



**Release date : 19/09/2011**  
**Software version : 1.3.3.0**

**New Features :**

- Home and Parameter
- Palette Update
- Channel Track window
- Dynamics
- DMX In
- Network
- Offline and viewers
- Instrument Set-up



## New Features – version 1.3.3.0

- **[Home]&[Parameter]** will set the parameter to the default position defined in template (or GelString).

### Palette Update

- Re-recording a Palette has 2 confirmation buttons:

- **{Update}** : only updates devices/positions that already exist in palette.  
Confirmation with **[Update]** console button executes this one.
- **{Update + Add}** : Updates and adds new devices/parameters.  
Confirmation with **[Record]** console button executes this one.

- "Update"/"Update + Add" is available both by dropping channels on the Palette softbutton, and in the local menu of the softbutton. Selecting this will create the same confirmation popup as when recording by console buttons.

#### NOTE :

Regarding recording palettes, there are 3 ways to do it:

- "Record New" : Simply creates a new Palette based on selected channels and filters.  
This can only happen **if the Palette does not exist before**.
- "Update" : **only updates** devices/positions that already exist in palette.  
Confirmation with **[Update]** console button executes this one.
- "Update + Add": Updates and adds new devices/parameters.  
Confirmation with **[Record]** console button executes this one.

Important : there is no "Record and Replace". This is because a palette normally can have hundreds or thousands of references in the play structure, and should explicitly be deleted by the user before creating a new instance.

Deleting a Palette ("Delete" in a list of Palettes) will set all references to raw values.

### Channel Track window

"Channel Track" will stay consistent when deleting/inserting objects in tracked scope.

"Channel Track" can be limited to single lists of objects as well as global scopes.

"Channel Track" can be tied to a certain Playback, tracking in contained sequence, and clearly indicating current/next step.

"Channel Track" window can be docked on the desktop. Tracking options will be stored with the screen-layout.

"Channel Track" contains new "Track Wizard" for manipulating intensities on multiple channels in multiple objects.

"Center current" as choice when tracking Sequence Playback content.  
This will keep current sequence step in center of window if possible.

**Improved:** "Channel Track" will also display not recorded presets in sequence. Editing values in such a nonexistent Preset will create the Preset automatically.

**Changed :** Some screen colors were still depending on Windows Themes.  
Now NEARLY all colors are caught by our skinning: less silver/white areas.



**Improved** : New windows opened on screens will always be size-adjusted so they are never outside one screen. This was a problem for small screens.

The "Go on Go" arrows in links are replaced by red/green triangles.

## DYNAMICS

Dynamic mode for Wheels, set mode with softbutton.  
Use wheels for manipulating Speed, Size, Offset and Wait for dynamics.

Console button (FREEDOM) **[Dynamics]**

- **[##] [Dynamics]** : Assign a Dynamic Template to selected channels.
- **[0] [Dynamics]** : Clear dynamics for selected channels.
- **[Dynamics]** : Get Dynamic Templates in screen Flyout.
- **[Edit]&[Dynamics]** : Open a browser for editing Dynamic Templates.

## DMX In

DMX In on FREEDOM

Can be seen by local menu of ADB Consoles, DO NOT EDIT for now!  
Event ID is currently set to 123, changes will not be stored.

## Network

"TCP/IP Connections" in Session setup.

- Add TCP/IP clients here for sending TCP/IP messages to remote computers.
- Use "UDP & TCP/IP" actions for sending messages.
- Currently opening/sending/closing on use.
- Will be changed to being kept open to avoid latency in a later version.
- Tested as remote control for "Watchout".

## Offline and viewers

Output to SandNet from Offline.

Start as "Offline with Network".

Requires SandNet version 1.8.2.0 (Downloadable on ADB website)

Works with SandNet in "Local Link" mode, the free version.

Typically used for connecting to Wysiyg, Capture, etc.

## Instrument Set-up

Output and "Parameter Info" can be displayed in the graphical universe view in Instrument Setup.

## Editors

"Record New" as button in Preset/Group/Look editors.

## Fields

Stage/Field choice in confirmation popup when recording Presets from Fields.

Stage/Field in the popup will toggle by the Stage/Field console-button.

## Rollback Positions

**[Rollback Positions]&[Ch]** (in any order) executes rollback only for selected channels.

Also available in local menu and on "Options" softbutton of sequence executor.



## Bug Fixes – version 1.3.3.0

- Re-recording a Preset in the Preset Editor only recorded selected channels if any.
- "Blackout mode" also killed output from Priority fields.
- "Freeze mode" stopped execution of device attributes.
- Deleting a Preset while Channel Track windows was open could cause a crash.
- Compressed Palettes in DeviceControlBrowser did not update properly.
- Closing a window after running "Channel Track" from the window, could crash the "Channel Track" window if it was kept open.
- Closing a field editor with open Sequence Links below editor could cause a crash.
- A 'Load Panel' button on a docked SoftButtons Panel caused error popups on press.