

Release Notes 1.3.2.2

2017-05-05

See email address of the tech support in the footer.

**Important:**

dot2 show files created with version 1.3. can be used on a grandMA2 only from the upcoming grandMA2 version 3.3.x.x. Show files created with dot2 version 1.3. are not compatible with the grandMA2 version 3.2.

dot2


Improved features version 1.3.

Main feature overview

- Improved features
 - Web remote
 - More possibilities for the effect editor
 - Additional speed masters
 - Playback priority
 - 100mm faders usable for magic speed masters
 - Fixture sheet view shows values only
 - DMX-in via network protocols
 - Art-Net and sACN assignable universes
- Other Enhancements
- What's changed
- Fixed bugs

Bug fix version 1.3.2.2

New features

 New in this release

dot2 uses fixtures from the new Fixture Share. Download the up-to-date MA lighting fixture library and user-created fixtures. This database provides all types of fixtures with all relevant modes and firmware versions. To access the library, register as a new user on: fixtureshare.malighting.com

Fixed Bugs

Description

Fixed: Network protocols configuration only provides the first 8 Art-Net universes as output.

Fixed: If you enter the patch address in the column Patch of the Patch & Fixture Schedule, the first number is not taken into account.

Fixed: If you press in Setup/Patch & Fixture Schedule, you do not leave the menu.

Improved features

Web remote

+ New in this release

dot2 provides an operating system that is independent from the web remote interface. To connect the web remote to the dot2 console, make sure your tablet or computer network interface has the same subnet as your console. Open your web browser and type the console's IP address in the address field of the browser. The following screens are included in the web remote.

- Command line
- Wheels to adjust attributes
- Fixture sheet
- Group pool
- Preset pools
- Playback view

Enable the remote login in the global settings of the desk. The default password is "remote".

Browser versions required to run the web remote:

- Internet Explorer 10
- Safari and iOS 8.1
- Opera 26
- Chrome 31
- Chrome for Android 39
- Firefox 33

If the browser does not meet the minimum of the requirements for the web remote to work, an HTML fallback page will be displayed.

If a connection is established, a white "W" is displayed in the status bar.

It is possible to connect up to three web remotes to one console.

It is also possible to use the web remote on the dot2 onPC. Use the IP address located in Setup/Network Interface or use the loopback address 127.0.0.1

More possibilities for effects

+ New in this release

The effect editor has now encoder access for groups and blocks via the MA key. *Restriction:* If you edit a cue, groups and blocks cannot be loaded into the editor.

The Phase calculator in the effect editor has now function buttons for wings.

Stomp values in positions presets are displayed with a red stomp symbol. *Note:* Stomp symbol is visible in positions presets only, since there are relative effects.

Additional speed masters

+ New in this release

There are 4 Speed Masters for executors now.

Select the speed master in the “Settings of Executor” menu. Use speed masters in the view “Magic Speed”. It is possible to store them to every executor fader or executor button.

Playback priority

+ New in this release

Added „super“ priority playback option to the executor settings. This priority is higher than that of the programmer and normal executors. Every fixture that is affected by a “super” executor shows an exclamation mark in the fixture views. *Note:* Changing the priority is only possible if the executor is switched off.

100mm faders for special masters

+ New in this release

It is now possible to switch one or both of the 100mm faders to magic speed masters.

It is also possible to leave the 100mm fader empty.

Fixture sheet view shows values only

+ New in this release

A new title button was added to the fixture sheet view. It is possible to switch the representation from preset and channel set names to values only.

DMX-in via network protocols

+ New in this release

DMX-in (for remote inputs) can now also be used via Art-Net and sACN.

Art-Net and sACN assignable universes

+ New in this release

The Art-Net and sACN input and outputs are now individually assignable to the dot2 universes.

There is a new calculator in Art-Net. This calculator allows you to make entries in the hexadecimal number system.

It is not possible to set more than one dot2 universe to the same universe within one protocol.

If you try to assign dot2 universe 1 + 2 to the Art-Net universe 0:0 for instance, the active column shows you that assignment is invalid.

Other Enhancements

- + Added: All calculators now show the value range available in the title bar.
 - + Added: An identification bar is now displayed in dot2 onPC if executors are switched on.
 - + Added: Header cells in the fixture grid are now interactive, for example press “Off” and tap one of the header cells.
 - + Added: Display of a fader indicator for button executors if the virtual fader position is not at 100 %.
 - + Added: An Info column in cue view.
 - + Added: : If a cue is in edit mode, text is displayed in red in the headline and red frames are displayed in the cues view and the executor bar.
 - + Update: Newest fixture library Carallon 13.1
 - + Update: New functions in the help system.
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What’s changed

- Executor time master is no longer auto-stoppable.
 - Executors that have more than 1 cue and are switched on are displayed in two lines in the executor bar.
 - The default of the Speed Master for an executor that was newly stored is “No Speed”.
 - Remote inputs configuration is always enabled, regardless of activation state of the corresponding input.
 - Changing the color filter in fixture setup now does not just change the first sub fixtures in a multi-instance fixture, instead it changes all sub fixtures.
 - Changing fixture types to fixture types that have more DMX channels does not delete the old patch, instead it displays the invalid patch address in red.
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Fixed Bugs

Description

Fixed: The console does not set a new IP right after the execution of the command "Set IP eth0..." and does not subsequently restart.

Fixed: Fixture symbol view shows an incorrect text of the title bar in the preview mode.

Fixed: Scrollbar in the calculator when changing tabs in dot2.

Added: Moving/copying special master to a main executor is not possible (e.g. Speed fader). An error message pops up.

Added: Check mechanism for a new global auto-fix option (so that no autofix occurs after manual unfix if global autofix is off).

Fixed: The command "Copy Executor 1 thru at Executor 1" freezes the desk.

Fixed: The use of the hardkey "Thru" in attribute calculator.

Fixed: After you have changed an entire effect, changing the width in effect editor does not work properly.

Fixed: Fixture ID numbers in new show files are tracked from old show files. Now the fixture ID is reset to 1.

Fixed: Cannot leave the patch & fixture schedule in combination with the Help button.

Fixed: Effect width on the encoder does not work in the correct range

Fixed: The setting of changing the width in the CMD column is not stored

Fixed: Store executors/presets after performing "fixture X at fixture Y" (or "group X at group Y"). Effects were not running.

Fixed: When switching screen 1 to a locked fixture layout and then returning to fixture output screen (square view) the scroll function using the encoder wheel does not work.

Fixed: Program time issue when using color picker.

Fixed: Color effects in cues conversion when changing a fixture type. *Note:* Only the function of "plain and dumb attribute to attribute" is used here instead of a smart color conversion.

Fixed: If the main executor is deleted, its name must be also removed.

Fixed: If dot2 show files were opened in the grandMA2, effect pool was not automatically unlocked.

Fixed: When scrolling inside the cue view on screen 1 the blue marker next to the last attribute delay time disappears

Fixed: Function "Move" does not work for multiple objects if you press and hold the key Move.

Fixed: The combination of buttons "Select" + main exec does not allow to trigger button commands, instead it only allows to perform a selection.

Improved: Auto scroll selects fixtures in fixture sheet.

Fixed: DMX timing is too fast for some fixtures.

Fixed: Automatic auto unblock is not executed when pressing "Oops" consequently upon deleting a cue.

Fixed: Effects cannot be edited in the preview mode.

Fixed: Default values are not replaced after changing the fixture type.

Fixed: Pressing Edit in the "System Clock" does not open a calculator

Fixed: "Restart Mode" is not being grayed out in the executor options if the executor is a chaser.

Fixed: The programmer displays incorrect active values after executing store look.

Fixed: Layout view, which is generated automatically, incorrectly sorts fixture IDs in each of the fixture types.