# Changelog Software

The list of changes for other software can be found here [Changelog](#)

# [v3.3.1.1] 2025-04-04

## New

- Added option to launch the calendar together with the program startup
- Added option to launch **Art-Net** together with the program startup
- Added cache in RAM for working with sequences
- Added setting for repetitions for loaded videos and sequences
- Added a tool for identifying selected devices in **2D**, **3D** and on a real object
- Added an option for glowing static objects in the **3D** module
- Added the ability to change the port mode on converters: **IN/OUT/RDM/SPI**
- Added the **Case sensitivity** option in the window for binding **3D** devices to **2D**
- Added the ability to duplicate converters and devices in the **Devices** window
- Added a progress bar for the general export on the taskbar in **Windows** and in the **Export** window
- In the menu **Help** added links to all our resources
- Added hotkey **G** for the option to enable mesh in **3D**
- Added **Spout** effect. Allows you to combine effects from other programs such as **After Effect, Touch Designer, Resolume**, etc.
- In the absence of compositions in the project, a button for creating a composition has been added to the **Mapping** window
- Added **SPI** chips for configuring converters: **GS8206, WS2414, SK6812**
- The path to the open project file has been added to the program window title
- Added the **Rename** item by right-clicking on all devices
- Added the **Unpatch all** action by right-clicking on converters or ports
- Added a setting to disable automatic switching of the **Art-Net** button
- In the **Magic 2D button** tool, a choice has been added of which devices will be transferred: all, visible, or only selected
- In the **Magic 2D button** tool, when selecting a view for transferring devices, the camera now automatically switches to the selected view
- Added an action to cancel when adding devices through the **Art-Net** device search
- In in the effect properties when setting numerical values, you can immediately enter the - (minus) symbol to set negative numbers

## Changes

- Completely updated and improved window for exporting/importing settings from **LS** to **Player**
- When disabling the visibility of a device in **2D**, it will also become invisible in **3D**
- The search and configuration window for **Art-Net** devices now displays the actual found converter mask
- Updated the appearance of all drop-down lists in the program from white to dark gray
- Changed the **Version** field in the search window for **Art-Net** devices in accordance with the **Art-Net** standard
- Changed sending **Art-Net** from the program, removed timings from the converter properties

- Improved and refined spline drawing tool
- Added a ban on entering the characters **\/:*?"<>|** in song titles, due to **Windows** restrictions
- When pressing the **Z** key in **3D** module no longer takes cameras into account
- When creating a project, in the **Export** window, the default path is now specified in the Export subfolder, in the place where the project was created
- When creating an event in the calendar, the selected date is automatically substituted, or a date in the month that is open at the time the event creation button is pressed
- By default, the display of the number of uses in playlists and events for compositions is disabled
- The **Auto** button has been added to the window for matching single **3D** devices with devices in **2D**
- The names of some elements in the program have been updated and renamed
- When exporting settings from **LS** to **Player**, if the project uses more universes than the **Player** license supports, a notification about such an error has been added
- When importing settings from **Player** to **LS**, in the absence of any data on **Player**, instead of an error, a successful transfer of settings is now displayed
- When increasing or decreasing the size of the **Properties** window, all effect properties are now stretched equally proportionally to the size windows
- When adding **Player** via **Art-Net** device search, it is added expanded
- If a spline takes up more than 1 universe inside the port, this is now displayed correctly
- When creating a layout, its properties are now immediately opened
- In spline editing mode, the **Link** and **Unlink** tools are now blocked
- The **Link** and **Unlink** tools on the **Mapping** window toolbar are placed more compactly
- The number of points that can be added in the gradient effect has been increased
- Splines are marked as erroneous if their addresses overlap each other
- The program icon has been updated
- The maximum priority of events has been reduced to 255
- The priority of events in old projects exceeding 255 is automatically reduced to 255
- The **Location** settings have been moved inside the **Schedule** settings
- The **Language** setting has been moved to the program settings, as well as to the *Settings - Language* menu

# Fixes

- Fixed various bugs in the **Set Channels** effect
- Mapping error causing problems on computers with an integrated **Intel** video core
- The scale in the **Windows** system affected the size of the program interface and you caused some errors
- When working with a spline with a very large number of devices, the program slowed down a lot
- The **Devices** window did not fit the description of 4 universes per port
- Video export to **3D** was shifted on the first frame
- In the **3D** window, the sticking of objects when moving and scaling was fixed
- When moving objects or navigating in **3D**, freezes or camera glitches sometimes occurred
- In **3D**, when setting the rotation angle binding to **0** degrees, objects became impossible to rotate
- When adding new points to the spline, they could not be added in some places
- If you specify **FPS 0** in the program settings, then playback in the program broke until it was restarted
- When selecting a camera in the **3D** window, the background twitched
- When copying the **Text** effect to another composition, its settings were reset
- In some situations, when changing the numbering of universes on the converter, **Save error** pop up
- In the **Devices** window, when selecting a large number of devices on different ports at once, clicking on them led to an erroneous result
- In the **Duplicate** tool in the **Mapping** window, new splines were marked incorrectly
- Fixed a program crash when moving a *non-existent* object to the end of the list in the **Devices** window
- When moving and canceling an action in **3D**, the movement indicator did not return to its place
- When working with splines, double-clicking on the mouse wheel brought up their editing mode

- When editing a spline in **3D** with the **Smooth** option enabled, the connection was broken
- When canceling some actions with devices, the converter in the **Devices** window could show a non-existent error and be highlighted in red
- Fixed a program crash when pressing stop on a composition during playlist playback
- When editing a spline in **3D**, if open another project via *File - Open*, the spline was transferred to the new project
- When adding a converter via search, if its universes matched the built-in ones in **Player**, then only the converter universes reported an error
- When maximizing the program windows, they expanded beyond the screen boundaries
- If you set the camera to **3D FOV 0**, it broke
- Lost images or sequences were sometimes not displayed with an error
- Sometimes the transfer of splines between ports broke
- Some figures in **3D** did not respond to changes in their parameters
- Clicking on the layout *RMB - Rename* deleted its name
- After rotating objects in **3D**, the selection from them was reset
- When selecting objects with a frame in **3D**, the selection from them was immediately reset
- If you set the number of devices on a spline to 1, it partially broke
- The starting point of the device sometimes did not move if the size was changed spline
- It was impossible to scale a plane correctly in **3D** in the front view
- When creating a spline in **3D**, one of its movement axes was not visible
- When creating a spline in **3D**, if you deselected it, it was not visible under the grid
- When moving devices from **2D** to **3D magic** with the button, if these devices were on the same line, they were transferred incorrectly
- When clicking in an empty space in the **3D** window and pressing *Delete*, an extra action was created for canceling
- The layout was not selected if you clicked on its edges
- It was impossible to disable the **Smooth** option at once for all selected devices on the mapping
- When creating a copy of effects, their width and height were not copied
- Sometimes, when changing the length of several effects, sticking occurred and the length changed for another effect
- Clicking on the lower border of the port at the converter did not open it
- A project with a missing sequence could not be assembled for transfer to another computer via the **Assemble Project** tool
- If you gave a long name to an effect, it was shortened without the ability to edit
- In complex projects, if the load on the PC was very high, it was not always possible to rearrange layers on the timeline or splines in the **Devices** window the first time
- When reopening the settings with a font selection for the **Text** effect, the selected font parameters were reset to the default parameters
- When creating a copy of a composition, its name was completely saved
- If in the export settings window for **Player** you select to clear the player, then click no, and select other export options, the player was cleared
- If you saved the workspace with the **Effects** window pinned to the panel, then the next time you load the selected workspace was not loaded, and the effects window did not open as it was saved
- When selecting an effect directly on the timeline, its properties were not displayed
- When selecting a device on the mapping, and selecting the mouse tool in the **3D** window, an editing indicator appeared immediately after this action *nothing*
- Devices placed outside the working area continued to play animation
- The visibility property of devices was not updated immediately when disabling its visibility in the **Devices** window
- When creating a new project while being in the old one, the animation preview in the **Export** window was not reset
- In the **Text effect** when trying to select a newly installed font, the program reports the need to restart the

_program._ Fixed a crash when doing this

- If you turn off the visibility of the converter or port, save the project and open it, the port fullness indicator was visually reset
- When turning off the visibility of devices, they disappeared from the port fullness indicator
- Single devices in **3D** did not rotate
- When installing a new version of the software, the list of recent projects was reset and contained only those projects that were in the _Documents/Light Stream/Scenes_ folder
- In some cases, splines in **3D** without attached devices could erroneously glow
- Fixed the color selection for the **EQ** effect (audio equalizer)
- If you start export and stop it, it was displayed that the first composition was output at 100%

# [v3.2.2.2] 2024-12-27

## New

- Added calendar, playlists, events
- Added built-in universes **LS Player 1** and **LS Player 2**. Added export of built-in universes to **Player**
- Added export of calendar to **Player**
- Added import of calendar to **Player**
- Added property for compositions for the number of their uses in the calendar (disabled by right-clicking in an empty space in the **Compositions** window)
- Added **Play** and **Stop** items to the right-click drop-down list on compositions
- Added support for importing models in the `*.fbx` format, including all devices placed on it
- Added **Magic 2D button**, allowing you to transfer all splines and single devices from a newly imported 3D model directly to 2D mapping in a few clicks
- Reduced duration of **GIF** animations, and added a setting for selecting the duration value of GIF animations
- Added export of compositions to video files for presentations
- With the _Shift_ key held down, moving devices is now is tied to horizontal and vertical axes
- Added stop, step forward, step back buttons on the timeline (activated by right-clicking on the play button), as well as hotkeys for them
- In the **LS Player** properties in the **Devices** window, a button for hiding the password display has been added
- In the **Art-Net** device search window, a **PING** button has been added for more convenient identification of found devices
- Clicking on the icon of the added converter in the **Devices** window causes the **PING** command to be sent to this same converter according to its network settings
- The active program window in which the last mouse click was made is now highlighted with a light gray frame
- Clicking in an empty area in all windows removes the selection from any selected elements in these windows
- Added buttons for quickly changing workspaces under the window title
- Added **follow** and **rotation** for splines in 3D
- Now in the list of devices in the window **Devices**, if there is an addressing error in the port, this port is highlighted in red
- **Main layout** can now be moved down under any other layout
- When zooming out significantly, addresses and all information about devices are now automatically hidden
- Added copying of devices in the mapping window with the _Ctrl_ key pressed. The **Auto-addressing** button has been duplicated on the toolbar of the **Mapping** window. Activating this button now affects the addresses of new copies of fixtures
- When creating a large number of single fixtures at the same time (for example, 200 at a time), if their

addresses no longer fit into one universe, then subsequent fixtures will be automatically created in the next universe
- Added the ability to continue drawing a previously drawn spline
- Added a pixel grid to the menu *View - 2D Mapping - Pixel Grid*
- Added the ability to remove accidentally or intentionally placed double pixels on one spline in one cell (*RMB on spline - Remove extra knees*)
- Added support for sizes on all three sides for all fixtures in **3D**
- Added additional information to pixels on mapping (*View - 2D Mapping*)
- Added panning by holding down the mouse wheel in the **Timeline** window
- Compositions are now renamed by **F2** or *RMB - Rename*, instead of double-clicking by their name
- The software build version has been added to the program boot screen
- 2 chips have been added (**GS8206** and **WS2814**) in the converter settings in **SPI** mode
- **LS Converter 8 LITE has been added to the list of adding devices
- Descriptions of new hotkeys have been added to the *Help - Hotkeys* menu

## Changes

- All demo projects have been updated
- The **PING** command in the device search has been replaced with the standard **Art-Net** command - **ArtAddress**
- The default value of **FPS** for compositions has been changed from **44** to **40**, and the ability to specify the FPS of new compositions when creating a project has been added
- The welcome window when starting the program has been improved and refined
- The names of some interface elements have been renamed and translated into Russian
- Added the choice of a single common network card for the entire project
- The **Enable Art-Net** parameter from the settings has been duplicated on the top panel of the program window
- Now you don't need to enable each converter in the program separately, they will all be launched from a single button "Enable **Art-Net**". All converters by default will send a signal to the network card "by default" (if necessary, this can be adjusted by the parameters of each converter).
- The send macro button has been removed from the properties of all converters
- The **Opacity Wizard** tool has been moved to the right edge. The ability to hide it has been added (RMB on the buttons on the timeline)
- With a very large number of keys in effects, the program froze due to updating values ⌧in real time (added control setting)
- Items in the **View** menu are divided into categories
- The program window has been changed to a standard Windows window
- Compositions now open on double click
- Added multi-selection of compositions
- Improved and simplified loggeek adding devices directly inside the port
- When adding a device to a port in a collapsed player, the player will now automatically expand along with the converter and the port to which the device is added
- When adding a large number of devices to a port, the list of devices automatically scrolls to the last added device
- In the composition window, the composition that is playing is now highlighted in orange
- Distribution of devices on splines "*default*" has been replaced with "*uniform*" and removed from the program. Devices in old projects are assigned the distribution "*uniform*"
- The option *View - 2D Mapping - Show splines* is enabled by default
- The rotation property for devices in **3D** was reset when changing their *device type*, now it remains assigned to the 3D device itself
- In the properties of **3D** objects, unnecessary elements have been removed. Buttons have been added for

quickly switching to linked 2D devices. A similar function has appeared in the properties of 2D devices

# Fixes

- In some situations, sometimes at the end of a **3D** spline, the last device might not be displayed
- When selecting an imported model in the **3D** window, the camera could sometimes fly off to the side
- In all projects, when opening them, **LS Player** were collapsed, now they will be expanded by default in old and new projects
- When disabling the *bloom* option in the properties of the **3D Preview** window, **GIF Preview** came out completely black
- Converters could be named with the same names, which caused an error when exporting devices to **Player**
- The signal was not sent immediately to the newly added converter from the Search for **Art-Net** devices, **Art-Net** window
- The **LS Player** found in the device search is now added to the project exactly as **Player**
- Working in the program with a newly activated license gave an error about the lack of a license, added forced reboot after entering the key
- **Drag&Drop** in the empty area between splines moved splines down the list
- In the **3D View** window, textures on the imported model looked different depending on the viewing angle
- When changing workspaces, the Effects window blinked (partially fixed)
- The program settings window, when called, is now the main one and cannot fall under the main program window, which previously caused problems when working
- The window with function settings when switching to *Alt+Tab* could fall under the main program window, thereby breaking the work in it
- The **3D Magic Button** window, when called, now cannot fall under the main program window, which caused problems when working
- The pixel size on splines in **3D** was tied to a **2D** spline, although this property was a 3D spline (this concerned moments when a copy of a device was made in **3D**)
- When creating a copy **3D** fixtures, saving and reopening the project, **2D** fixtures were detached (partially or completely) from the created copies
- In rare cases, an **Art-Net** signal could be sent from an empty composition
- In some situations, if a spline was selected and the effects window was opened, the selected tool on the mapping toolbar automatically switched from *Selection and Move* to *Edit*
- When linking single fixtures on the mapping, if they were linked to 3D fixtures, they were detached from them, but their beams (spotlight or wallwasher) were not
- In rare cases, when working on the mapping, the program could freeze and fixtures would stick to the mouse, which led to their spontaneous movement
- Fixtures in the fixture library from the **User Library** section were restored after restarting the program when they were deleted and saved
- Sometimes, in order for the layout properties to be displayed, it was necessary to double-click on it
- Patching **SPI** of devices in more than 2 universes per port occurred with errors
- Sometimes devices on a long spline in **3D** were not distributed along its entire length
- Sometimes **3D** splines could have 1 phantom pixel
- When importing a model prepared in **Blender**, the spline was imported as a set of separate segments
- Sometimes when changing the duration of the composition, this change was not immediately displayed
- The reverse property for splines in **3D** did not affect the **wallwasher** or **spotlight** rays
- The *smooth* option in the **3D** spline properties sometimes caused the **3D Preview** window to freeze
- Splines in **3D** sometimes spontaneously rotated and moved when they were selected with active tools for changing them (moving, rotating)
- After importing a model with a texture in the `*.obj` format, the texture had to be reassigned again so that it became visible in **3D**
- Sometimes the composition previews were displayed incorrectly

- When importing a `*.dxf` file and undoing *(Ctrl+Z)* and repeating *(Ctrl+Shift+Z)* this action sometimes caused the program to crash
- Imported fixtures from a `*.dxf` file sometimes went beyond the mapping by 1 pixel
- Imported fixtures from a `*.dxf` file were sometimes added with the distribution type "uniform" instead of "fixed pixels"
- When adding gpreviously, they were sometimes added to the wrong place on a spline
- **2D** splines were not attached to the **3D circle** object
- Clicking on the outermost pixel on the Mapping field did not call its properties
- The **set channels** effect was not selected on the timeline in the area where other effects display the blending mode and opacity property
- In the **set channels** effect, the slider could glitch when quickly moving it from side to side
- Restored multi-select of devices in the **set channels** effect
- In the **set channels** effect, the list of channels of added devices was added in the reverse order **WBGR**, instead of **RGBW**

# [v3.1.0.0] 2024-05-27

## New

- The following properties have been added to compositions: Name, duration, comment, repeat and infinite playback
- Added markup for more convenient preview of **GIF** animations to .cue files in the menu *View - 3D View - Show 3D GIF borders*
- When creating a new fixture in the fixture library, the new fixture is now automatically selected
- Fixtures from the fixture library can now be deleted by pressing *Delete* or *Backspace*, a window will appear in which you need to confirm the deletion (you can press *Enter*)
- When closing the fixture library, the state of all expanded or collapsed folders in it is now remembered
- In the fixture library, when right-clicking on fixtures, a pop-up menu has been added
- In the fixture library, when copying a fixture to custom ones, the newly copied fixture is now automatically selected
- The name of single fixtures and splines has been added to their properties
- In the View menu - Show splines setting was added to enable permanent display of splines (even if they were not selected)
- Added tools **Link** and **Unlink**, allowing you to link single fixtures into a spline and vice versa unlink a spline into single fixtures
- Added fixture **RGBW-default**
- A window with a list of all hot keys was added to the *Help - Hot keys* menu
- Added increased addressing for fixtures located in converters with two universes on one port, in the View menu - Show multi-addresses of fixtures
- Added a parameter for uniform distribution of pixels on complex splines with several segments
- In the drop-down menu in the effects window, when clicking on any effect, the item **Add** (to the timeline) was added
- In the composition properties, a parameter with sliders was added that affect the display of RGBW channels on physical fixtures, for the selected composition
- If you right-click on the composition, an item with was added to the drop-down menu setting the duration of this composition. The name of the custom composition was added to the composition duration window

# Changes

- Updated splash screen of the loading screen
- All parameters of the **3D** view were moved to the menu from *View* to the submenu *View - 3D View*
- Optimized and updated demo projects
- Some names in the interface were translated into other languages: The **Color Light** blending mode was renamed to **Vivid Light - (Bright light)**, the **Overlay** mode in the Russian localization was translated to *Overlap*, the *Lighten* mode in the Russian localization was translated to ***Replace with light***
- With any repeated call to the instrument library, if this window was previously opened and placed under the main window from the program, it is now forcibly called to the foreground. It is no longer possible to open two or more windows
- The input indicator in all text and numeric fields has been replaced from black to light gray
- The default **Player** address has been updated from 192.168.0.**1** to 192.168.0.**205**
- The control buttons at the bottom of the device library window have been changed
- The appearance of windows with settings for all functions has been changed (functions when linked to any parameter of the effect)
- Some names in the interface have been translated into other languages
- Some program elements have been translated into other languages. And also some names were named more correctly

# Fixes

- Fixed a bug with the **W** channel for **wallwasher rgbw** and **spotlight rgbw** fixtures in the fixture library
- At low resolution, the effect parameter sliders sometimes did not fit
- Fixed a bug in the names of **Wallwasher** and **Spotlight** in the fixture library
- Multiselect is disabled when matching fixtures in **3D** with fixtures from mapping
- In the English interface of the program, the image in the fixture library was shifted to the side
- In the fixture library, when adding your own image with different proportions to a fixture, it went beyond the boundaries and overlapped some interface details
- When creating a face on a spline, the spline was modified only after selecting the face
- A fixture transferred from Mapping to **3D** using the **Magic 3D Button** tool did not change in the future if we changed its main fixture in **Mapping** device type
- Sometimes devices removed from the project remained phantom in the device library in the "Devices in the project" folder
- The approximate size of the exported composition in the export window did not change immediately when changing the duration of the composition
- In the device library, the number was not visible in the locked fields
- Fixed an error in the name of the chip **USC1903** (was) - **USC1903** (became)
- Sometimes the cancellation of actions in the composition by *Ctrl+Z* was visible only after switching to another composition and back
- Fixed a program crash when deleting and re-entering an effect into the composition
- Fixed an error with duplicating an added sequence, canceling *Ctrl+Z* and repeating *Ctrl+Shift+Z* this action
- When changing the device type for patched devices, the icon of the fullness bymouth did not update automatically
- Sometimes in the effects library, when switching between sections, the **Save error** error popped up
- Export settings were reset when reopening the project (they were not saved in the project when saving it)
- Export settings were reset when rearranging compositions
- In the **Set channels** effect, the **Remove** button did not work
- When calling the **fixtures** window again in the **Set channels** effect, the program crashed
- When distributing fixed pixels in **3D**, the **Reverse** button did not work for the selected fixture
- The last frame was duplicated for all sequences

- The address of the last pixel for a patched fixture in the port was calculated incorrectly
- The visible checkbox did not disable visibility for patched fixtures
- If the fixtures were placed without snapping to the grid and a click was made on the move square on them, the fixtures were moved without the possibility of canceling this action
- For a single fixture in **3D**, if a single fixture from mapping was attached to it, its parameters could not be changed in **3D**
- Selecting several fixtures in the fixture list for the **Set channels** effect became more noticeable
- The **Set channels** effect affected fixtures even if its length was reduced and the timeline had already finished playing it
- The **Set channels** effect played animation with a stutter
- If **internal rs485 intercase** (built-in universe) was enabled in **Light Stream Player**, then when transferring device settings from **Light Stream** to **Player** (via the properties of **Player**), an error popped up and the settings were not transferred
- If a spline on mapping had the **Fixed pixels** distribution mode, then it did not play in **3D**
- In the fixture library, long lists with the number of channels could not be scrolled for non-editable fixtures (standard in the program), they did not fit in the window
- Setting with beam display in the fixture library and in the properties of devices in 3D it was called differently
- When selecting devices inside the port filling one by one, instead of selecting one by one, each subsequent selection was added to the previous one
- When deleting a face from a spline, phantom faces sometimes moved to the end of the spline and remained there
- When deleting faces from a spline, phantom faces remained
- When snapping to grid was disabled, when adding devices, they were still snapped to the grid. Now adding fixtures without snapping them does not snap to the grid
- If several single pixels were placed without snapping to the grid, then when selecting them and changing their size they were forcibly snapped to the grid (Provided that the snap to grid button was disabled)
- When adding faces to a spline, they were added to the wrong place (the error is partially fixed and sometimes occurs again)
- Models were loaded without textures
- When changing the device type for any fixture, its addresses in the Devices window were not updated immediately
- If immediately after reflecting (horizontally or vertically) a spline its size was changed, then the reflection was automatically canceled
- A **2D** spline was not snapped to a **3D** spline if visibility was disabled on **2D** for this spline
- If one of the files in a sequence was damaged or replaced, then when trying to add it to the program, the sequence was played either as "damaged" or the program crashed. Incorrect, broken or not found sequences are now marked in red
- Sticking effects to each other on the timeline (while holding down the *Shift* key) did not work correctly
- If effects were deleted and then a new layout was immediately added, this action was undone by *Ctrl+Z* incorrectly
- Effects had non-linear transparency changes when decreasing it
- When cloning effects and clicking on the timeline, new effects were shifted towards the click
- The effect settings button could only be clicked on the area in the center of the button, and not on the entire button (the part near the edges did not give any effect when clicked on)
- In some situations, when changing the number of pixels in a device in **2D**, which was tied to a spline in **3D**, this spline in **3D** stopped being displayed
- In the menu for duplicating an effect to another composition (on the timeline), if the name contained the symbol **"_"**, it was not displayed in the list
- If **Spotlight** in 3D had visibility disabled, it was still visible
- In the fixture library, if custom fixtures had an image added, the miniature icon to the left of the name in the list was not displayed
- Instead of canceling the action when dragging an effect between layouts, a new one was created

- Names of single fixtures were displayed incorrectly
- If you deleted an effect, switched to another composition, then back to the first one and pressed *Ctrl+Z*, the effect deletion was not displayed immediately and you had to switch between compositions again
- If you loaded a sequence, moved it to another layout, canceled *Ctrl+Z* and repeated *Ctrl+Shift+Z* this action, the sequence was added an extra time (duplicated)
- When deleting several faces at once on a large spline, the sequencephantom pixels remained after deletion
- Background image could not be re-selected
- **Spotlight** in **3D** did not change size
- It was impossible to set an image with a transparent background for the layout background
- When pressing the **reload** button, the **resample** parameter of the background image was lost
- In some cases, it was impossible to correctly change the size of all fixtures on the mapping if splines + single fixtures were selected
- With some actions, the layer on the timeline could stick to the time pointer
- After deleting all effects from a composition, its preview image continued to be displayed, as if it still had effects
- When creating layouts, the effects in them were displayed distorted, and it was necessary to change the size of the layout to make them correct
- After playing a composition with audio for some time, stopping, and replaying, the wrong sound was played in the first second
- When deleting any **3D** object in the window **3D** View, camera view reset to Perspective
- Fixed display of project previews in the welcome window of the program (became exactly square)
- When changing the workspace to the standard one, a small Effects window appeared in the upper left corner
- Selection in the window for binding **2D** devices to **3D** devices was poorly visible
- Devices were selected if their display was disabled by the general button **Devices**
- Renaming converters did not work when setting them up, through the search window for **Art-Net** devices
- Fixed a bug with increasing time at the end of export
- Fixed a program crash with the selection of a composition during export

# [v3.0.0.0] 2023-11-16

## New

- The redesigned library is now end-to-end and affects both mapping and 3D.
- Support for an audio track in the project. At the numerous requests of our customers, the ability to upload audio files directly to the Timeline has been added.
- Copying effects between projects. Implemented the movement of effects between projects.
- Added import of files in the `*.dxf` format. Now you can import placed pixels to the mapping field directly from **Autocad**.
- Assembling a project into one folder *File - Collect Project*. The convenient **Collect Project** function will collect all the files used in the project into one folder and rebuild the paths to the files relative to it.
- License transfer. Added the ability to transfer a license from one computer to another. The number of times the key can be transferred is limited - 5 times. You will have to count it yourself for now.
- Notification about exceeding the volume of the current license. If the project uses more universes than allowed by your license, a message about this limitation will appear on the mapping field.
- New magic button (3D Magic Button). A new magic button has been added - 3D Magic Button, which allows you to transfer the devices placed on the mapping field to the 3D preview in one click.
- Effect: Squeak glow (Bloom). Added the effect of pixel glow. You can adjust the intensity of the glow, and if necessary, simply turn it off. ## Changes
- Updated and improved more than 70 effects. More than half of the effects in the new version received

significant updates that brought new functionality and settings.
- Added new effects: Rectangle, Ellipse, Celebrity and SetChanels. SetChanels allows you to manage the channels of devices by placing keys on the Timeline.
- Reminder when opening projects from previous versions. When opening a project created in a previous version of the program, a message will always appear reminding you to check the project before saving and make a copy of it.
- Customizable Autopatching. When Autopatching is enabled, any change inside the converter port automatically recalculates the device addressing. If Autopatching is disabled, the addresses are set manually.
- Frontal views. Frontal views have been added to the 3D preview for ease of placement of devices.
- Hotkeys F3 and F4 allow you to display the model as a grid and hide camera splines and projectors. Navigation in the 3D preview window - WASD. Navigation in the 3D preview window can be performed not only with the mouse and the Alt button, but also with the WASD keys. The camera speed is adjusted using "+" and "−" on the main keyboard. And holding down Shift and the middle mouse button will rotate the camera.
- Function: Follow. Added the ability to align lamps along a curved path. The Follow checkbox allows you to rotate the fixtures in the direction of the spline in the 3d preview.
- Updated Timeline binding. Effects on Timeline now "stick" only when the Shift key is pressed. When Shift is not pressed, the binding is automatically disabled.
- Remembering the state of Layout on Timeline. Layouts now remember their state in each composition (collapsed or expanded) when switching compositions and even after reopening the project. ## Fixed
- Many minor bugs
- And also our heroic developers caught, thanks to you, many bugs and, of course, kicked them out of our release

# [v2.3.0.0] 2022-09-15

## Changes

- Added undo and redo actions *(Ctrl+Z / Ctrl+Shift+Z)*
- Redesigned interface
- Improved work with device addressing
- Other improvements

# [v2.2.6.1] 2021-05-19

## Changes

- Work has begun on updating the interface
- Improved 3D Preview
- New Converter settings interface
- Added functionality for transferring device settings (Universes and IP addresses) from the software to **Player**
- Added the ability to change the environment in 3D for a more effective **3D Preview**
- Added the ability to select a 3D camera when exporting `.cue` files for automatic generation of **GIF preview** on **Player**
- Fixed the problem when changing the IP address of converters
- Other improvements