were selected.

Changed :

Pressing an assign button for selecting channels will only work if there is something in the field.

-> Pressing Assign on an empty field will not clear the current selection.

Fixed bug : in Liberty Virtual wheels will now stay on the built in touch-screen!

New feature : Passive backup for LIBERTY and FREEDOM is implemented.

Start the desk as 'Master ltd' in order to allow another Hathor to act as Passive Backup.

New feature : Use **ColorMix button** to toggle colorpicker on/off.

New feature : After selecting DesignerWheel parameter, selecting another parameter can be done by touch in Device Control Browser.

Touching any parameter in the browser will move that parameter to the wheels.

Improved : Image of physical fader position is properly initialized at startup.

New feature : [Group/Look/Page] or [Arrow Right][F/C/B/P/E/D/A] will make the corresponding direct access panel flyout on left side of focused screen.

The flyout will be on the built in touch screen.

Changed :

Device Control Browser is now by default grouping/combining active devices by Instrument Kind.

Instrument Kind is calculated based on combination of devices connected to an instrument.

Other list orders might be selected by right click on the browser header.

Improved : Focused Instrument/Device is clearly marked in the Device Control Browser.

Improved : Focused Instrument/Device is marked by purple color in the Device Control Browser if [One] is selected.

Improved : ColorMixing parameters (CMY/RGB) are always sorted as first parameters within Color group.

-> They will always be on the first wheels.

New feature : [Arrow Up][Arrow Down]:Toggle Double Editor On/Off in browsers.

Changed : "Update Positions" is renamed to "Rollback Positions".

New feature : ## [Pal All][F/C/B/P/E/D] will fetch positions from All Palette ##, masked by the (F/C/B...) palettegroup.

New feature : ## [C][Jump] will **jump to Sequence** Position ##.

New feature : 0 [Jump] will jump to Sequence Position 0.

New feature : [A][B] or [B][A] does the same as [A/B].

Improved : The current channel selection will ALWAYS be valid.

Closing a floating window with separate selection (Field editor /Preset editor /Track sheet ...) will always return active selection to the previous channel-selection.

The red square around channelgrids will always indicate the correct focus.

Click/Touch on direct select buttons will not steal focus from current active window/screen.

Click/Touch in docked windows without channelgrids will not change channel-selection focus.

Selecting a Screen/SubScreen with the [Screen] button WILL move selection focus if target contains channelgrid.

Selecting a SubScreen by mouse WILL move selection focus if target contains channelgrid.

New feature : Red line in **Channel Tracksheet** will indicate channel selection focus.

Fixed bug : A masterlink in sequence sending a master containing a chaser to 0 would also clear the next field.

Fixed bug : Masterlinks in sequences could not be placed in continuous steps.

Fixed bug : The device-link editor in channelgrids caused play dirty flag to be set when a channel was selected.

New feature : **0 [Screen]** will display list of windows/backgrounds for activation. Minimized windows will also be in the list.

Fixed bug : Actionlinks in sequence messed up export to Safari.

Improved : [CH+] and [CH-] with option "Select next visible" will use the last active/visible channelgrid as source for visibility. If there is no visible channelgrid "Select next with level>0" will be used.

Fixed bug : Jump to current sequence step and the [Go] or manual crossfade into the step did not update field content on Clients.

New feature : Show both A and B in packed can be toggled on/off. [AB] soft button on lower part of channelgrid and in local menu.

New feature : **[C][Intensity wheel/Joystick]** will **zoom** Channelgrids / Browsers / Direct Select panels.

Improved : Generally faster visual handling.

New feature : Direct access to **faderbanks**. Visual indication of content and level>0 for all banks.

Changed : Go-On-Go for device links is now indicated by arrow. Arrow right is Go-On-Go, arrow up is Go-In-B. This change is a preparation for a future Lookahead function.

Changed : Show Next/Previous in channelgrids is now soft buttons, not dropdown combobox.

Improved : Follow(Anchor)/Linked/ShowAB/Next/Previous buttons in channelgrids are marked with yellow dot when active.

Changed : Creating a masterlink from a "Chaser SpeedMaster" records the master level.

New feature : **[+][Assign]** Add channels in field to current selection.

New feature : **[-][Assign]** Subtract channels in field from current selection.

Fixed bug : The "Faders" window caused a crash when opened, and prevented Hathor from starting if docked. This bug produced this popup: "Ancestor for sFrameAdapter1 not found"

New feature : Images/Colors can be assigned to Palettes for identification on direct select buttons.

Fixed bug : Pinned flyouts on screen left edge disappeared.

New feature : Midi Timecode can be used as source for timecode sequences.

Fixed bug : Live editing of Chasers did not work from Client.

Fixed bug : Serial ports did not open automatically at startup.

Fixed bug : Strings for Serial IO did not load correctly.

Fixed bug : "Double Editor" in browser windows did not always display properly on first opening.

Fixed bug : Ascii export did not export intensity of the first channel in Presets and Groups.

Fixed bug : Physical faders at 0 on startup did not always catch on first (fast) move.

New feature : [Screen][Arrow Up] Move focus and mouse to higher screen #. With wraparound.

New feature : [Screen][Arrow Down] Move focus and mouse to lower screen #. With wraparound.

New feature : [Screen][Arrow Right] Change to higher subscreen # on screen with mouse. With wraparound.

New feature : [Screen][Arrow Left] Change to lower subscreen # on screen with mouse. With wraparound.

New feature : Hathor can be **started empty** (not reading statusfile) by checking "Start empty" on setup tab of startup screen. Typically for bypassing a corrupt status in case of an error during previous shutdown.

New feature : Hathor can be **started with blank screens** (not reading currentlayout.now) by checking "Skip Screenlayout" on setup tab of startup screen. Typically for bypassing a corrupt layout in case of an error during previous shutdown.

New feature : **Capture and Release.**

- Captured channels are indicated with C in upper left corner, and will keep intensity until released. Modifying intensities of captured channels actually modifies the captured intensity.
- "Capture Mode": Temporary mode until next channel selection. New intensities set will be the captured intensity. Indicated by redish channel grid background.
- "Capture current": Current intensities are set as capture intensity.
- "Release": Selected captured channels will be released back to calculated output.
- "Release All": All captured channels will be released back to calculated output.
- "Release to field": Selected captured channel intensities will be released to:
 - a) Current Field.
 - b) Dropped at field
 - c) [Release][Assign] That field

Improved : Square around attribute on « GoOnGo » also visible for scrollers.

Improved : More visible square around selected channels.

Improved : Field/Stage and All/Active did not work properly when recording Groups/Presets/Looks in editors.

Fixed bug : [Record New][Group/Look/Preset] without argument (##) always suggested 2 if no

objects were recorded before.

Improved : More soft buttons (Like Follow Console) are more readable with yellow dot when down.

Fixed bug : Autosave was saving play in every autosave interval even if there were no changes. This only happened if the paly was marked as "dirty" (not formally saved).

Fixed bug : A new Autosave could start on top of another, causing the front end to freeze.

Fixed bug : Channel grid: Field content label and Field dirty button did not refresh properly.

New feature : Popup indicates saving/loading to/from file. Important when interfacing with slow medias.

New feature : Fields can be dragged to Pages for link recording.

New feature : Fields with no formal content (non recorded intensities) can be labeled by local menu. This label will be recorded in Masterlinks (in Pages or Sequences), and be reloaded on link execution.