Ai v11.0.2.1 Full Release Notes

Features

[-] Added a check on what dot net version is installed. Titan features require 4.7.2 (USB Expert / Authenticator). If 4.7.2 is not found then those features are automatically disabled.

[-] Added LookAt parameters for a projector fixture. So you can move/rotate around a look at point.

[-] Added a button to disable rendering the preview of a fixture in the visualiser.

[-] Added a button on the media tiles to re-assign the DMX ID of a tile based on it's spatial position.

[-] Added a Mapping Matter import button on the stage construction page. This allows you to create projector fixtures with the properties from Mapping Matter.

Bug Fixes

[-] Fixed media tiles getting corrupted and causing weird behaviour. Like copying files not retaining their programming or banks loading wrong files.

[-] Fixed timecode stuttering during playback.

[-] Fixed selecting fixtures lagging.

[-] Fixed blend tab for projectors on output page doesn't update when changing outputs.

[-] Fixed vertex brightness not working on the mapping editor.

[-] Added a button to assign/disable a projector from an output. This fixed not being able to do this when on autoblend/automap tabs.

[-] Fixed Ai not loading the correct project file if multiple versions of the app were running.

[-] Fixed multiple instances of Ai opening.

[-] Changed NMQ module to a hidden module.

[-] Fixed editing clip properties on the media tiles overriding selected clips by accident.

[-] Fixed Ai changing the layers DMX address when clicking on different layers whilst the layer controller is open.

[-] Fixed Ai overwriting scene trigger information with incorrect data

[-] Fixed module CV-Clock only available on Miami systems

[-] Fixed autoblend export not automatically loading in the calibration. Default calibration location is:

        C:\Avolites\Ai\Distrib\System\Auto Blend\Calibration\

[-] Fixed canvas editor not updating the module properties when clicking on different fixtures.

[-] Fixed projector fixture on output page, not updating the destination correctly to account for colour adjustments.

[-] Fixed sACN output not outputting when you start Ai.

[-] Fixed ModularLED fixture incorrectly wrapping onto next universes.

[-] Updated AdjustEverything Skin for the OutputRegionAdjustment module.

[-] Fixed first fixture not being highlighted when you start Ai.

[-] Fixed issue with layer widget not expanding or allowing itself to be dragged into focus.

[-] Fixed issue when adding a new fixture it doesn't follow the layer render order.

[-] Fixed incorrect offset whilst triggering use layers via folder/file. It meant layer + 1 was getting triggered.