

MultiPlay Release Notes (10/03/2010)

Version	<i>Additions, Improvements, Changes, Fixes</i>
2.2.0.4 ***** BETA *****	<ul style="list-style-type: none"> ● Improved: Audio patches now shown as a list like the other patches ● Fixed: Audio patch selection was not taking effect (only first audio device was usable) ● Fixed: Notes window split positions were not being saved / restored ● Fixed: Notes window upper section sometimes got stuck at zero height ● Fixed: MIDI Sequence cues did not display loop count in cue list ● Fixed: Cue progress bar not updating when cue list column order changed ● Fixed: Cue progress bar did not display on Play List cues
2.2.0.3 ***** ***** BETA ***** *****	<ul style="list-style-type: none"> ● New: Elapsed time dockable window ● New: Notes window appearance can now be customised (and previewed) ● New: Added context menu item to show all Cue List columns ● New: Added F21, F22, F23, F24 to the Hot Keys selection ● Improved: Keypad numbers 0-9 now operate the same as normal 0-9 Hot Keys ● Improved: Notes window sections each now have a title to aid cue identification ● Improved: Cue Action (in Cue Properties) now auto selects default target (next cue) ● Fixed: Cue List columns could be dragged outside of Cue # columns ● Fixed: Hide Fractional Seconds option was not saved or taking effect ● Fixed: Play List cue did not use correct properties when played ● Fixed: Play List cue caused program exception after adding tracks to it
2.2.0.2 ***** ***** BETA ***** *****	<ul style="list-style-type: none"> ● New: Each cue now has selectable key press / release Hot Key mode (beta – next to hot key) ● Improved: Variable number of MIDI patches (no longer fixed at 4) ● Improved: GO and Stop All now trigger on the key-press instead of key-release event ● Fixed: Elapsed time & remaining time columns didn't update when columns to left were hidden ● Fixed: Remaining time window was blank when remaining time column was hidden ● Fixed: Description column was flickering ● Fixed: Error in Preview window when play pressed or volume adjusted ● Fixed: Selecting 24 hour mode for clock display had no effect ● Fixed: MIDI Muting list did not initialise correctly on new production

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2.2.0.1 ***** ***** BETA ***** *****	<ul style="list-style-type: none"> ● New: File menu now has MRU list for Productions ● New: Cue List window can now be hidden ● New: Dockable remaining time window for current cue ● New: Hot Buttons has user settings for font size & font name ● New: End-fade check box added to cue defaults in configuration ● New: Control Action added to cue defaults in configuration ● New: MIDI sequence cue ** beta feature only ** ● New: MIDI muting cue ** beta feature only ** ● New: Several options for sorting files in Play List cue properties ● New: Control Cue action: Exit Loop ● Improved: Notes window split into 3 resizable sections (previous, current & next cue) ● Improved: Only required number of Hot Buttons stored in the cue list ● Improved: Control cue fade times now settable in 0.1 second increments ● Improved: Control & wait cues can now be paused and resumed ● Improved: User selectable number of serial port patches ● Changed: Hot Buttons configuration now in Production Properties window ● Changed: MIDI patch configuration now in Production Properties window ● Changed: Serial port configuration now in Production Properties window ● Changed: Fixed Path Mode option now in Production Properties window ● Changed: Auto Start option now in Production Properties window ● Changed: Cue List columns now selectable via right clicking column header ● Changed: Audio levels now settable -60dB to 0dB instead of 0 to 100% ● Fixed: Hot Button properties was missing "No Target" option in target list ● Fixed: Balloon hints in cue list grid were missing ● Fixed: Selected cue position now maintained after moving a cue in the list ● Fixed: Multiple files added alphanumerically for Audio & Playlist cues ● Fixed: Control cue advance action now works even if target cue already stopped ● Fixed: Start & end positions now reset when audio cue file is changed
2.1.1.0	<ul style="list-style-type: none"> ● New: Advance button to skip to the next cue early – good for rehearsal
2.1.0.0	<ul style="list-style-type: none"> ● New: Option to hide fractional seconds for Elapsed & Remaining time ● New: Hot Buttons window to trigger specified cues – good for touch screens
2.0.8.0	<ul style="list-style-type: none"> ● Fixed: Could paste cue after Show End ● Fixed: Removed debugging text (during Wait cue) from the main form's caption ● Fixed: List Properties appeared off-screen on most monitors (causing apparent lock-up) ● Fixed: Play List cues didn't work correctly with sub-folders in Fixed Path Mode ● Changed: Fixed Path Mode status also stored in cue list to allow auto mode selection
2.0.7.0	<ul style="list-style-type: none"> ● Fixed: Error when printing or exporting cue list
2.0.6.1	<ul style="list-style-type: none"> ● New: Configuration option to enable/disable cue advance on Stop All event ● Fixed: Using escape key (Stop All) caused two cue advances ● Fixed: Cue advance on Stop All didn't work on last cue ● Fixed: Using Stop All when no cues playing advanced cue ● Fixed: New audio cues didn't show duration in grid
2.0.5.1	<ul style="list-style-type: none"> ● Changed: Pause cue renamed to Wait to avoid confusion with audio cues that are paused ● Changed: GO button is back to being red when disabled ● New: Cue list name now shown in title of cue list window ● New: Fade All function now has it's own dockable button ● Improved: Stop All now triggers the current cue's EP / EA event (if set)

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2.0.4.1	<ul style="list-style-type: none"> ● New: Fade All Previous added to Control Cue types (fades cues proportionately) ● Fixed: GO button caption was showing selected cue number, not current cue number ● Fixed: Save Cue List button was still enabled after cue list had been saved
2.0.3.1	<ul style="list-style-type: none"> ● New: Stop All function now has it's own dockable button ● Changed:GO button now grey when disabled to avoid confusion with the Stop All button ● Fixed: Lots of stuff broken when the current cue was separated from the selected cue ● Fixed Control hints now show correctly when enabled via the configuration window
2.0.2.1	<ul style="list-style-type: none"> ● Fixed: End Advance & End Play actions work with fade time in volume, pan & pitch control cues ● New: Current cue now selected via left or right cue number column (highlighted green) ● New: User can choose whether to sync cue list grid selection bar with current cue number
2.0.1.2	<ul style="list-style-type: none"> ● Fixed: Cue List caption was incorrect ● Fixed: Main window title bar had different style to other windows ● New: MIDI cue support for up to 4 MIDI output devices
2.0.1.1	<ul style="list-style-type: none"> ● New: GO button lockout (debounce) settable from 0 to 5 seconds in 100ms increments ● New: Advance Actions now available on all cues (except pause) ● Fixed: Program error when hovering over Advance Action column with invalid target ● Fixed: Cue list was not being error checked when opened at program startup ● Fixed: Some menu items were not enabled / disabled correctly ● Improved: Stopwatch resolution now in 100 increments ● Improved: Audio & Playlist cues can now loop indefinitely (loops = 0) ● Improved: Advance Action Target option to specify next cue ● Improved: Cue error checking more detailed ● In Progress: MIDI cue – not functional yet

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2.0.0.1	<ul style="list-style-type: none"> ● New: Restricted Mode to prevent users from editing preferences & cue properties ● New: Automatic backup(s) of unsaved cue list changes ● New: Separate HTML notes window to supplement the Script Ref column ● New: GO button is now floating and re-sizable to make mouse clicking easier ● New: Stopwatch window for timing during tech ● New: Sound previewer for easy previewing of audio files during tech ● New: Tool bars in main and cue list windows for common tasks ● New: Program audio groups can now be named for easier routing ● New: Prevent multiple instances of MultiPlay being run (selectable) ● New: Customisable fonts & colours for cue list & notes windows ● New: User configurable Tools menu to launch external programs & other files ● New: Delete Cue option as well as Cut Cue ● New: Volume Change control cue to change target cue volume over time ● New: Pan Change control cue to change target cue pan over time ● New: Pitch Change control cue to change target cue pitch over time ● Fixed: Play List cues could be triggered multiple times whilst already playing ● Fixed: Audio Controls window sometimes reported incorrect volume, pan & pitch ● Fixed: Audio Controls window sometimes had incorrect title ● Fixed: Changed window default positions to ensure they're visible the first time ● Fixed: Audio cues created using Empty Audio cue displayed wrong remaining time ● Improved: Help now has its own window ● Improved: System clock now has it's own window ● Improved: Cue properties window layout has a more consistent look ● Improved: Checking of Fade-in, Fade-out, Fade-at-end & Start / End Position ● Improved: Cue error checking and reporting ● Improved: Can now specify how many loops for audio & play list cues ● Improved: Can use subdirectories (under /Content) in fixed path mode ● Improved: Cue number can be shown at both sides of list ● Improved: Cue targets now track when cues are moved or inserted ● Changed: Fade-at-end function so Fade-out time is now subtracted from End Position ● Changed: Cue lists are now stored in XML format for future expandability
1.6.4.0	<ul style="list-style-type: none"> ● Fixed: Selection bug when using multiple identical audio output devices
1.6.3.0	<ul style="list-style-type: none"> ● New: "Paste Special" command for applying selected properties from a copied cue ● New: Can now insert audio cues without associated audio file. (for pre-production)
1.6.2.0	<ul style="list-style-type: none"> ● New: Cues can now be started, stopped, paused, etc by external serial commands ● Fixed: Stopping, pausing, restarting a cue caused that cue to lock up
1.6.1.0	<ul style="list-style-type: none"> ● Fixed: Fade cue Start Action not being read from a saved cue list ● Fixed: Fade All Previous and Stop All Previous start actions
1.6.0.0	<ul style="list-style-type: none"> ● New: Program audio routing (4 groups) on a cue by cue basis ● New: Target parameter for all Start Actions ● New: Icons in cue list to indicate the type of cue ● Improved: Much faster Cue List saving (especially with USB FLASH drives) ● New: Play Lists now show the total file duration (assumes 100% pitch) ● New: Play List window now has preview controls ● Improved: Layout of the various properties windows ● Improved: Detection and reporting of cue list errors ● Fixed: Incorrect slider updates in the Audio Control window ● Fixed: Disappearing progress bars when some columns hidden ● Fixed: Old list items bug when saving a cue list over itself

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1.5.9.0	<ul style="list-style-type: none"> ● Fixed: Cue Properties toolbar button retained focus causing it to activate when Space was used as the GO button shortcut ● Fixed: Stop All Previous start action caused the All Stop button to be incorrectly disabled
1.5.8.0	<ul style="list-style-type: none"> ● New: Windows HTML help file ● New: Screen saver suppression option in Preferences > General ● New: Default volume setting (for new cues) to Preferences > Cues ● New: Master and wave volume controls (with auto set option) in Preferences > Audio ● Improved: Handling of opening Fixed Path cue lists when not in Fixed Path Mode ● New: Elapsed and remaining time display to Pause Cues ● New: 'Fade' type of cue. Can specify which cue to starting fade out ● New: 'Play List' type of cue. One cue will play a list of audio files ● Improved: Moved "Insert Cue" item from cue list context menu to tool bar ● Fixed: Various small and annoying bugs
1.5.7.0	<ul style="list-style-type: none"> ● Fixed: Glitch with pitch control not resetting to 100% in Cue Controls ● Fixed: Go shortcut key lost focus after clicking All Stop button ● New: RS232 / RS485 serial transmit and receive function (beware - still in beta) ● New: Prompt to copy cue files into the /Content folder if in fixed mode (only when the files dragged and dropped onto the cue list)
1.5.6.0	<ul style="list-style-type: none"> ● New: Cue list printing ● New: Cue list exporting in HTML, CSV, ASCII, XLS and DOC formats ● New: Auto start option to start a cue list as soon as MultiPlay opens ● New: Double clicking now centres pan (0) or pitch (100%) controls ● New: Timed pause function - also has a Start property like audio cues ● New: Can now assign a "friendly" title to a cue list ● New: Made cue control buttons larger to make them easier to hit
1.5.5.0	<ul style="list-style-type: none"> ● Fixed: Cue copy / paste ● Improved: Renamed setup window to "Preferences" and added more options ● New: Default start action (for new cues) added to Preferences ● New: Main window resizable right up to full screen ● New: Selected cue list columns can now be hidden. (via Preferences window) ● New: Cue list columns can now be resized. (via the column headers) ● Improved: Cue file error indication ● New: 24 hour clock added to status bar ● Improved: Start/Fade/End time edit boxes
	<p style="text-align: center;"> Click here to email the author of MultiPlay Audio Visual Devices Software Page </p>