



## Release Notes 1.5.0.2

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## Improved Features

The latest release of dot2 v1.5.0.2 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links to resources that offers more information.

### Preset Markers

 New in this release


Preset markers in presets that are fully or partly applicable in the current selection.

The green marker indicates that all of the selected fixtures can be applied in the preset.

The yellow marker indicates that only some of the selected fixtures can be applied in the preset.

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## Default Executor Settings

 New in this release

New option in Setup/Global Settings: Default executor settings.

All settings in this menu will be used for all subsequently stored executors, except the main executor.

## React to Grand Master

 New in this release


New column in the Patch and Fixture Schedule: React to Master.

If React to Master is disabled, the Grand Master and the Solo do not affect the fixtures.

ID and name display an olive green background in the fixture list view.

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## DMX Output before Patching


 New in this release

A new encoder in the patch dialog "Test output value".

The DMX is directly output to the stage. Hence, single DMX channels can be tested before they are patched. This value is automatically reset when leaving the dialog.

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## Clock and Timecode View

 New in this release

Added a new view to show Clock, SMPTE timecode and Midi timecode.

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## More Settings in Playbacks

 New in this release

Playback executors have more settings:



**Important:**


The following settings are individually applicable on each executor.

- Auto Start
  - The executor is enabled whenever the fader is pulled up from zero.
- Off on Overwritten
  - Disables other executors if all attributes are overwritten.
  - In earlier software versions this setting was enabled in all executor buttons, and disabled in all executor faders. From this version on it is disabled on all executors by default. However, it can individually be enabled.
- Use Executor Time
  - Overwrites the cue timing by the executor time master.
  - In earlier software versions this setting was enabled on all executors.






- Wrap Around
    - Allows the cue trigger to jump from the last to the first cue.
  - Restart Mode Next
    - If an executor is disabled and enabled again, this setting starts the cue.
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## Solo Function

 New in this release

The Solo command forces the dimmer attributes of all unselected fixtures to zero. Only the selected fixtures stays at their intensity output.

Pressing  +  toggles the solo function. The solo symbol is displayed in the message view and  starts blinking.

This function is often used to focus gobos or to position fixtures.




**Important:**

If only a few fixtures are selected, the event location will go black.

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## Web Remote Upgrade

 New in this release

Added All preset functionality.


Added selection indicator for presets and effects in preset pools.

Added Clear and Store buttons in preset pools.

## Other Enhancements

- + Added: Caps lock on the virtual keyboard.
- + Added: Display individual timings in the cues view. There are two new columns I.Fade and I.Delay. If you edit the cell, timings will be deleted.
- + Update: Latest fixture library Carallon 14.2
- + Added: End User License Agreement (EULA) in the setup title bar.
- + Update: New functions in the help system.
- + Added: More demo shows.

## Fixed Bugs

Description
Stomp indicator is now also displayed in all preset pool.
Executor names are always displayed in the big executor bar and big playback view on external screen.
Stomp indicator also works for fixtures with position blink attribute.
"Leaving Patch & Fixture Schedule" pop-up appears if you leave the setup using the keys <b>ESC</b> , <b>Setup</b> , or <b>Backup</b> .
Fade between values and effect values work if ProgTime is enabled.
Oops view no longer generates a large number of lines if a cue view shows a chaser on screen 2.
Update Please now also works in the preview mode.
Updating in the preview mode changes the output on stage only if the cue is called again.
The labeling of cues in the Cue View is immediately distributed across the network.
The help link in the  key works again.