

## Release Notes

The latest release of MA Fixture Builder v1.3.2.2 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction that offers more information.

### Bug fix version 1.3.2.2

#### Fixed Bugs

##### Description

Fixed: GUI draw issues with maximizing / full screen in windows.

Fixed: Resizing restrictions are blocked. GUI does not resize as expected.

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## Enhancements/Fixed Bugs in the MA Fixture Builder

##### Description

Added: Both applications (Microsoft and Apple) are now 64 bit.

Added: It is now possible to import a fixture type, edit the wheels and export again. The new images and colors remain intact.

Added: New Module and Instance Manager.

Added: Scroller and Color Wheel Manager is now implemented.

Added: Gobo Wheel Manager is now implemented.

Added: Open button was added to create an empty gobo slot without gobos.

Added: Exiting application offers the exit option "Save As...".

Added: Mac OS X now has license agreement without needing the unnecessary installer.

Added: Dmx Add Highlight now respects the global Dmx Entry Units.

Added: New attribute and feature list form Carallon.

Added: Units in meters (m) were added to XYZ in the Instance Manager.

Added: Information pop-up when attempting to add a second module.

Fixed: Crash when opening Wheel Manager that contains media that is not in the default library.

Fixed: Adding a color from the manual list after using the CMY shortcut buttons inverts the physical range.

Fixed: React\_To\_Dim does not survive import or export.

Fixed: It is possible to set highlight and default to values exceeding the range.

Fixed: Rounding errors in Default / Highlight.