

Software version: 2.0.2.10

Precedent Software version: 2.0.1.14

2.0.1.16:

New feature: Wily licenses included in Offline and Free64.

2.0.1.17:

New feature: Support for Enttec USB Pro.

2.0.1.18:

Shutters wrongly recorded in ALL palettes when using the Link Shutter tool.

2.0.1.19-2.0.1.21:

Internal versions for EURODIM Twin-Tech RDM.

2.0.1.22 Fixed Bug: Direct access multipage window could partly block front end execution and totally occupy one core of the processor

2.0.1.23

Fixed Bug: Opening field editor blocking CPU

2.0.1.24

Fixed Bug: Critical bug regarding recording presets in sequence fixed.

2.0.2.0

Copy Attributes: New button: Multi

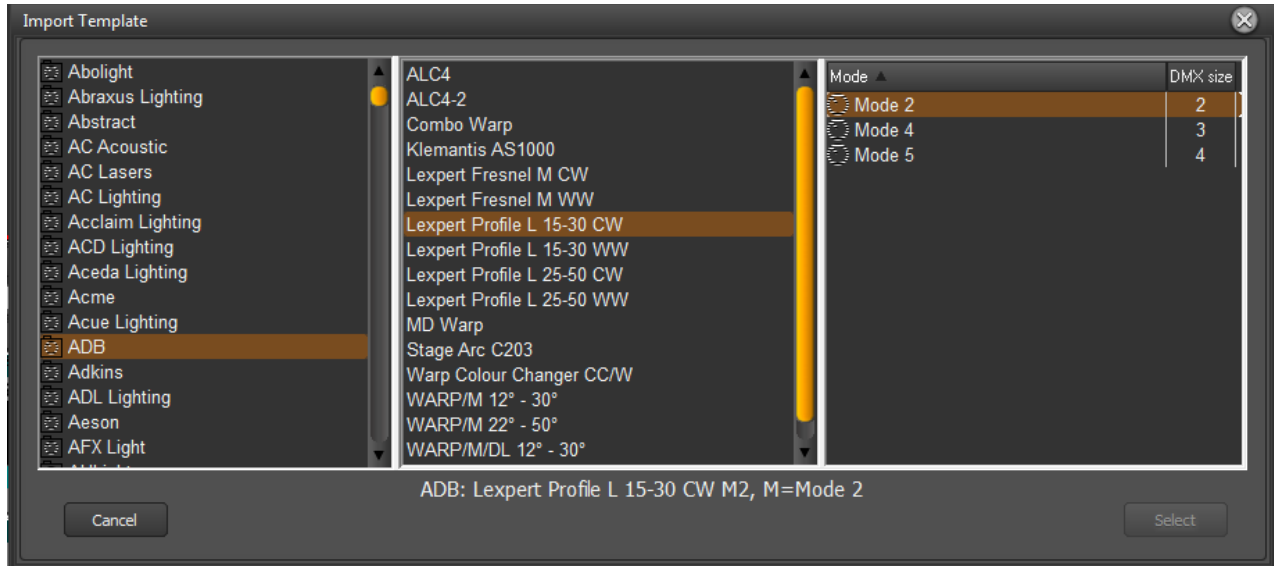
Opens many to many copying with various options.

2.0.1.24:

Fixed bug: Regarding recording presets in sequence. Introduced in 1.0.1.23.

2.0.1.25-2.0.1.31:

New feature: 3 level browsing of template database.



New feature: Templates from Template Database are now directly editable.

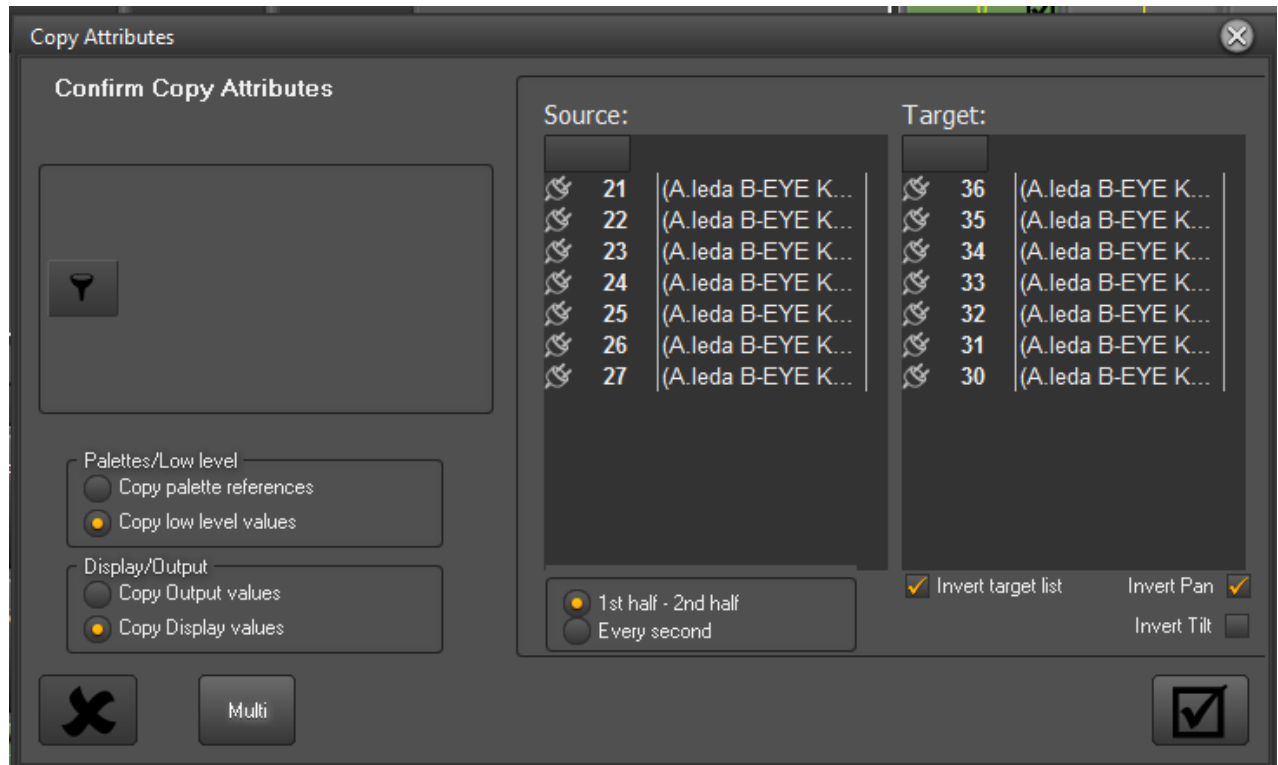
New feature: Template Database is now the default source for loading new templates.

2.0.2.1

New Function: Copy Attributes Multi now also with Invert Pan.

AND: Pan/Tilt can be copied to other device types. The angles will be correct if angles are correctly set up in both templates.

You can now copy FOCUS parameters from any kind of multiple fixtures to others, thanks to the new MULTI option in COPY ATT popup. MULTI button appears only if current selection is relevant.



Depending on how your numbering is setup, you have different options. You can split by half, or choose Every second when SL/SR numbering. You can also flip the numbering order of target devices, and invert PAN and/or TILT, according to the positions of respective source and target fixtures.



2.0.2.3

This version is mainly about Wily and Hathor communication.

2.0.2.4

New parameter in console setup: "No ## Keys to Windows"

The console keys 0-9 and were previously always sent through windows keyboard handling.

This made them available also in non Hathor windows, but could cause fast console keyboard input to be garbled by wrong order of keys. So, now those console keys can be set to stay within Hathor in right order!

Fixed bug: Toggle of Enable/Disable for a console could need Hathor restart in order to produce local DMX again.

Fixed bug: Pressing a wheel button for position selection while another selection window was open did not close the previous window, and generated confusing reaction to wheel increments.

Connecting an OpenDMX interface box displayed as "Enttec DMX PRO", but did not produce DMX. Some OpenDMX interfaces are now supported, and will display as "OpenDMX".

2.0.2.6

Fixed bug:

Subfaders window would crash the application if dragged in docking mode.

2.0.2.7

Fixed bug:

The Subfaders Window bug fix in 2.0.2.6 lead to a major change in keyboard/console handling. This caused some keystrokes to appear double.

2.0.2.8:

Fixed bug: More fixes regarding keyboard and console keys.

2.0.2.9:

Fixed bug: Pressing Escape on keyboard or console could temporary stop front end processing. Typically indicated by screen clock stopping.

Fixed bug: Final fixes regarding keyboard and console keys.

2.0.2.10:

Improved: Final fixes regarding keyboard and console keys.

2.0.2.11:

Latest Templates database included