

Release Notes 1.2

See email address of the tech support in footer.



Important:

dot2 show files created with version 1.2. can be used on a grandMA2 only from the upcoming grandMA2 version 3.2.x.x. Show files created with dot2 version 1.2. are not compatible with grandMA2 version 3.1.2.5.

dot2


Improved features version 1.2.2.8

Main feature overview

- Improved features
 - 512 channels free for dot2 onPC
 - Predefined position effects
- New bug fix


Improved features

512 channels free for dot2 onPC

 Improved in this release

dot2 onPC calculates now 512 channels in the first universe without an MA hardware. These channels can be output via Art-Net or sACN.

Predefined position effects

 Improved in this release

The predefined position effects have been expanded by three further effects:

- Pan Half Sinus
- Tilt Half Sinus
- Figure 8

For more information see [Effects](#).

Fixed Bugs

Description
Fixed: DMX ports configuration for shows from older software versions which use DMX.
Fixed: "Cue only" for update and edit mode.
Effect marker in preset pools is only shown when an effect has been stored. If afterwards normal values are merged in the preset and the effect values are overwritten at the same time, the effect marker will then automatically be removed.
Fixed: Default buttons (Go+, Go-, Pause). These buttons now work when other user's input dialogs are open.
Fixed: Crash which occurred when 5000 multi patches were created.
Fixed: Edit of low / high effect values when preset dialog displays raw values.
Fixed: Incorrect fixture type names in symbol view when more than 50 fixture types are in show.
Fixed: Effects on presets. Effects could have been destroyed after changing the setup.
Changed: Shutter and Strobe effect from relative to absolute.
Fixed: Possible crash in special dialogs with large show files.
Fixed: It is now possible to change DMX addresses directly in the column Patch.
Added: Auto-scroll after editing fixture setup grid.
Fixed: Special master assignment were renamed after oopsing the assignment of the executors.
Improved: Auto-scrolling of selected fixtures in fixture sheet .
Improved: Effect is kicked out when raw values in special dialogs are changed.
Removed: Special buttons "One", "Two", "Three" were removed the in effect calculator as they did not have any functions.
Fixed: Incorrect DMX input in patch row in the "Add new fixtures" dialog.

Fixed bugs dot2 version 1.2.2.3

Description
Fixed issue with wrong defaults for dot2 Node4s. The defaults are changed that dot2 Node4s are always configured with out ports now.
Fixed issue with stored dot2 Node4s in old show files. dot2 Node4s will be reconfigured to have all ports as out now.
Fixed issue with more than four dot2 Node4s. It is possible to have ten dot2 Node4s with individual DMX port configurations now.
Fixed issue where a tap at the Cancel button in the Release Notes window shutdown the console. The Cancel button closes the Release Notes window now.
Fixed issue where the numeric keyboard was not available in the Select DMX Address... window. Enabled numeric keyboard now.
Fixed issue with an extra Y in virtual keyboard. Added right shift now.
Improved an appearance of empty groups in a group pool.



Improved features

The latest release of dot2 v1.2. rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links to resources that offer more information.

Layout views

New in this release


A new way to arrange fixtures.

You can create up to five individual layouts in the fixtures view.

In the edit mode every single fixture can be moved in a grid.


The order is selection dependent on the direction of the touch (or mouse).

Every layout view has an individual zoom bar, a zoom to fit button, and a lock button.

Press  key to get additional information like fixture names, or preview of the colors and gobos if the dimmer is closed.

Multi patch fixture functionality

New in this release

New  button in Setup/Patch and Fixture Schedule.


Select Fixture IDs first to create multiple DMX patch addresses in Patch and Fixture Schedule.

It additionally creates new fixture objects in the dot2 3D.

For more information, see [Patch and Fixture Schedule](#).

Improved executor operation

New in this release

- The main executor can be moved or copied to all other executors and vice versa. If e.g. the main executor should be moved to page 1 executor 6 using the command line, type in the command "Move Executor 0.1.1 at 1.6"
- Executors have the "Swop" function as additional button function. "Swop" is the same as a "Flash" button, but in addition all dimmer attributes from other executors jump to zero.
- Executors have an additional "Swop Protect" function.
- To see the executor number and the fader icon, press and hold .

Assignable DMX ports

New in this release

Setup / Sessions dialog. Here you can assign the DMX out universes to every single XLR 5 output connector.

This works standalone, or in a network session for all consoles, and dot2 Node4 devices.
It's also possible to assign one DMX universe to multiple XLR ports.

Auto Save

New in this release

New function in the backup: Auto Save on first encoder.

Possible options are:

- Off
- Every 15 minutes
- Every 30 minutes
- Every 60 minutes
- Every 120 minutes

New icon in title bar of load show window: "Show backup files". It is possible to load up to 11 old versions of show files.

The show file name ends with a .backup.

Every double click on  creates also backup files.

For more information, see [Backup window](#).

Fader position identification

Improved in this release

If the position of a hardware fader is different to the position in the software, a small fader bar displays the position of the fader in the software.

The main executor shows also the fader symbols, if one of the hardware faders is not on the right position.

Remote inputs with pages

New in this release

New **Page** column in the Remote Inputs configuration dialog. Now the remote inputs can be used on specific pages. This is especially useful, if **Global Auto Fix** is off.

Programmer improvements

Improved in this release

Effects called in the programmer are displayed with red values, and if they are storable (active) with a red background.

Effect representation

+ New in this release

- Fixture sheet view: A vertical magenta marker between fixture ID and fixture name displays that an effect is running in the programmer or comes from a cue.
- Effects stored in presets can be edited and updated.

Other enhancements

- + An output symbol in the fixture sheet view is displayed between fixture ID and fixture name. This is a combined output from dimmer, gobo and color.
- + External touch calibration will be saved permanently on hard disk and loaded again on next start.
- + New export function for fixture types to the internal hard disk and USB drive.
- + New export function for executors (= cues view) and patch & fixture schedule as .xml files.
- + New indication in cues view, when fade/delay is overwritten by executor time master.
- + Name of dot2 Node4 can be changed, saved in show file and will be shown on the display of the dot2 Node4 (if connected).
- + Rearranged selectable views. Default views are always displayed in the view bar. Additional views are displayed as a grid of buttons. Effect, Macro, and Page view are now also available here.
- + Press **Help** and then tap in a title bar of one of the setup menus, opens the help file on screen 1.
- + New predefined macros

What's changed

- The order of the columns in the patch and fixture schedule has been changed . Now the fixture ID and the fixture name are always visible. Also when scrolling to the right side. For more information, see [Patch and Fixture Schedule](#).
 - In the [Remote Inputs Configuration window](#) changed the column **Button** to **Function**.
 - If the mouse cursor is not in use longer than 120 seconds, the mouse cursor disappears.
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Fixed Bugs

Description
Effects, called out of preset data, now also use programmer time.
Fixed crash if clone fixtures with more than 3 sub fixtures.
Edit update for presets now includes preset type filtering.
Fixed Name column in a cue view, on step scroll is done only vertically (to keep the row up to date).
Unified Import Fixture Types dialog.
Fixed editing of the non-editable fields in the chaser editor.
Update doesn't ask for normal or cue only, when there is nothing to update.
Update doesn't asks for normal or cue only, when the last cue is being updated.
Fixed wrong color dialog behavior when navigating through a selection with Next/Prev/Set buttons after align colors.
Fixed turn off the executor timecode trigger during running timecode.
Copy executor 1 at executor 2 with merge data is now possible.
New Delay column in the cues view.
New "Off" button in the raw calculator for attributes.
Fixed cue-only update in preview mode.

dot2 3D

Improved features

3D models

New in this release

Fixtures without DMX controllable blade and zoom, can have now properties for blade and zoom in 3D. Use new 3D-Model Conventional-Source Four.

New dot2 logo 3D models.

Visualization of color temperature


New in this release

Preprogramming of fixtures with color temperature control and color correction is possible with MA 3D.

Visualization of CTO, CTC and CTB. Add the correct physical values to the FixtureType (for example, a color temperature of 3000K is a physical value of 3000).



Beam rendering

 Improved in this release

Better rendering of beams with and without using prism.

What's changed

- Maximum Beam length increased by factor 10.
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Fixed bugs

Description
Fixed wrong UV mapping of some predefined objects.
Fixed when scaling a 3D model the beam size will not be scaled.
Fixed that the object order is mixed up after moving items in the object list via drag'n'drop.
Fixed mixed languages in the shortcut description.
Fixed reset selected object function.
Fixed numeric position values alignment of 3D truss elements.
Fixed loopback device is always present.
Fixed not visible IP addresses in the network interface if no network cable was plugged in.

