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.

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 an 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 gobal 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.