



Ai v11.0.1.1 Full Release Notes

Summary

Key Features – 1

[-] AiM Automatic Transcoder

Key Updates – 2

[-] New licensing System

[-] Project Structure Update

Sub Features – 10

[-] Animation curves on Timeline

[-] Timeline editing bar

[-] UX Updates to Bank Browser

[-] Dedicated blend tab on Output Page for Projector Fixtures

[-] Project Importer for upgrading pre v11 projects

[-] Help for quick access to the manual and keyboard shortcuts on every page

[-] USB Expert Update

[-] Project Management – monitoring loading / saving of Ai projects

[-] Colour and dimmer controls for Projector Fixtures

[-] Autoblend updated to v5 Calibrator

Miscellaneous Features – 23

Bug Fixes – 80

Total Updates – 116

Release Notes

AiM Transcoder

- [-] Can be accessed on the performance page using the manage tab above the banks
- [-] Unsupported files dragged in via the media tiles will automatically appear in the queue
- [-] You can also add files to the cue directly by dragging from explorer or clicking the plus button
- [-] Files automatically encoded into AiM Superstream

Licensing update to support new AvoKey dongle

- [-] License update to Wibu Codemeter keys
- [-] Support for storing Ai + Titan licenses on same dongle
- [-] Support for storing Notch licenses on same dongle
- [-] Different licenses for Beta and Release versions of Ai
- [-] Dedicated Authenticator app for upgrading servers.

Project Structure

- [-] "PixelAddictUI" root patch changed to "UI"
- [-] "AddictFixture" naming changed to "Fixture"
- [-] Separated Midi triggering device for Media Tiles and Master Midi Timecode device
- [-] Added support for layer/fixture monitoring with automatic NDI Previews

System Settings

- [-] Added "Media Path" as a text box
- [-] Removed "Advanced Midi Mode"
- [-] Removed "Artnet Control Type"

Timeline

- [-] Fixed parameter placement and editing. Instead of the pop out window there is now a dedicated position for editing of media and keyframes
- [-] Fade in / out of media elements in seconds
- [-] Animation curves for keyframes
- [-] Restructured timeline triggering and playback engine to improve audio playback and allow for animation curves on keyframes

Performance Mode

- [-] Added an option on the performance page to choose between the standard layout and a stripped back layout. The stripped back layout doesn't render a lot of UI widgets and thus saves performance.

Banks

- [-] Media Tiles show the bank name on the top title bar
- [-] Added Duplicate Bank function
- [-] When adding a bank it comes in with a default name "bank_x"
- [-] When deleting a bank it asks for confirmation before deleting
- [-] Bank highlight has been changed to make the highlight more obvious
- [-] Icons for the banks have been changed to align with the system
- [-] The time it takes to load/save banks has been dramatically reduced

Output Page

- [-] Advanced controls for editing manual blends on projector fixtures
- [-] Added ability to manually colourise projector fixtures
- [-] Screen fixture rectangle regions are now drawn on the output at the same time as the source



Project Management

- [-] Automatic Project backup on Windows Shutdown. If somebody presses the power button, Ai will try and interrupt the operation and save a copy of the showfile with 'Recovery Project' appended to the name.
- [-] Project loading error detection. Ai will detect if a project has failed to load and prompt the user to load a recovery showfile.
- [-] Project saving error detection. Ai will detect if a project has failed to save and prompt the user to load the bck file instead.

Project Importer

[-] When loading a project that is not from v11. Ai will prompt the user if they want to automatically update the project. This is done by creating a new v11 project and importing various information from the old project into the new project. Information imported includes:

1. Fixtures
2. Layers (amount of layers per fixture and DMX addressing)
3. System Settings
4. Banks in Project
5. Timeline
6. Output Settings

Help

- [-] v11 manual update
- [-] Keyboard Shortcut button to show the keyboard shortcuts on the pages
- [-] Help button to open the manual to the current Ai page

AutoBlend

- [-] AutoBlend update to Vioso version 5 calibrator

USB Expert

- [-] Update of USB Expert to Version 6.7.32
- [-] Fix for Physical DMX Output from Ai Servers
- [-] Fix for Physical DMX Output from MSC-1
- [-] Fix for MSC-1 and Sapphire Media controllers not working
- [-] Fix for 5 Pin Midi not mapping to Salvation Midi Learn

Miscellaneous

- [-] Improved System font
- [-] Added mixer background mode for rendering the layer stack on a transparent background. Useful for blending regions on the Output Page
- [-] Added a CSV Writer module
- [-] Project browser now reloads it's projects list when you go in and out of it. Showing changes that have been made during the current session
- [-] Fixture Reference is obtainable by using Folder 240+ and File 200. Where it will use the mix of the fixture selected. 240 being fixture 0, 241 being fixture 1 etc.
- [-] Create new Timeline button added to Timeline Page in Global Settings. Timeline comes in with a Cue and Control track by default.
- [-] Updated AiNetworkPlaybackSync to reduce the number of threads being used and improve the latency of reading back from the same machine.
- [-] Added AiTwitterClientModule to pull twitter requests
- [-] Added AiPSN module to receive PosiStageNet data
- [-] Added progress bar to Project Importer to give feedback on the process
- [-] Updated NDI to version 3.8
- [-] NDI Scanner now has an option not to listen to local sources
- [-] Removed Open Button from AiOutputs Sub Patch on Stage Patch
- [-] Added a compiler Skin for the Javascript module



- [-] Improved sync to TimeCode for audio tracks and video tracks with audio in
- [-] Styled text boxes to have a background colour change when selected
- [-] Changed colours of DMX regions on output page so they can be seen better
- [-] Update to NDI Automatic Previews. When this is disabled the NDI streams are removed from the network
- [-] Fixture Lock field in the clip previews is now editable
- [-] Update to tool tips
- [-] Changed Save Prompt behaviour. If you save in Ai it no longer prompts you to save in salvation when you go to exit

Bug Fixes

- [-] Fixed overlay of fixture in projector view not rotating correctly
- [-] Fixed small memory leak changing thumbnails
- [-] Fixed buttons sometimes being left behind on the media tiles
- [-] Fixed removing a fixture not removing the track associated to it on the timeline
- [-] Fixed If you delete a bank, then it keeps editing the previous bank
- [-] Fixed layer controller not updating to Midi mapping if the layer controller was closed
- [-] Fixed issue with crossfading still images, where it jumped to black and faded the image in
- [-] Fixed playback issue where changing from media that was set to Play Once into media set to Loop caused the first media to jump back to the start whilst the crossfade occurred.
- [-] Fix crash on exit or hang on exit whilst NDI threads are waiting to close
- [-] Fix crash on exit or hang on exit whilst Network Playback Sync threads are waiting to close
- [-] Fixed bug where adding a fixture would place it in the wrong place in the stage patch if there are no other fixtures there
- [-] Fixed selection bugs on timeline
- [-] Fixed playback bug on timeline where things would trigger out of sync
- [-] Fixed videos without audio not syncing to timecode
- [-] Fixed bug where the add/delete layer icons don't display after 20 layers or more
- [-] Fixed issues with having masks and rotating regions on the output page
- [-] Fixed rotation of regions on the output page with negative rotation angles
- [-] Fixed mirroring of regions on output page correctly adjusting with masks
- [-] Fixed bug with Modular LED Fixture, when you load the project it didn't load the output settings correctly for SACN or unicast Artnet
- [-] Fixed bug where maximising the UI window on Windows 10 overlapped onto the second screen
- [-] Fixed bug where translation regions on the output page gave an incorrect preview to the output
- [-] Fixed colour adjustments bug, where adjusting the contrast was damaging the alpha of the layer
- [-] Fixed a bug with sync groups, if no sync was found then it could draw the progress bar off the screen on the multi-layer widget
- [-] Fixed an intermittent crash on the timeline, where you try and select a video to see it's properties for the first time
- [-] Fixed: Adjusting a clip properties wouldn't save the parameters from the right hand side unless the media tile was selected
- [-] Fixed: Activating an Effect channel will cause the dimmer curve to fall off dramatically.
- [-] Fixed: Incorrect Contrast calculation on a layer
- [-] Fixed: Test Patterns Effect strange rendering
- [-] Fixed: Dynamic Content "Cloud_Ten" and "Acid_Jam" not working on AMD GPUs
- [-] Fixed: Layer Controller, smoothing was applied to Y and Z Rotation knobs.
- [-] Fixed: Timecode triggering forces the closest TC trigger in even if nothing is in the current TC values
- [-] Fixed: Audio Tracks don't pause on the timeline if synced to TC and TC is paused
- [-] Fixed: Audio Tracks drift when synced to TC on timeline
- [-] Fixed: Audio Tracks trigger out of sync on the timeline
- [-] Fixed: Single frame GIF files are marked as unsupported codec
- [-] Fixed: All controls disappear from the performance page. Can happen if you have the layer controller open and then change page.
- [-] Fixed: Mapping editor soft selection not working
- [-] Fixed: Timeline cannot use the letter 'H' on a cue



- [-] Fixed: Dialog box doesn't pop up when you go to load a timeline on a control tracking
- [-] Fixed: Timeline aspect drop down box doesn't pop out
- [-] Fixed: Deleting media on the timeline crashes Ai
- [-] Fixed: Drawing a selection box on the timeline was a solid white rectangle
- [-] Fixed: Timecode Effect not showing any values
- [-] Fixed dynamic content preview not showing on fixtures
- [-] Fixed bug on output page where selecting a region via the drop down list wouldn't let you delete it
- [-] Fixed issue with slowdown in performance due to the system thinking that it was lightmapping all fixtures
- [-] Fixed shift+clicking on the mask button on the output page didn't clear the mask
- [-] Fixed regions rotated anti-clockwise were not rotating on the output
- [-] Fixed scaling regions on the output page were adding decimal places to the values
- [-] Fixed importing a region via a model added 0.5 to the values
- [-] Fixed issue with framerate taking a big drop every 30 seconds in some cases
- [-] Fixed Audio tracks on the timeline not pausing when synced to Time Code
- [-] Fixed AIM clips with Audio not looping on the timeline
- [-] Fixed issue with patches not crossfading correctly
- [-] Fixed AiVignette effect not centring correctly on 0.5, 0.5
- [-] Fixed AiFishEye effect not centring correctly on 0.5, 0.5
- [-] Fixed AiRetroTV effect
- [-] Fixed ChromaticAberration effect
- [-] Fixed AiLunarReflections effect
- [-] Fixed Dynamic Content not working on multiple graphics cards
- [-] Fixed render delay module not working on multiple graphics cards
- [-] Fixed Notch parameters not showing when reloading a showfile with Notch blocks imported
- [-] Fixed Maximising the window on Windows 10 overlapping onto a second screen
- [-] Fixed media on a timeline flashes to the first frame at the end of a fade out
- [-] Fixed font myriad_example getting corrupted
- [-] Fixed playmode play backwards once intensity retrigger
- [-] Update of Default Media bank to remove 30 seconds crossfade on white image
- [-] Fixed colour picker not updating correctly when editing clip properties
- [-] Fixed crash in Output page with Modular LED Fixture when broadcasting 256 universes
- [-] Fixed incorrect wrapping of Modular LED regions on the output page off by 1
- [-] Fixed manual blend points not updating correctly when adjusting blends on the output page
- [-] Added dimmer control to projector fixtures on the output page
- [-] Fixed projector fixture not drawing blends correctly on multiple outputs
- [-] Fixed projector fixture mapping editor control points sometimes going black
- [-] Fixed fade in/out not working on video tracks on the timeline
- [-] Fixed markers on the timeline not being able to edit their position with the numeric controls
- [-] Fixed folder browser for the transcoder showing behind the Ai window
- [-] Fixed mouse wheel on AiTextFields having the correct step
- [-] Fixed issue with Adding fixtures where fixtures were adding incorrectly. Not adding layers correctly etc.
- [-] Fixed Ai hanging on exit, where you had to force quit it in Taskmanager
- [-] Fixed missing duplicate bank icon