# 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 |
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| 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 |
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| 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. |

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