Ai v10.1.35 Release Notes

Miscellaneous
[-] Fixed Crash on Surface Modeller when adding geometry to a projector
[-] Fixed Bug where the Playhead in clip preview wasn't showing sometimes

Ai v10.1.28 Release Notes

Notch
[-] Improved Notch stability when loading a new block in a module that is currently in use
[-] Improved Notch performance with Multiple Texture Inputs

Miscellaneous
[-] Fixed Memory Counter Warning Levels. New levels are as follows:
       Green = memory < 1GB
       Yellow = memory < 2GB
       Orange = memory < 3GB
       Red = memory > 3GB

[-] Fixed Colour Mode (RGB Last) Not having HSC Control
[-] Added the NatNet client module for communication with OptiTrack
[-] Fixed Missing Icons on Timeline

Ai v10.1.27 Release Notes

Audio
[-] Fixed Ai from crashing when loading some files that had audio in
[-] Fixed incorrect audio calculation that sometimes only played half the audio file
[-] Fixed incorrect calculation of AAC big endian resulting in white noise

DMX Output
[-] Huge Improvement on DMX performance for Modular LED Output Mapping, allowing for 255 Unicast DMX Outputs
[-] Update Feature allowing the user to import Universe Configurations for the Modular LED Output via a CSV Sheet
[-] Update Allowing for the user to send a Universes to Multiple Unicast Destinations using ':' as a separator

Notch
[-] Multiple Texture Inputs into Notch (maximum of 16). This has to be achieved via Salvation Patching
[-] Improvements to the stability and performance of Notch
[-] When using Notch as an Effect, the parameters show in the correct input fields in the UI

Miscellaneous
[-] Fixed Importing Screen Regions from Resolume, where it wasn't importing all the regions
[-] Added the Slice name to the regions when importing from Resolume
[-] Added a missing Icon for the Add Curved Screen function on the Stage Modeller
[-] Updated modules that looked for C:\Program Files\Avolites to look in C:\Avolites
[-] Fixed system slowdown when over-riding the Folder/File options on a layer and setting these to -1
[-] Fixed incorrect drawing of the Canvas Editor
[-] Fixed FPS counter in the GUI sometimes going over the GPU refresh rate

[-] Added Rain SVFX, number 92

Ai v10.1.23 Release Notes

Miscellaneous
[-] Improved UI interactions with text boxes, drop down lists and buttons
[-] Added Re-Assign media clip to the timeline, allowing you to swap old content for new content
[-] Fixed Bug on Output Page, swapping the first icon when you right click

Ai v10.1.18 Release Notes

Notch
[-] Fixed bug when passing Alpha Textures into Notch, the alpha part was showing as White
[-] Fixed license bug where some licenses weren't seen
[-] Fixed memory leak when changing between different blocks
[-] Fixed bug where Notch textures were initialising to 1920x1080

BlackTrax
[-] Tweaked Protocol handling to deal with data from Real Blacktrax system.

Miscellaneous
[-] Reduced installer size by ~140 MB
[-] Added Null character testing in Ethernet Command Module by using '@' symbol
[-] Added TCP Server and Client Modules
[-] Improved waveform load of audio files on the timeline

Ai v10.1.10 Release Notes

License
[-] Upgrade of Anjuna license to use Read/Write Patch String and Constant

Miscellaneous
[-] Fixed Bug with the Timeline intermittently crashing when you loaded audio files
[-] Added Output Mapping Folder to Distrib

Ai v10.1.0.9 Release Notes

License
[-] Upgrade of Anjuna Maximum Outputs to 3 (1 Control screen and 2 Outputs)
[-] Upgrade of Bondi Maximum Outputs to 5 (1 Control screen and 4 Outputs)
[-] Upgrade of Anjuna and Bondi license to allow use of the CSV File Reader Module

NDI
[-] Upgrade to NDI version 3
[-] Fixed Bug with NDI Streams flickering when multiple streams are in use

DMX
[-] Fixed ability to choose different Network Interface Cards for Artnet Servers (You can now send on one NIC and receive on another)

01/03/18

Installation
[-] Fixed USB Expert installer being dropped on the desktop

Miscellaneous
[-] Fixed Bug with Notch crashing when going in/out of fullscreen
[-] Fixed 'Apply Defaults Button' resetting DMX Universe and Channel Addresses
[-] Fixed Autoblend 'Critical Video Error' crash
[-] Fixed pressing the X button on a layer clears the layer reference and the external inputs (Spout/Notch/NDI)
[-] Fixed crashing of MOV files with Audio when rendered out from OSX
[-] Fixed crash on timeline when playing back some movie files
[-] Added TimMix effect (define a mask from a layer and what you want to blend wit for dynamic masking)
[-] Fixed bug with Output Selection Buttons not showing up on the Output Page for Projector Fixtures

Ai v10.1.0.6 Release Notes

Installation
[-] Changed Ai.exe requiring administrator privileges
[-] Changed Ai.exe drag and drop requiring registry change
[-] Added MSVC + .Net dlls into installer
[-] Changed installation path to C:\Avolites\Ai

License
[-] Upgrade Anjuna maximum canvas resolution to 2048 x 2048
[-] Upgrade Bondi maximum canvas resolution to 4096 x 4096

Notch Update
[-] Default Effects layer that references already loaded Notch Blocks
[-] Stability and performance improvement using Notch inside of Ai
[-] Multiple Notch Blocks being used inside of Ai
[-] Pass a texture into Notch from Ai
[-] More parameter Controls
[-] Upgrade of Notch version allowing for Remote Notch editing

Unicast Artnet Output via Modular LED Output Page
[-] Send Unicase DMX via the output page. Giving a dedicated IP address

BlackTrax
[-] Update of RTTrPM protocol to v1.8.7.0 (improves on protocol handling and dealing with more tracking modules)
[-] Multiple BlackTrax modules working inside of Ai
[-] Stability of connection to Multicast address
[-] Quaternion outputs for more precise orientation control

Miscellaneous
[-] Fixed frame glitch when changing banks
[-] Fixed crash on changing banks
[-] Improved Icon loading of textures for GUI
[-] Improved Autoblend process, including fixing wrong export path to 'Auto Blend' folder
[-] Fixed crash on loading a project that was saved on the Output Page with labels on fixtures
[-] Fixed 1 channel offset on DMX mapping on the output page
[-] Fixed frame glitch on playback when switching banks
[-] Added extra keyboard commands for meshwarp
[-] Fixed Ai Crash on Startup
[-] Fixed Model Merge not displaying all faces
[-] Fixed Timecode overlay incorrect when not using 25fps on performance page

[-] Fixed crash when closing project files and CITP was active
[-] Fixed Error where timeline doesn't retrigger media after a TC restart
[-] Fixed Opacities and Aspect Ratios in many effects
[-] Fixed DMX mapping on the output page was offset by 1
[-] Fixed not being able to define a thumbnail frame on the Performance Page
[-] Fixed Crash when saving on the Output Page with labels on fixtures