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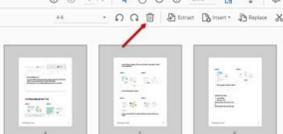
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Apex exporter improvements. Improve polyp simulation. Changes to Spanish effect name translations. Re-tune gold, silver, and charcoal trails. 2018.04.23-cc279d16-finale3d-win32-installer (RELEASE) Changes to spark rendering to make sparks appear brighter. Added 'Subtype' as an optional script table column, referencing the effect field. Changed the group function, `key = G`, to auto-generate the group name instead of asking user to name the group, which massively improves this feature. Added 24 shot slot and 6 shot slot options for Mongoose firing system. Added voice cues setting for Mongoose firing system. Added more explanatory error message if user tries to export a file without addressing it. Improved cue flag graphics on timeline. Fixed custom breaks so that when break orientation randomness is disabled, the breaks are oriented like right-side up. Updated Spanish UI translation. Added confirmation dialog when 'Edit effect VDL' changes effect type, giving option to change type or keep old value. Added 'Scenery > Background images > Set sky image'. Fixed bug with module graphics re-sorting in rack layout view. Fixed minor overlap problem with timeline effect bars overlapping in sequences of Move-To events with flames. Improved the 'Address show' summary for Galaxis and Explo by not counting the flame unit pins in the pin counts since they are not physical pins. Added 'Rack Setup' report, which lists rack and tube assignments for all script devices. Add DMX error checking dialog in front of addressing function. Added MAGICFC DMX Flammaria effects to Generic Effects list. Fixed the importing of HBS files with cakes of shells, removing the prefix specification from the cake since in 3D the cake prefix affects the shell's lift time. Support shorthand C, M, and T after number of shots for comets, mines, and shells, as in 'cake 25 c red'. Fix comet w/ mine bug where the mine would come out ahead of the comet sometimes. Fixed 'Rename positions' to allow overlapping ranges. Fixed 'Add racks' dialog user interface issue wherein selecting a rack part choice for single-shot row in the dialog could result in an unexpected jumping around of rack part choices in that row and other rows for single-shots of different sizes if some of the choices were fixed-any-size varieties that applied to multiple rows. finale3d-installer-2021.08.17-bf8470d4 (BETA VERSION) Implement new Create Photo dialog and flow. Added duration500MsTo2500Ms parameter to DMX Patch language to support Explo G3 flame units. Folded 'Display' events on timeline as blips' option into the x-ray button on the timeline, making that button cycle through the three options, bars, names, or blips. Implement 'ACES' tonemapping for lighting and color. Added DMX support for Hansol Sunshine 5 head flame system. Clicking on one of many selected events in timeline now deselects the others, unless you drag. Added preliminary effects for the EasyDancing DMX par light with LED colors and strobing effects. Shorten menu item names in 'Add compatible DMX effect' menu by removing the fixture type since it isn't necessary. Changed name of 'script rail pin report' default reports to just 'script'. Improve UI sounds in rack layout window. Tuned default timeline right edge scrolling and playback margins. Changed the part numbers of the Explo flame effects in Generic Effects to correspond to the Explo flame program numbers, GF9K901 for program 1, GF9X902 for program 2, etc., as a convenience to the user; previously the part numbers were off-by-one, which was confusing. In the new paradigm, you configure positions to represent DMX fixtures like lights and flame projectors, from the 'Configure as DMX fixture...' context menu item, which opens a DMX fixture configuration dialog. Updated Russian and Ukrainian UI translation. Automatically determine color and subtype field on import if not explicit in imported file. Added 'Type' to all the default effect table layout blueprint filters. Added Bulgarian UI translation. Added Polish Zloty currency symbol option in user settings. Added 'Reverse order' checkbox to 'Make into sequence' dialog. Added automatic scrolling of the script and highlighting of the row that is shot when playing simulation. Added default color/size/subtype selectors to parts window. Second pass of Italian effect name translations. Previously 'Chains First' was actually doing a comparison based on chain reference as opposed to treating all non-blank chain references as being equal each other for sorting purposes, so now that same sorting option value is called 'Chain Reference' and the new 'Chains First' option treats ties correctly. NOTE: Added 'IsChain' column in script. NOTE: The new chain-related columns in the script in this update and the last update will appear on all existing blueprints for reports and table layouts until you hide them with the 'Hide or unhide column' option from the blue gear menu or copy the blueprints from a new blank show to replace the blueprints in a saved show. German and Russian effect language improvements. Improved 'Addressing > Address show...' to write 'dmx' in the pin number field for dmx effects, since dmx effects don't have meaningful pin numbers. Added 'Racks > Renumber all racks consecutively' improved rack layout context menu item 'Renumber racks left to right' by making it resolve conflicts in a more intuitive way. Added back the EasyDancing fixture type. finale3d-installer-2021.03.23-94236a06 (BETA VERSION) Improved error message when exporting a DMX script using Cobra V5 to explain you need to switch to Cobra V6. Dragging selection rect in design view upward first over positions then also covering trajectory tip donuts now works the same as dragging rect in the other direction. Enhanced copying rows in the positions window to include any referenced models in the copy buffer, as copying does if you copy from the design view window, making it easier to copy/paste positions with attached models from one show to another. Updated Brazilian Portuguese and Italian UI translations. Tune Popcorn Crackle. Added hot keys for customize simulation commands. Fixed long-lasting DMX fixture configuration dialog, longer than 99sec. Added a 'multiple definitions' warning to fixture types that have multiple definitions. Improved cake shot timing accuracy for combine-as-cake and importing Finale Business cakes. Fixed a possible bug in which rack length constraint could have been miscalculated in the 'Add racks' dialog. Improved scrollwheel zoom on timeline, making it preserve the playhead even when zooming out near the edges. Improved blip circles on timeline. Fixed minor parsing errors with French and Spanish cake and shot related terms. Made import show summary dialog report number of devices imported, to make it easier to verify when show contains chains. Added DMX support for SpecialFX.it Cold Sparks Machine, Standard Fixture ID 061. Fix rising crossties stars drooping too low. Fixed axes rack user settings menu item dialog, which had disabled number-of-tubes field. Improved VDL parsing for cakes, requiring parentheses around effect labels to avoid confusion with single letter abbreviations and non-English words. Changed ground image import dialog text. Fix a bug: we weren't properly writing the WAV file header when exporting a sound track. Exclude positions with no racks in the rack layout diagrams printouts, to save paper. Added 'skyRotationDegrees' per-show setting to enable rotating the sky image. Added 10 output and 5 output modules for Galaxis, and re-organized list of module types; removed split matrix options other than 5x10 and 10x10. 2019.07.17-f9cc1459-finale3d-win32-installer (RELEASE) Implement letterbox render setting. Added import show option to ignore PAN angle in imported file and made the 'guess' option ignore PAN angles by default, to make importing angles more reliable for SCX files. Added new list of generic/basic effects, replacing old list. Updated the COBRA v6.0 script file format with the new position information section and version number. Added 'File > User settings' menu, though not yet connected to network. Added dialog that explains per-show parts when creating an effect. For importing HBS files, changed threshold for inferring 'very big' break from sim parameters. Fixed recently added roman candles in Generic Effects, which had the incorrect type of single shot instead of candle. Fixed SEM exporting for FireOne. If user does 'Change DMX Fixture Type and convert effects' with master fixtures selected and matching but unselected slaves, then pop up dialog to ask if user wants to convert the slave fixtures also. finale3d-installer-2021.03.25-560e22832 (BETA VERSION) Updated Brazilian Portuguese UI. Added function to download script to PD FC-A and FC-3 field controllers. Fixed 'Break apart cake' for some effect descriptions that changed from comets inside cakes to shells outside of cakes. Reduced vertical padding of rows to show more rows in the same space. Added ability to export any window as xls or csv, from File menu or right-click context menu. Added copy script formats for the two 'step' based semi-automatic firing methods, stepping by tracks and stepping by events. Fixed a bug causing certain importer/exporters to not be able to use file paths with spaces in them. 2018.11.14-7a053e8a-finale3d-win32-installer (RELEASE) Added additional validation for assortments, requiring them to have at least two sequential children beginning with 0 or 1, e.g., ASSTA-01 and ASSTA-02. Added help option in right-click context menus in rack layout. Added support for Norwegian translation. Made the 'Used' and 'Available' fields in the effects window display the number zero if the contents are zero, instead of blank. Made collection selector for 'Create effect/rack/chain/cake from xxx' remember and default to previous choice. Changed the :customPartField100 field in DMX patches to :customPartFieldExploX2. In rack layout window, selecting a rack or dragging a pin now automatically selects the associated events in the script window, so you know what you are dealing with. Fixed the rack icons in generic effects. Added 'Positions locked/unlocked' tool tip notification when clicking on padlock button. Added variable height generic DMX flame projector fixture option. Progress on Spanish, French, and Russian translations - nearly done. Improved Russian and Ukrainian localizations. 2019.06.10-a8ac196a-finale3d-win32-installer (RELEASE) Fix bug in network syncing with Finale Inventory. First pass of French effect name translation to VDL. Naming change 'Parts' -> 'Effects' pervasively. Added settings in 'Scenery > Sky image adjustments' to rotate the direction the image is facing and to stretch the image horizontally to create a wider viewing area. Fixed minor rack layout bug wherein pins error checking that would make the pins red was disabled when the corresponding events were filtered in the script window. Tune down report flashes a bit. More improvements and bug fixes to the new inventory sync process. Now set properties on 10k events is about a second instead of several minutes. Improved addressing summary dialog to include position names of any positions with addressing errors. Activate effects window whenever user adds racks. After you sync the first time, the change notice should go away. Added right-click context menu on racks in rack layout. The prefix of zero doesn't imply a lift time; the default lift time is used for sims with prefix of zero. Changed timeline algorithm for cascading effect bars for effects on fixtures, to give each fixture its own row on the timeline when possible. Added timeline division markings for non-decimal fps frames, so snapping on timeline aligns with markings exactly when zoomed in. Updated Italian UI translation. By popular demand, change the timeline hiding during playback feature to hide the timeline during playback only when cursor is in the lower right hand corner of the 3D view, not whenever the cursor is outside of the design window entirely. Change 'songs' to 'music' menu. Added a checkbox 'Auto-assign DMX channel ranges' to the 'Configure as DMX fixture' properties dialog, as a convenience. Fixed rack layout view of 16-pin fireTEK slats, previously showing 12 pins. Removed the snapping to action time feature for dragging playhead since clicking cue flag is easy alternative; snapping while dragging selection can optionally be turned off in show menu. Preserve table layout in effects and script window when switching between shows or effects collections. finale3d-installer-2020.03.19-8404b5532 (RELEASE) Added Universe, Section, Module Type, Rack Type, and Custom Script Field to 'Edit Properties' dialog for events, which among other things is useful if you want to use Custom Script Field values of 1-110 to control cue flag colors. For importing HBS files, detect and fix corrupted cake/chain effects and import a placeholder so it at least shows up. Added 'Next' column to script table that indicates time delta to next cue. NOTE: Added 'Cue Count' column to script table that counts up with each different effect time, ignoring chain follower shells. NOTE: Changed cue flag numbers to be the cue count, which is unaffected by hiding events. NOTE: Added 'Next' to the default scripting table blueprint. finale3d-installer-2020.06.14-866ea1910 (RELEASE) Handle empty pathname to exported Pyrocore WYH script files on fully automatic shows. Fix crackling sounds. Fix the extra break sounds coming from pistils. Tune wind/trail 'waviness'. Improved UI for dragging pins between racks. Added 'Rack Description' field option to labels, supporting the new rack labels. Added red highlighting in rail graphics in rack layout window for pins wired to devices that are not in rack tubes. Added '5', '5m', '5yd grid' for positions. Masked off the lock and hide icons on rows in printed reports. Fixed 'Chain Gap' column in the script and the 'Chain Specifications Report' to calculate the correct chain delays for chains with devices that have different prefixes. Made show import guess durations better when user selects 'guess duration' in import configuration. Fix movie/image over-exposure bug. Fix the couple of missing positions from the sort-by selectors and other selectors in the report config dialog. Made Pyromac exporter ignore the end-event in DMX chains so it can use the same standard DMX effects as other firing systems that require begin/end events. 2019.07.04-20526d86-finale3d-win32-installer (RELEASE) Progress on Portuguese translation. Made 'Combine as cake' include the VDL terms HTM and DUR for individual component effect duration and height if necessary to keep user adjustments. Tune crossties to make their duration longer. Fixed: Effect editor selects need dropdown icons. Added 'Re-address' button to rack layout view for re-addressing just the position being viewed. Added DMX support for the Hansol Volcano flame system. Also make it report error if user tries to replace effect with a chain, which we will be able to support eventually but too much for now. Added drag-and-drop to events and cue flags on timeline. Fix farfalla double rings. Implement 'airburst' vdl effect. Added 1-second option for Show > Set snap-to-timeline resolution. Fixed addressing limitation that racking errors could prevent pins from being shared up to max-matches-per-pin even if the racking errors appear unrelated. Make simulator use the effect's prefix and duration fields from the parts table. Improvements to Mongoose exporter. Added 'Degrees' as synonym for Degrees for VDL for cake fan angles. See Finale Generic CSV documentation and Scenery position coordinates documentation for details. Fixed the 'Replace effect' functions to make them work for inventory items that are missing VDL and/or other fields that would be filled in automatically if the effect were inserted directly. Simplified the right-click context menus by removing the 'Filter to >'. Added 'Why is this tube red?' function on right-click context menu when you click on a rack in the rack layout view, to explain what the error is. finale3d-installer-2020.08.24-696f0d8ba (BETA VERSION) Added settings in 'Scenery > Sky image adjustments' to rotate the direction the image is facing and to stretch the image horizontally to create a wider viewing area. Fix problem with large MyParts files causing a crash. In 'Add racks' dialog, do not clear the part number for rack rows with zero racks to add, which makes it easier to understand what's going on when fits-any-size racks are shared among multiple rows. Made control-drag on the timeline background drag a selection rect, same as shift-drag. Made inserting items directly on top of a blank cue replace/remove the blank cue even if it was not selected at the time of inserting. Added 'Show > options > Draw effects on timeline as dots'. Improved module type menus for Cobra addressing. Fix sync bug when changing more than 1000 effects at a time in My Effects. Added 'Effects > Effect macros > Find and replace inside macros' to facilitate making global substitutions of effects or positions in a batch of selected macros in one fell swoop. Made submenus adjust position vertically to fit in screen with minimum scrolling requirement. Also, do 'Effects > Update per-show effects...' for any existing DMX shows when you upgrade to this release, in addition to changing your DMX Channel Base values to NOT subtract 1. Fixed the 10 channel Pyromac module bug. Fix star phase trail density bug. Made shift-drag of selection rect not be in 'add' mode. Disabled loading last window arrangement for demo/Lite version. Lots of effect tuning. Added 'Add to My Effects' main menu item and right click context menu item for Effects Window. Added menu options to 'Make into sequence' dialog that give user explicit control over whether items are sorted and/or grouped by position or angle. Improved ruler appearance. Make the 'Import show' function include the Notes 2, Notes 3, Custom Numeric Field, and Alternate columns. Added Cobra v3.0, v4.0, v5.0, and v6.0 script formats. Changed 'Select all events using this effect' to 'Select this item in layout or script', making it work for racks as well as effects. Removed control-C as a method of exiting multi-key hotkey sequence so can be used for position groups, etc. Various improvements to French and Spanish effect import. Made 'import show' read the device table and hazard zone and position coordinates out of V2.6 GS2 scripts. Implement poly effect. Change module name from 'Cobra 18 pin module' to 'Cobra 18M, 36M or 72M'. Updated Russian and Ukrainian UI translations. Fixed rack assignment problem in addressing algorithm for racks with fanned shells. Added 'Hide all position rails' option in Show menu. Fixed addressing bug in which DMX effects were given pyro addresses if pyro events were at exactly the same times and if modules were not constrained to positions. Change gear menu item 'Reset column widths' to 'Reset table layout'. Backfilling is the re-use of compatible rails and pins from earlier in the sequence, such as for two events at the same time and position that are not sequential rows in the script window and it is sorted by the user. Fix a crash affecting some Nvidia GPUs. Change login dialog links to point to the correct locations on the new website. Fixed reports conditional formatting for special table cells like locked address cells. Change parsing of 'red & blue peony cake', which will now make a cake with 'red & blue' peonies rather than red peonies and blue peonies. Updated Bulgarian UI translation. Made it possible to re-address an individual position without affecting the rest of the show, using the 'Re-address' link in the rack layout view - even if your position does not have a Start Module or Pre-Assigned Rails; the link always works now. Improved the standard VDL syntax generated by the combine-as-cake function to return fewer row descriptions by combining the first row with other rows that are equivalent except for the delay in front of the row, exploiting the fact that the delay of the first row in VDL is not used. Make break flashes illuminate the ground and models a little bit, instead of just the smoke. Fix bugs in Finale Inventory sync. Updated Italian, Brazilian Portuguese, and

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