



R E L E A S E   N O T E S

V E R S I O N   5 . 6 . 1



arKaos | PRO

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## Release Notes 5.6.1

This minor release fixes a few issues reported in the MediaMaster 5.6 release.

### Change List

#### General

- Fixed crash on startup when generating thumbnails for Flash generators on Mac.
- Fixed issue when triggering visuals very fast.
- Fixed Pause state after dropping visual intensity to 0 and up again.

#### License

- Fixed issue when activating a new License Dongle.
- Clearer notice to user that MMT Licenses can't be moved to a License Dongle.
- Clearer notice to user that Rental Licenses can't be deactivated.

#### VideoMapper

- Fixed Surface Intensity issue when sending Surface Colors from a desk.

## Release Notes 5.6

This new release 5.6 introduces a new license scheme targeted for rentals and occasional usage of the software. It also includes a set of improvements and fixes that are listed in the change list below with more details.

### Change List

#### License

- **Added new system of Rental Licenses.**
- Better indication to upgrade if a V3 or V4 license is used to activate MediaMaster 5.

#### VideoMapper

- **Fixed issue with mappings of multiple surfaces when VideoMapper is closed on Mac OS X.**
- Fixed blurred or low quality surfaces if not selected in the VideoMapper.

#### General

- Import of multiple files also supported through popup menu in the Library Management dialog.
- Fixed multiple performance and stability issues with NVidia cards.
- Fixed entries Release Patch and Release Show in the Edit menu.
- Improved install of Visual Studio Runtime.
- Added text display of the active aspect ratio in Fixture Mode.
- Fixed frame leaking from lower priority layers when starting new visual presets.
- Fixed Pause state after dropping visual intensity to 0 and up again.
- Fixed issue when selecting Preview Style Off.
- Fixed issue where Visual Preset parameters are discarded without invitation to save.
- Fixed index issue with parameters in the control binding.

#### Syphon, Spout, NDI

- Fixed NDI output in Instant Mode.
- Fixed Syphon surfaces not correctly cleared for each new frame received with transparency.

#### LEDMapper

- Fixed Art-Poll issue.







#### Effects


- Fixed Mirror effect in Fixture Mode.

## New Rental Licenses Documentation


Release 5.6 of MediaMaster introduces a new license scheme targeted for rentals and occasional usage of the software.


Through ArKaos online shop, or through a distributor, it is now possible to buy a Rental License to activate MediaMaster Pro for one or four weeks. If you purchase for instance four weeks, you could individually activate MediaMaster Pro four times for a week.

Belgium 

[SIGN IN](#)

HOME VJ/DJ PRODUCTS **PRO PRODUCTS** KLING-FORCE PRODUCTS GOODIES PRODUCTS  0



### MediaMaster Pro Rental License

This enables weekly rental periods of MediaMaster Pro usage.

Users have two purchase options (1 or 4 weeks) to guarantee a cost-effective and financially expedient opportunity to optimize their workflow.

It can be used to cover a single project or (in the case of the 4-week option) four different projects spread over a long period.

☒ Rent MediaMaster Pro (License for 4 weeks)

☐ Rent MediaMaster Pro (License for 1 week)

[ADD TO CART](#) [Trial Version](#) [Full Product Description](#)

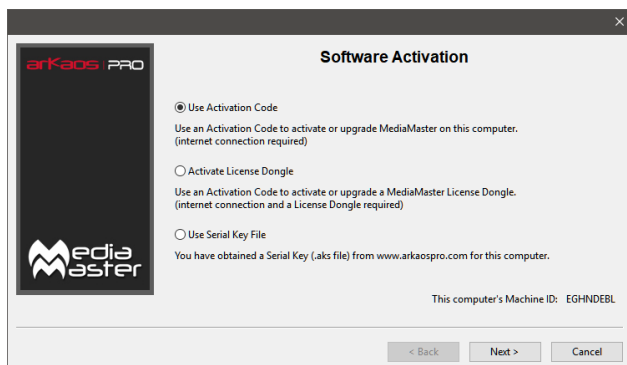
### Restrictions:

- A Rental License cannot be purchased in three payments.
- A Rental License cannot be moved to a dongle.
- A Rental License cannot be extended or disabled once activated.

As with perpetual licenses, once purchased in the online shop, the Rental License activation code will be sent by email and start with the prefix MMT.

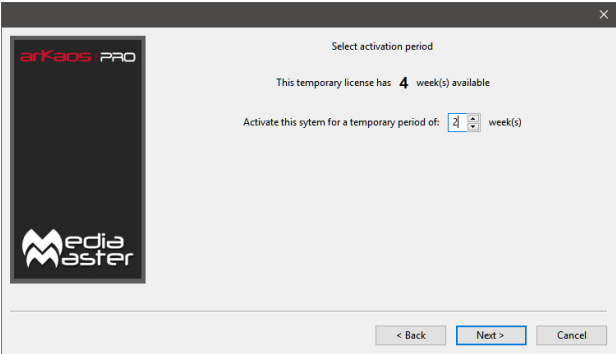
### Option 1: Direct Registration and Activation in the Software

If the computer running MediaMaster is connected to internet, then the easiest solution is to start MediaMaster 5.6 or above and activate the license directly from within the software. Either MediaMaster is not yet registered and presents the Software Activation dialog on startup, or otherwise select "Manage License..." button in the Preferences and Activation tab.

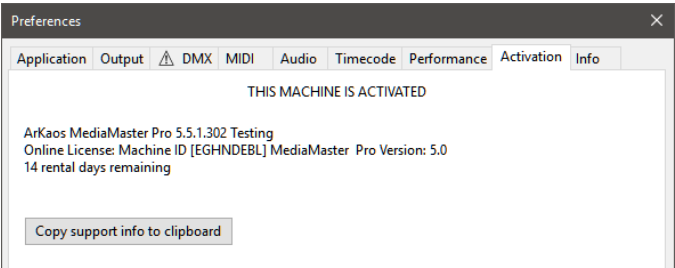


Select "Use Activation Code" and enter your MMT activation code and the email used for your online account or ArKaos's website.

You are then asked for how many weeks your rental license should last. Each week takes one unit. Once activated, those weeks can't be cancelled or claimed back, so don't necessarily activate all weeks at once.



Both in the Activation tab of the Preferences and also in the splash screen, you will see the remaining days available from the rental license.



**Option 2: Registration online in the ArKaos account**

A rental license can be registered on the website in the exact same way as a perpetual license. In the tab "My Licenses", below the list of the licenses, press "Register a Product".

After registration, one or multiple serials (.aks files) can be generated from that license. For each serial you specify how many weeks (or units) should be activated.


HOME

VJ/DJ PRODUCTS

PRO PRODUCTS

KLING-FORCE PRODUCTS

GOODIES PRODUCTS

0

SAVE UNITS FOR RENTING PRODUCT

Home / Hello, **John Doe** / My licenses

Enter the machine id. \*

Enter the machine id.

You can find your machine key when starting the registration wizard from the software.

Enter the name of the machine. \*

Enter the name of the machine.

This is an identifier for your generated serial key.

I will use 

1

 unit(s) on 1 unit(s) available

GENERATE SERIAL KEY

After downloading the serial in the Key tab in your account, from within MediaMaster Pro you can then activate the license with the option "Use Serial Key File" in the Software Activation dialog and browsing for the .aks file.

When a rental license is active, the splash screen of MediaMaster indicates the number of remaining days.



## Release Notes 5.5.1

This minor release fixes a few issues left in the MediaMaster 5.5 release.

### Change List

#### General

- **Fixed fullscreen output sometimes not showing up on macOS 10.14.**
- **Fixed crash when activating license or dongle.**
- Fixed output refresh rate wrongly selected in the Preferences Dialog.

#### VideoMapper

- Fixed crash when moving surfaces between groups.



## Release Notes 5.5

This release introduces a new audio API on Windows, new playback modes and blend modes, a 1:1 pixel mapping mode, the import of a batch of files through the MediaHub as well as many other improvements and fixes. See the complete list below...

### Change List

#### Audio

- **New Audio API on Windows without occasional stalling issues.**

#### General

- **Additional sub-controls for playback modes with new UI.**
- **1:1 pixel mapping mode to display exact pixels from the visual source.**
- **Option to pause or continue visual when intensity goes to 0.**
- **Six new Blend modes added (Difference, Exclusion, Darken, Screen...).**
- Display of the server name in the title bar.
- Resolution adjustment when new input signal is received from Datapath card.
- Additional option for Latch mode to support all use cases.
- Fixed freeze issue when closing Datapath camera.
- Fix to let crash report dialogs appear above the application.
- Fixed issues when a window overlaps output in full-screen [Windows].
- Fix support for Prores 444 HQ.
- Warning when launching applications with DPI or Text scales different than 100.
- Fix for Preview Style OFF.
- Fixed UI issue with Latch checkbox state.

#### MediaHub

- **Import of a batch of files from Explorer or through Upload button.**
- Display of Meta info on each visual.

#### VideoMapper

- Fixed masks that did not appear in the Output panel.

#### LEDMapper

- Added new pixel formats such as RGBAmberW, RrGgBbWw and RrGgBb+Ww.
- Fixed white component of RGBWAmber pixel format.
- Fixed menu action for horizontal and vertical distribution of selected fixtures.
- Fixed moving selection on canvas using arrow keys.

### Getting started with new features

- For the new audio API on Windows go in the Preferences, Audio Tab and select Windows Core Audio.

- In Fixture mode, new playback and blend modes are described in the documentation under the “Layer Fixture 1.2” and “Layer Extended 1.1”.
- Hover on the new playback and blend mode buttons to get a description. Some playback modes let you select the behavior when the intensity reach 0 or when the movie reach the end.
- The 1:1 pixel mapping is a new option in the aspect ratio combo-box and it makes sure that the visual source is displayed without any stretching of pixels.

## **Known Limitations**

- ASIO support is temporarily removed. Please hold version 5.4.1 for ASIO for now.
- Changing audio buffer size has no impact with the new audio API on Windows.

## **Note for macOS 10.14**

When toggling fullscreen, if the output is not shown, open any dialog in MediaMaster. For example you can press EDIT on any Visual Preset, and the output will show up.

## Release Notes 5.4.1

This minor release fixes a set of performance bottlenecks so that MediaMaster runs well on the different OS. It also adds the possibility to upload multiple files simultaneously by drag and drop to a remote server with the MediaHub.

MediaMaster 5.4.1 also includes many improvements and fixes to provide a better user experience and listed below.

### Change List

#### General

- **Improved performance on Windows 7.**
- Fixed performance issue during playback of pictures.
- Fixed smooth playback issue in Frame Blending and Display Sync modes.
- Fixed deployment of default library if no folder was yet selected.
- Fixed error when switching from VideoMapper to Instant Mode.
- Improved stability when changing or refreshing library.
- Improved support for Nvidia Optimus configuration.
- Improved support for Intel GPUs in laptops.
- Error displayed if unsupported CPU is detected.
- Deactivated Surface and Output DMX control in Theater mode.
- DPI scaling checked to be at 100% at startup.

#### VideoMapper

- Fixed issue on Nvidia when going fullscreen in force resolution.
- Fixed missing resolution for Draft Displays.
- Fixed rendering of triangle surfaces on windows.

#### MediaHub

- Support to upload multiple files simultaneously.
- Fixed crash in MediaMaster when importing some videos through the MediaHub.
- Fixed thumbnail issue and error displayed after removing media.

#### Syphon, Spout, NDI

- Fixed issue where Syphon outputs are also listed in the four input slots.

#### Audio

- Fixed notification to user that a restart is required after configuring audio

## Release Notes 5.4

This new major release of MediaMaster adds the following key features:

- Improved support and performance for 4K outputs. [Windows only]
- New DirectX 11 optimized render pipeline. [Windows only]
- Global optimization of rendering performances. [Windows only for now]
- Hardware accelerated HAP decoder. [Windows only for now]
- Timecode support through Art-Net.
- Surface and output control by DMX.
- Per display RGB color correction in VideoMapper and by DMX.

It also includes many improvements and fixes that are listed in the change list below with more details.

All features have been documented in the user manual.

Future releases will similarly focus on Mac performance. For now, best performances will be experienced on Windows 10.

## Change List

### General

- **Improved support and performance for 4K outputs. [Windows only]**
- **New DirectX 11 optimized render pipeline. [Windows only]**
- **Global optimization of rendering performances. [Windows only for now]**
- **Hardware accelerated HAP decoder. [Windows only for now]**
- **Unified render pipeline for Instant and VideoMapper modes.**
- **Lower latency and no stalling when starting visuals.**
- Upgrade to the latest FFmpeg with Hap Q Alpha support. [Windows only]
- Improved color banding issues due to color correction.
- Menu entry to easily export diagnostic reports with logs, crash and profiling reports.
- Fixed crash related to audio playback.
- Fixed missing info on visuals in the library.
- Fixed issue when pressing Enter after changing Library and Visual values.
- Fixed display of Visual Presets in Control Bindings with multiselection.
- Added user feedback if crash report sending succeeded.
- Fixed initialization issue by latest Datapath drivers. [Windows only]
- Fixed crash in Camera folder when refreshing library. [Mac only]
- Fixed issue where thumbnails are not refreshed when library content changes.
- Fixed import and thumbnail issues with audio only files.
- Fixed issue when leaving fullscreen on MacOS 10.13.
- Fixed issue with international characters in paths.

### VideoMapper

- **Surface color mixing controlled by DMX.**
- **Effects per surface controlled by DMX.**
- **Transparency and blending modes per surface controlled by DMX.**

- **Added per display RGB color correction.**
- Importing VideoMapper mapping files includes import of surface groups.
- Fixed issue with black-out in VideoMapper mode.
- Fixed issue with soft-edge off where Width was still applied.
- Fixed surfaces created with initial state invisible.
- Fixed issue when rotating a rectangular surface with Edit Grid on.
- Fixed state of the eye icon to represent visible surface.
- Fixed issue when copying a locked surface where the lock icon was open.
- Fixed selection of control points in cropping area after fullscreen transition.

## **LEDMapper**

- Fixed sender IP in ArtPollReply.
- Improved Art-Net stability and compatibility with Art-Net Sync packets.
- Crash issue fixed when serializing some fixtures.

## **MediaHub**

- Explicit selection of the network interface.
- Improved stability while transferring media content.
- Fixed issue when Temp files were created.
- Fixed thumbnail refresh issue.

## **DMX Control and CITP**

- **Added new DMX fixture to control color correction per output.**
- **Added new DMX fixture to control VideoMapper surfaces.**
- **Improved support for big libraries through CITP.**
- Patching of surface and output fixtures through Art-Net.
- Fixed issue so that triggering blackout through DMX works on all outputs.
- Added option to trigger Resync to DMX in Master fixture.
- Fixed issues when patching or auto-patching over multiple universes.
- Fixed crash issue while modifying library and using CITP.
- Fixed CITP updates on Onyx / M-series.
- Fixed CITP thumbnails with wrong colors in RGB mode.
- Fixed multiple issues in the DMX patching interface.
- Fixed issue when switching between Art-Net and MA-Net fixture patching.
- Fixed UI issue preventing to enter DMX values above 100.
- Support for setups with multiple network cards.

## **Effects**

- Some effects have been fixed to work as expected.
- Default parameters and Preset values for effects have been reviewed and improved.
- All effects were added to the Layer Fixtures, both in Custom and Preset versions.
- Effect Presets in Theater mode completed with all available effects.
- List of Effects has been cleaned with consistent naming and sorted.
- Cleaning and sorting of the list of effects in Theater mode.

## **Synchronization**

- **Added Timecode support through Art-Net.**
- Display of timecode with last two digits indicating frames.

## **Syphon, Spout, NDI**

- Fixed NDI output mirrored horizontally on Mac.
- Support of latest version of NDI.

## **Audio**

- Fixed issue where audio settings weren't all saved.

## Release Notes 5.3.1

This minor release fixes a set of bugs in version 5.3 and adds the Elation Professional Midicon 2 and Pro MIDI templates.

### Change List

#### MIDI, Keyboard, DMX Control Binding

- Added Elation Professional Midicon 2 and Midicon Pro MIDI templates.
- Preinstalled MIDI templates were not deployed on Mac.
- Fixed possible crash issue when leaving the MIDI Learn.
- Add Blackout to the list of bindable controls.
- Conflict detection is disabled for now to allow to drive multiple controls with a same key. Used for Master Dimmer for instance.

#### General

- Fixed Theater Mode issue where starting/stopping a visual could reset other visuals.
- Fixed issue with MediaMaster getting stuck while starting or closing VideoMapper on some systems under Windows 7.
- Fixed issue when leaving fullscreen on Mac.

#### CuePlayer

- Fixed issue where auto-starting Cue List would not always start.

## Release Notes 5.3

This release adds NewTek NDI® and Spout outputs, as well as a totally reworked dialog to do more advanced MIDI, keyboard and DMX control and the management of a library of templates. The VideoMapper also adds additional support for display spans and some interface redesign regarding input and output panels for surface mapping. This release also includes a list of smaller improvements and bug fixes.

### Change List

#### MIDI, Keyboard, DMX Control Binding

- New control binding scheme for MIDI, Keyboard and DMX.
- More flexible and advanced MIDI control, including MIDI Learn.
- MIDI, Keyboard and DMX Controller template management.
- Per Patch MIDI, Keyboard and DMX control assignments.
- Pause for Visual Presets can also be bound to an input controller.
- Options to bind input controls for all Visual Presets or for all Patches at once.
- Extended support to create templates for almost any MIDI Controller.
- Added Template folder with MIDI controller documentation
- Akai MIDI Templates for AKAI APC 40 mkII and AKAI MIDIMIX.
- Behringer BCF2000 MIDI Template.

#### General

- Support for multiple NewTek NDI® outputs.
- Support for multiple Spout outputs.
- Fixed thumbnail refresh when overriding a visual in the library.
- Fixed issue with custom presets that were lost when restarting MediaMaster.
- Fix to avoid crashing when loading invalid movies.
- Fixed that cue lists are cleared when switching to another library.

#### LEDMapper

- Import button to select mappings from within MediaMaster Preferences is back.
- Added two parameters for the DMX Merger, blend and intensity, in the preferences.

#### Kling-Net Mapper

- Fixed issue where output groups with Kling-Net were not saved.

#### VideoMapper

- Easier collapse and expand of the cropping and output panels and UI redesign.
- Fixed responding issue when closing the VideoMapper while being full-screen.
- Support for 4x1, 1x4 and 2x2 spans particularly to split 4K displays to Full-HD.
- Fixed mask issue that was upside down when closing the VideoMapper.
- Fixed issue if the mask file path was containing international characters.
- Option to set the arrangement of the spans horizontally or vertically.



## Capture Cards

- Stalling issue with Datapath when reducing intensity to 0 is fixed with Datapath through their latest drivers.

## Release Notes 5.2.3

This sub release fixes a few issues remaining in the version 5.2.2.

### Change List

#### General

- Added option in the Media Library to ignore the alpha channel of a movie.
- Fixed issue causing regeneration of thumbnails and longer loading time.

#### LEDMapper

- New option for automatic Unicast through ArtPollReply discovery.
- Fixed issue when saving mapping files or saving the library of fixtures.
- Added fixture for the Spiider™ from Robe.
- Added fixtures for the ArKnator app.
- Added Apply button in the edit fixture dialog.

#### VideoMapper

- Fixed issue with disconnected and draft displays shown with wrong letters.

## Release Notes 5.2.2

This sub release fixes a few issues remaining in the version 5.2.1.

### Change List

#### General

- Fixed issue with some misplaced folders and visuals in the Library.
- Fixed issue when Crash Reporter sends reports.
- Fixed compatibility issue with Kling-Net Mapper and LEDMapper on macOS 10.9.
- Fixed one case when loading the Library takes significant time.

#### LEDMapper

- Clearer mapping file operations with Import, Export and Save.
- Additional option for the Merger to listen to MediaMaster Art-Net interface.
- Fixed issue detecting a network adapter plugged after LEDMapper is started.
- Fixed discovery issue on the Robe Spiider related to ArtPollReply.

#### License

- Fixed issue when writing to the License Dongle with version 5.2.

## Release Notes 5.2.1

This sub release fixes a few issues in the version 5.2.

### Change List

#### General

- Fixed sound issue after a few seconds when playing visuals with audio.
- Fix random crash when using Flash.
- Updated license dongle driver.
- Upgraded Spout version to 2.006 for increased texture sharing compatibility.
- Fix to support Lumen application as a Syphon input.
- Fixed memory leaks.

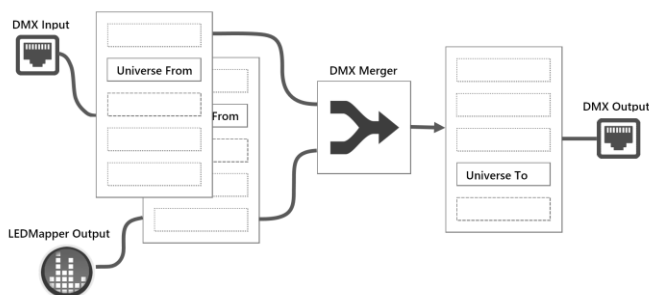
#### Effects

- Fix for the “Geometric Cylindrical Correction effect exposed in fixtures.

## Release Notes 5.2

This new release mainly includes new features for the LEDMapper, the Kling-Net Mapper and all applications run in 64 bits now.

LEDMapper gets support to merge Art-Net input from a Lighting Console with its own pixel output. This allows to control more advanced fixtures like Moving Heads with pan & tilt for instance. It also brings enhanced support for DMX charts with constant values, channel gaps and any channel layout for the pixel mapping.



How DMX Merger works in LEDMapper

Also opening LEDMapper and MediaMaster simultaneously have no restricting impact anymore even for ArtPoll and LED fixture discovery.

The Kling-Net Mapper also newly supports creation of Draft Devices to prepare the layout of a show and position devices even without having those devices connected.

The list below gives a detailed list of the improvements and fixes included in this release.

### Change List

#### LEDMapper

- Support for merging Art-Net input with LEDMapper output.
- Editor to create fixtures with any DMX pixel mapping including channel gaps.
- Support to set constant values for some DMX fixture channels.
- DMX control to set the blending mode and intensity of the DMX Merger.
- Option to mute the LEDMapper output remotely through DMX.
- Fixed compatibility issues to support broader range of Art-Net fixtures.
- Support for pixel formats with Red, Green or Blue component only.
- Improved selection of network adapter.
- Fixed issue sending Art-Net packets with wrong sizes.

#### Kling-Net Mapper

- Added support to prepare and position Draft devices when working disconnected.
- Support for any component order for WS2812 LED protocol.
- Fix so that Kling-Force control panel gets always updated.

- Fix when Kling-Force control panel was sometime displaying wrong info on startup.
- Fixed support for horizontal and vertical flip and previews.

## **General**

- All applications run now in 64 bits.
- Improved support for DPI display scaling.
- Added "Cropping Output" effect.
- Improved support for international characters.
- Intensity sliders in Theater mode don't trigger small jumps anymore when clicking.
- Addition of an Apply button to the Timecode Offsets dialog.
- Removed dependency to QuickTime that is not supported in 64bits.
- Fixed saving of aspect ratio setting in the Visual Presets.
- Fix for the spinner to scroll through the visual presets.
- Fixed issues with Flash player.
- Fixed issue playing ProRes movies.
- New dialog to easily report errors and send crash reports to ArKaos support.

## **VideoMapper**

- Fix for the order of surfaces that was not always preserved.

## **MediaHUB**

- Folder names in the Library are now also synchronized.
- Support of the case where the Library in MediaMaster is switched.

## **Quicktime and 64 Bits**

Since all applications are now in 64 bits and Apple does not provide QuickTime in 64 bits, MediaMaster now uses FFmpeg to read all QuickTime codecs.

There is no need anymore to install QuickTime on Windows. In the previous versions of MediaMaster, QuickTime was used to play ProRes encoded videos. Playback of ProRes is done now by FFmpeg, so performances may be impacted.

## Release Notes 5.1.1

This is a minor update with a few fixes, mainly about the Soft-edge and Geometric Correction, following the release of version 5.1.

### Change List

#### Soft-edge & Geometric Correction

- Fixed output issue when doing Soft-edge with groups and spans.
- Fixed resizing issue with the Geometric Correction view.
- Fixed issue when displaying Geometric Correction pattern with Soft-edge disabled.
- Clearer white surrounding highlight for the selected edge.

#### Cue Player

- Fixed buttons in the toolbar that used to trigger the action twice.

#### LEDMapper

- Fixed issue when moving multi-selection of LED devices.
- Fixed wrong message when opening a new file.

## Release Notes 5.1

This new release includes a significant update of the VideoMapper with Soft-Edge, Geometric Correction and Per-display Color Corrections.

This version also adds support for Kling-Force LED's new product from ArKaos, as well as many other significant improvements for the Kling-Net Mapper and LEDMapper.

All features have been added to the updated User Manual of MediaMaster.

The list below gives a detailed list of the improvements and bug fixes included in this release.

### Change List

#### Video Mapper

- Added Soft-Edge and Geometric Correction.
- Added Custom Canvas Size for better control over the rendering resolution.
- Fixed issue when editing values in the spin boxes with fractional part.
- Fixed issue that could cause a crash when doing New.
- Fixed issue when duplicating surfaces.
- Fixed crash when loading mapping with disconnected outputs.
- Fixed drag & drop issue where surfaces insert at the wrong place.
- Fixed issue looking for the mapping file at a wrong place on the disk.
- Fixed random insertion z-order for new surfaces.
- Fixed surface cropping for effect only layers.
- Fixed wrong path to the mapping file.

#### Kling-Net Mapper

- Support for Kling-Force LED new product from ArKaos.
- Support for multiple network interfaces.
- Detection if no other Kling-Net server is already running on the network.
- Significant improvement for the detection of Kling-Net devices on the network.
- Improved device splitting and unsplitting.
- Custom color component order for some Kling-Force LED protocols.
- Rotation around top-left position for pixel perfect placement of devices.
- Snapping of multiple device.
- Fixed issue in the 2D sampler for devices such as the Spiider from Robe.
- Fixed availability of network interfaces with no connection up on startup.
- Fixed Save As feature.
- Fixed undo for rotation with rotation handle.
- Fixed Snap on Grid when dropping fixtures.

#### LEDMapper

- Support to unicast different DMX values to different IPs on the same universe.
- Improved check if same universe is used both for unicast and broadcast.
- Optimized performance and reduced bandwidth usage.



- Litecraft and Elation LED fixtures added to the fixture library.
- Conflict detection if sending out to universes that MediaMaster listens to.
- Detection for Art-Net packets coming from the same PC.
- Improved editing of properties for multi-selection.
- Fix for importing LEDMapper mappings in MediaMaster.
- Fixed Art-Net output in multicast and unicast.
- Fixed Art-Net DMX values starting at 1 instead of 0.
- Fixed Subnet and Universe value ranges.
- Fixed for next Art-Net univers/subnet/channel assignment.
- Fixed device resizes and sampling issues when resizing canvas.
- Fixed leaked memory.

## **General**

- One key can again trigger multiple Visual Presets.
- Visual Preset dialog has been reorganized in four tabs.
- Triggering of the three controllers per Visual Preset with keys.
- Chroma keying is again working with HSV instead of HSL.
- Fixed issue with Timecode offset indices being shifted by one.
- Fixed detection of movie duration and improved looping playback.
- Fixed issue that mouse cursor was visible in fullscreen.
- Fixed Edit button for Lyrics.
- Fixed crash while saving and loading XMLs affecting all applications.
- Fixed crash for the audio on Windows.
- Fixes for Luma Keying.
- Fixed Master Preview issue after changing output resolution.
- Fixed resolution issue when sending out to Art-Net or Kling-Net.
- Fixed issue with new Mac OS 10.12 to run tools from the menu.
- Fixed issue when opening dialogs while being in fullscreen.
- Fixed issue that some file paths were wrongly handled.
- Fixed handling of output groups with '&' characters.
- Fixed Theater Mode engine restart issue.

## **License**

- Improved reliability to detect license dongles.

## **DMX/CITP**

- Explicit selection of the network interface to be used as a combo-box.
- Fixed issue when using Auto-patching with a StartChannel.
- Fixed issue with ranges of DMX values.
- Fix for broken Layer selection through DMX.

## **MediaHub**

- Improved handling when the MediaMaster server is not responding.
- Correct refresh when the library is changed in MediaMaster.
- Fixed missing flash effects and masks that were not listed.
- Fixed issue looking for a thumbnail when media is not there anymore.

- Fixed file transfer going further than 100%.
- Fixed content refresh after a move operation.

## **MIDI**

- Support to open multiple MIDI devices with same device names.
- Correct saving and restoring of active MIDI controllers.

# Release Notes 5.0.2

## Change List

### General

- Improved user guidance to upgrade dongle to MediaMaster 5.
- Fixed blinking of intensity slider with fade time when user interacts.
- Reserved empty folders in the library get automatically redeployed.
- Option to display elapsed and remaining times next to visuals.
- Option to select a preferred arrangement of layer previews.
- Improved context menu to customize layer previews.
- Improved layer previews auto-arrangement.
- Support for codecs with a last packet with no time stamp.

### Lyrics

- Button to edit .txt and .srt files.
- Lyrics files get imported into the Library.
- Fixed support of international characters in file paths.

### Video Mapper

- Fixed issue regarding the order of the surfaces listed.

### Kling-Net

- Fixed memory leak when sending device geometry.

### LED Mapper

- IP range are specified with an X joker character instead of 255.
- Fixed crash when a test image is missing.
- Options “snap to grid” and “show grid” are active by default.
- Previews are updated even if network is set to disabled.
- Fixed Select All feature.
- Fixed scroll bar visibility on Mac.

### DMX/CITP

- Fixed issue in the data sent through CITP for the auto-patching.

# Release Notes 5.0.1

## Change List

### General

- Fix crash for Express license users with 12 Layers.
- Fix for of a wrong color conversion in the Chroma Key filtering.
- Improved per layer tweaking of luminance.

### DMX

- Fixed issues when saving DMX patching information.
- Additional flexibility to preserve user settings in the DMX auto-patching.

# Release Notes 5.0

## What's New

### General

- 12 layers in Express and 36 layers in Pro version.
- Lyrics and subtitle player.
- Modern user interface.
- Better quality, optimized and rearranged previews.
- Elapsed time and remaining time display in both Theater and Fixture modes.
- Easier customization of the previews through a context menu.
- Time cursor to show the playback position in each visuals.
- Improved algorithm for Key Color filtering.
- Support of HAP and DXV codecs.
- New FFmpeg 3.1.4 with enhanced performance and multi-threaded decoding.
- Multilingual text generators.
- New DMX patching dialog with auto-patch feature.

### LED Mapper 3

- Auto-discovery of Art-Net nodes for an easier setup.
- Support of unicast to optimize your network.
- New network selector and activity LEDs.
- LED Mapper and MediaMaster can run simultaneously.
- Added support for additional Litecraft fixtures<sup>[1]</sup>.

### MediaHub

- Synchronization of content between servers.
- Uploading, rearranging and deleting of visuals remotely.
- Easy view of content differences between two servers.
- Fast simultaneous file transfers to use maximum network bandwidth.

### Bug Fixes

- Audio fixed on internal Realtek audio cards.
- Fixed performance drop in visual playback.
- Fixed big lag issue when starting some visual playback (mpeg2, H264) due to transport stream issue.
- [Public Beta only] VideoMapper was looking for the mapping file in the Library selected in MediaMaster 4.x.
- [Public Beta only] Assigning Visual Presets to Cues in the Cue Player was broken.

## Known Limitations

- To get all Lyrics/Subtitle text generators in subfolder 249 a new Library needs to be deployed. That folder can always be copied in any of your existing Library afterwards.
- <sup>[1]</sup>To get the new fixtures deployed in the LED Mapper you need to delete the .lml file in C:\Users\[UserName]\AppData\Roaming\ArKaos\LEDMapper2 on Windows or \Library\Application Support\ArKaos\LEDMapper2 on Mac OS. Will be done automatically in a coming release.

## LED Mapper 3 - Quick Start

### Overview

Several features are new in LED Mapper 3:

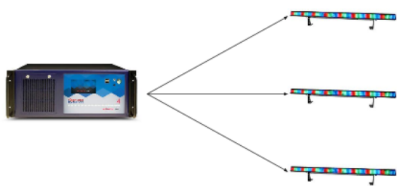
- Auto-discovery of Art-Net nodes for an easier setup
- Support of unicast to optimize your network
- New network selector and activity LEDs
- LED Mapper and MediaMaster can run simultaneously

### Unicast versus Broadcast

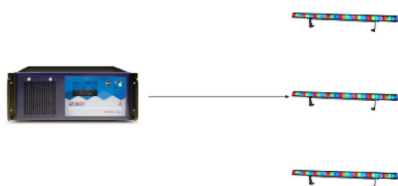
LED Mapper version 3 now supports unicasting where packets of data can be sent directly to the addressed fixtures and not through the entire network.

For backward compatibility, LED Mapper can still use broadcasting to send all data to every LED fixture.

In the Broadcast example below, each of the three fixtures would also receive data addressed to the other two fixtures. This would put three times more load on the network and the fixtures would be processing three times more data.



Unicasting is more efficient because every packet of data is sent exclusively to the addressed fixture, as illustrated below. However Unicasting requires to specify the IP address of each fixture.



Fixtures are still mapped in Broadcast mode by default as long as the IP address stays on "Auto", as illustrated:

**Device Properties**

Fixture:Tile 13 13

Description:Tile 13 13-1

DMX Mapping output : ArtNet

**DMX Mapping Properties**

DMX1

IPAuto

Universe0

Subnet0

Node Auto-Discovery

For an easier setup, LED Mapper continuously scans the network and automatically fills a list of available fixtures:

Fixture Nodes	
Name	IP
ArKaos LEDMapper	2.0.0.5
ArKaos Simulator	2.0.0.7
EZK456	2.0.0.8

If you want to optimize your network and set the IP address of the destination fixture, a dropdown menu will let you select IPs from all discovered ArtNet nodes in the network.

**Device Properties**

Fixture:Tile 13 13

Description:Tile 13 13-1

DMX Mapping output : ArtNet

**DMX Mapping Properties**

DMX

IP

AutoArKaos LEDMapper (2.0.0.5)(0)✓ ArKaos Simulator (2.0.0.7)(1)EZK456 (2.0.0.8)(0)Manual...

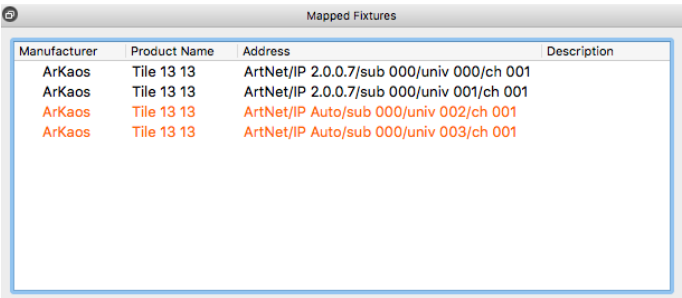
Universe

Subnet

If you are using Art-Net nodes to drive traditional DMX fixtures you will need to use the same IP address multiple times. The number of time an IP address is mapped is displayed after the IP address and between brackets.

IP addresses can also be entered manually to support creating mappings without being connected to the network containing Art-Net nodes.

To assist you while optimizing your network, fixtures in Broadcast mode are displayed in orange in the “Mapped Fixtures” list:



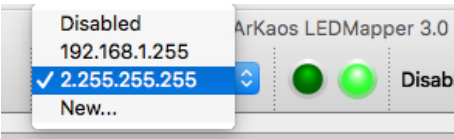
Manufacturer	Product Name	Address	Description
ArKaos	Tile 13 13	ArtNet/IP 2.0.0.7/sub 000/univ 000/ch 001	
ArKaos	Tile 13 13	ArtNet/IP 2.0.0.7/sub 000/univ 001/ch 001	
ArKaos	Tile 13 13	ArtNet/IP Auto/sub 000/univ 002/ch 001	
ArKaos	Tile 13 13	ArtNet/IP Auto/sub 000/univ 003/ch 001	

Using Unicast is not mandatory and most of the time Broadcasting should work just fine with modern fixtures. You should consider using Unicasting with a large number of fixtures and if you want to optimize your network by sending the minimum data packets to your fixtures.

If you have a mixed setup with both Unicast and Broadcast you will still put some pressure on every network equipment. Unicasting works best when every fixtures have been assigned an IP address.

**Network Selector and Network Activity LEDs**

The selection of the network is now stored as a part of the LED mapping file and is displayed in the toolbar of the main window.



Two LEDs monitor if packets are sent or received by the LED Mapper. Packets received by LED Mapper are mainly ArtNet pool replies sent back by LED fixtures.

Any IPs are now supported by LED Mapper, including office network ranges like 192.168.x.x, as well as more standard ranges 10.x.x.x and 2.x.x.x as defined by the protocol.

**LED Mapper and MediaMaster can now run in the same time**

Previously MediaMaster and LED Mapper couldn't run simultaneously because both would output to Art-Net.

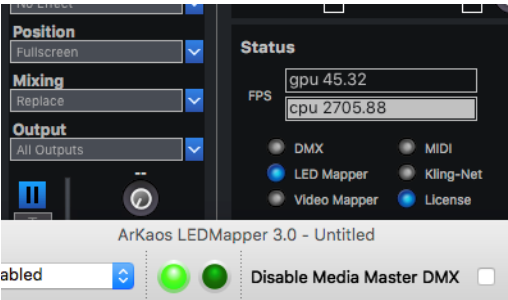
There is now a source selector in the tool bar of the LEDMapper to control if the source of traffic is MediaMaster or the LEDMapper.



When LED Mapper is the source of traffic, the LED in the Status panel of MediaMaster turns orange:



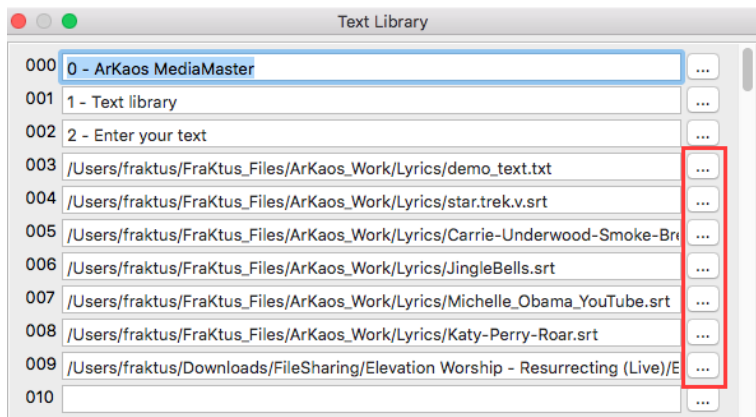
“Disable MediaMaster DMX” means LED Mapper should output Art-Net data instead of MediaMaster and in MediaMaster the LED will turn orange. When MediaMaster can send out Art-Net data, the LED turns blue again.



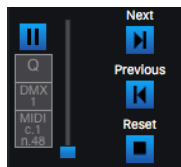
## Lyric Player Quick Start

In MediaMaster 5, the text engine has been extended to support Lyrics.  
The 255 slots for texts can specify a text, a .txt file or a .srt subtitle file (with timing information).

You can select the files directly from the Text Library window:



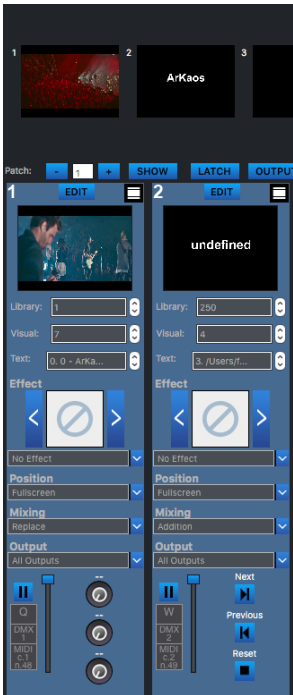
In Theater mode, when a text file or subtitle file is chosen, then you automatically get three buttons exposed on the right of the intensity slider, to respectively go to **Next** line, **Previous** line and to **Reset** to the first line of the file.



If some controllers were already mapped for the visual preset, then those will be maintained.  
But you can always select manually the lyrics controllers afterwards.

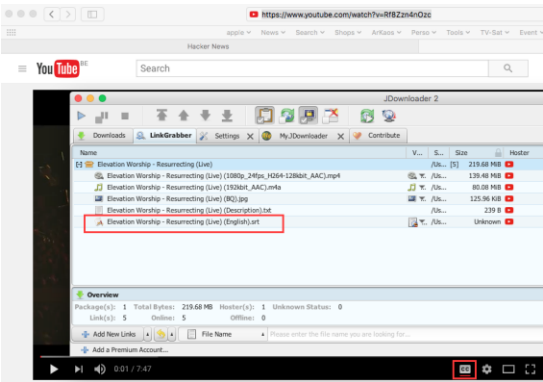
Like any controller, those actions can be triggered via MIDI or DMX.

If you have a visual file and subtitles associated, you need to play the visual and the subtitles on, two separate visual presets as illustrated below:



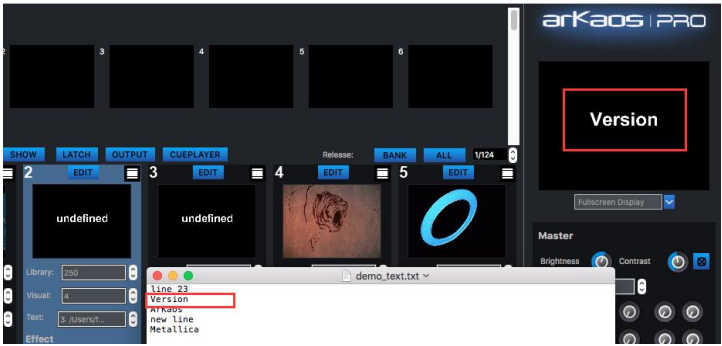
Flash texts well designed for subtitles are in folder 250 (visuals 4, 5, 17).  
 Note: New text effects dedicated to subtitles will be provided with the final release.

You can download .srt files from Youtube, such as:



### Texts or subtitles are reloaded in real time

If you edit a text or subtitle file in a text editor and save, then texts will automatically be reloaded by MediaMaster.



## MediaHUB Quick Start

MediaMaster 5 introduces a new tool that makes synchronization of content as simple as possible between multiple servers.

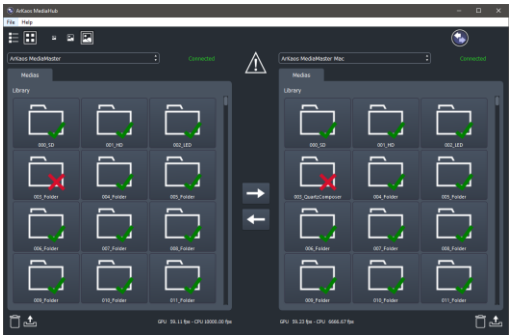
### Quick Start

- Step 1: Start MediaMaster 5 on one or more computers or servers in a wired or wifi network.
- Step 2: Launch MediaHUB tool.
- Step 3: Select on the left and on the right the two servers you want to synchronize.
- Step 4: Select files or directories on the left that you want to synchronize to the other server.
- Step 5: Click the right arrow in the middle of the screen.

### Main View

The main view shows:

- A toolbar
- A left and a right panel showing the content of two servers
- Synchronization arrows buttons and a synchronization status
- Actions to perform on each server

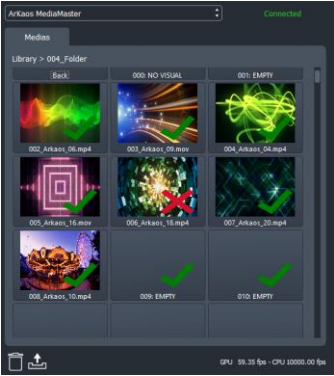


### Toolbar





- Toggle between a list view and a grid view to display the content.
- Toggle between small, medium and big thumbnails.

Left and Right Server Panels



This panel displays the name of the selected server, its connection state, the path and the content of the current folder or all folders in the library and some status information about the GPU and CPU framerate

-  A green check indicates a visual is similar on both servers.
-  A red cross indicates visuals are different on both servers.



The trashcan and upload buttons allow to remotely delete or upload a media on the server.

Synchronization Buttons



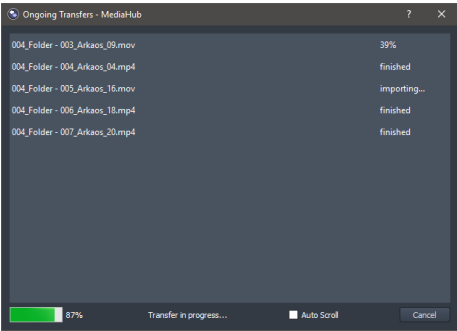
Clicking the right arrow synchronizes the selected content of the server on the left to the server on the right. By default, if no content is selected then the whole directory or the whole server is synchronized.



This icon indicates that the two servers are not fully in sync

Transfers

MediaHub makes synchronization tasks as short as possible by using the full network bandwidth to run a set of file transfers in parallel. This can be observed in the Ongoing Transfers dialog where the status of each individual files is tracked, as well as a global progress bar.



## Release Notes 4.2.5

This minor release introduces two fixes for the following issues.

### Change List

#### General

- Significant performance drop in 4.2.4 during playback of some codecs (Mpeg4, Motion JPEG) has been fixed.

#### Audio

- Issue with internal audio card that can't be setup and initialized is fixed.

## Release Notes 4.2.4

This release focuses on fixing a list of remaining issues in MediaMaster, LED Mapper and the Video Mapper to bring out the most stable version as possible.

### Change List

#### General

- Fixed crash when generating visual snapshots.
- Fixed issue when a visual is played backward the first time.
- Fixed crash while importing visuals in MM.
- Fixed issue when changing Library root folder.
- Fixed issues recording some video signals with Blackmagic capture devices.
- Fixed issue when leaving full-screen on multiple GPU systems.
- Default full-screen Display surface is removed as before in Video Mapper mode.
- Default surfaces are added if no mapping was ever created in Video Mapper mode.
- Fixed wrong fixture name.
- Fixed wrong license information in the Activation panel of the Preferences dialog.
- Fixed issue about the LED state display that wasn't always consistent.
- Output edit box applies changes as soon as we enter a new value in Fixture mode.
- The Blackout button also works in Video Mapper mode now.
- Fixed crash when adding too many geometric correction control points.
- Clearer dialog to discard changes done in Edit dialog.
- Optimized UI refresh and reactivity.

#### Effects

- Fixed Quartz effects in Fixture mode on Mac in Library #10.

#### Audio

- Fixed issues with non-english device names in the Audio settings.

#### Syphon

- Fixed Syphon output in Instant mode.

#### Timecode

- Fixed issue when timecode tracking seeks a position after the end of a movie.

#### Video Mapper

- Fixed crash when outputting to a group of surfaces and doing File→New.
- Fixed group outputs not saved and surface reshuffled in DMX output when exporting and importing mapping.
- Fixed file format compatibility issue between 4.1.6 and 4.2.3.
- Fix for surface transparency in the Video Mapper preview.

#### LED Mapper

- Fixed wrong ProtVer in the ArtNet headers, preventing use of some fixtures.

## Release Notes 4.2.3

This significant release brings back both Windows and Mac versions at the same level and provides support for all the latest operating systems including Mac OS X Yosemite and El Capitan and Windows 10.

Major additions are the Cue Player for Mac users, the display of timecode, feedback on audio-in and audio-out levels, multithreaded playback of some codecs for better performance and the auto-patching feature with the Hog 4 lighting console.

There are also significant improvements in performance, memory consumption, UI reactivity and overall stability.

Finally, this release also contains many improvements and fixes for the Video Mapper, Cue Player, LED Mapper, Kling-Net Mapper, Syphon and capture device support.

## Change List

### General

- Support for latest Mac OS X Yosemite and El Capitan, and Windows 10.
- Multithreading support for some codecs like H.264, H.265, HEVC, etc.
- Timecode display in the main interface and troubleshooting indicators.
- Support for AV Foundation on Mac OS.
- Fixed UI blinking issues.
- Improved stability, memory consumption and UI reactivity.
- Better support of international OS and non-English languages.
- UI fixes to display correctly on any DPI setting.
- Fixed transparency issue in Full Preview style.
- Fixed some wrong DMX and MIDI range overlap warnings.
- Improved progress feedback while importing visuals in the library.
- Updated support of license dongles for better compatibility.
- Thumbnails issue fixed when starting another version of MediaMaster.
- Fixed renaming of folders in the Library Management.
- Fixed aspect ratio setting issues in theater mode.
- Fixed crash when importing output groups.
- Fixed corruption of TC/Speed parameter in the visual preset settings.
- Pressing a visual preset trigger key always stops now a playing visual.

### Audio

- Adjustable audio input gain in the preferences.
- Audio-in and audio-out VU-meters.
- Some audio noise stayed audible when pausing a movie.
- Fixed multiple audio setup and initialization issues.

### Effects

- Audio reactive Bass Zoom and Bass Zoom 2 are repaired.
- All effects are now exposed in all fixtures with similar indices.

### Video Mapper

- Clearer interface to edit surface wrap points and linear or curved segments.



- Reordering surfaces by drag and drop does not reshuffle surfaces anymore.
- Improved reordering options in the context menu.
- Groups are now saved when exporting a mapping.
- Fix for the mask settings that were not stored correctly.
- Surfaces were not previewed till we open the Video Mapper.

### **Cue Player**

- Visuals with no duration get a default duration of 5s in the Cue Player.
- Added option to move a set of cues to another cue list.
- Added option to duplicate a cue list.
- Duplicating multiple cues keeps them together at destination.
- Playback buttons blink when triggered by MIDI or DMX.
- Fixed issue with wrong timecode offsets.
- Fixed issue when saving the set of cue lists.
- Fix for the issue of edit boxes that didn't show the edit cursor anymore.
- Cue list was not reloaded when switching root folder.
- With a looping cue list with a unique cue, the visual was never restarting.

### **LED Mapper**

- New fixtures are now automatically deployed with each update.
- New fixtures added.
- Added missing documentation on Mac.

### **Kling-Net Mapper**

- Support of divisors up to 32.
- Fixed issue when rotating devices with only one line of LEDs.

### **Syphon**

- Fix for transparency output.

### **Capture**

- Support for new Blackmagic cards including Intensity Pro 4K.
- Fix for camera enumeration that could fail during startup.
- Fixed display and edition of DirectShow camera parameters.

### **Lighting Console**

- Support for auto-patching Hog 4 lighting console through C1TP.

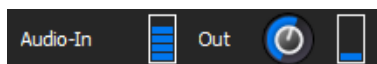
### **Servers**

- MediaMaster will wait to start until the front panel service is running.

## **Documentation**

### **Audio Display and Gain Control:**

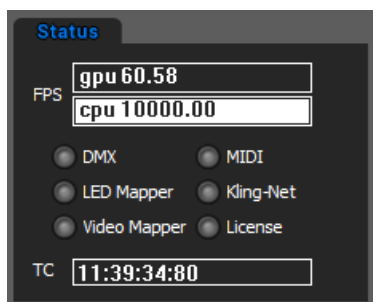
The Master panel displays the audio-in level to provide a faster way to control if the audio source is well received and well configured and if the audio level is appropriate. If not, the audio gain can be adjusted in the Audio tab of the Preferences.



The audio-out level is also displayed to control if audio is output from the visuals and to eventually adjust the volume. The rotary button allows user to control the master audio volume and to adjust the audio-out level.

### Timecode Display:

The Status panel displays the timecode value received from an external SMPTE audio source.



If the time only contains dashes, that means that there is no timecode signal received or that the timecode signal could not be recognized. A small warning sign displays to indicate the issue. If you hover on the warning sign, a hint will be displayed to troubleshoot the issue.



The Audio-In level display can be used to check if the timecode signal is received with an appropriate level. For the best experience, the audio-in level should be quite high, but the signal should not be saturated.

## Release Notes 4.2.2 [Windows only for now\*]

This is mainly a maintenance release with a set of fixes.

- [General] Many memory usage fixes.
- [General] Fixture mode DMX option Master Active had influence in Theater mode.
- [Kling-Net] Added new manufacturer IDs.
- [Kling-Net] Fixed smooth edge curve capped wrongly at 10%.
- [Kling-Net] Additional logging.
- [Kling-Net] Fixed issue with negative device IDs.
- [VideoMapper] Fixed corrupted mapping saving and restarting issue.
- [VideoMapper] Fixed import and export failure issue.
- [VideoMapper] Fixed instability due to threading issues.
- [VideoMapper] Fixed 90° rotated surface sampling issue.
- [CuePlayer] Clicking and dragging the panel behind cues crashed application.

\* Mac version will be released later together with a major update for Yosemite.

## Release Notes 4.2.1 [Windows only for now\*]

This is mainly a maintenance release with a set of fixes.

- [General] Keys can trigger multiple visual presets again without reporting a conflict.
- [General] Fixes for the activation with .aks files.
- [General] Support of 1366x768 resolution.
- [CITP] Fixed CITP issues when enumerating camera sources.
- [CITP] Fixed CITP issue for better support of lighting desks (grandMA 2, Hog 4...).
- [LEDMapper] Fixes when copying and pasting DMX fixtures.
- [VideoMapper] Fixed startup issue when loading mapping settings.
- [Kling-Net] Sampler can handle devices of 1 by N correctly.
- [Timecode] Improved handling when timecode is unregularly received.

\* Mac version will be released later together with a major update for Yosemite.

## Release Notes 4.2 [Windows only for now\*]

This release mainly introduces the new Cue Player feature and is available for Windows only for now. All improvements except the Cue Player are also provided on 4.1.6 on Mac.

- [CuePlayer] First version. See documentation in the user manual.
- [General] Keyboard shortcuts assignment with conflict detection.
- [General] Reorganized Show Dialog for DMX, MIDI and keyboard input.
- Includes all the changes from 4.1.6 [Only released on Mac]

\* Mac version of the Cue Player will be released later together with a major update for Yosemite.

## Release Notes 4.1.6 [Mac only]

This is mainly a maintenance release with a set of improvements, better support for CITP/MSEX and various bug fixes including for the VideoMapper.

- [General] Faster scanning of the library.
- [General] Reduced memory usage of MediaMaster.
- [General] Added play once and transparent play modes through DMX.
- [General] Start point can be outside the Loop In / Loop Out range.
- [General] Reduces frequency of the demo logo appearing.
- [General] Finer geometric correction and edge-blending control.
- [General] Fixed text management changes lost after library refresh.
- [VideoMapper] Fixed import export feature.
- [VideoMapper] Fixes for multi-monitor usage.
- [VideoMapper] Support for dpi scaling on Windows.
- [VideoMapper] Fixed memory leaks.
- [VideoMapper] Fix for Video Mapper hanging when exiting fullscreen on Mac.
- [VideoMapper] Correct handling of file paths with international characters.
- [LEDMapper] Fixed support for rotated and scaled fixtures.
- [LEDMapper] Fixed wrong sampling for non-square canvas.
- [LEDMapper] Fixed pixel sampling method.
- [LEDMapper] Fixed copy pasted fixtures that were too far away
- [LEDMapper] Fixed DMX addressing and sorting of copied fixtures
- [Theater] Possibility to remove a DMX or MIDI channel in the EDIT dialog.
- [Theater] Added Brightness & Contrast to the list of control destinations.
- [CITP] Fixed definition of layers and handling of two universes
- [MSEX] Improved support and speed.
- [License] License dongle fixes & upgrades.

## Release Notes 4.1.5

This is mainly a maintenance release with a set of improvements, additional hardware support and some bug fixes.

- [VideoMapper] Import and Export functionality is fixed.
- [VideoMapper] Threading model improved to avoid corrupted settings files.
- [Server] Fix for the start button on the front panel of all servers.
- [Kling-Net] Additional manufacturers supported.
- [General] Fixed saving of the aspect ratio in Theater mode.
- [General] Display of playback performance statistics for debugging.
- [General] New option for more accurate synching of video to audio (Audio timing reference).
- [General] Audio playback is now supported with Time Code.
- [General] Smooth playback of movies synchronized by Time Code.
- [Devices] Capture cameras are not stopped anymore when intensity is put back to 0 to support a wider range of models (VC100DUSB-SDI from EMS Imaging is now supported).
- [Devices] Support for DekTec DTU-351 HD-SDI USB-3 capture device added.

## Release Notes 4.1.4

This is mainly a maintenance release with a set of improvements regarding performance on Mac, the VideoMapper and Kling-Net.

- [Performance] Improved decoding speed of movies on Mac.
- [Kling-Net] Added support for 8-bit luminance only pixel format in the sampler.
- [DMX] Fixed channel 20 issue (MovieLoopBegin).
- [General] Audio volume, pan, aspect ratio, RGB, hue, saturation, brightness and contrast values are now correctly stored and restored.
- [General] Removed incorrect OK button in Midi preference tab.
- [General] Fixed undesired handling of some key press events in dropboxes.
- [Geometrical Correction] Fixed button to display test patterns.
- [Geometrical Correction] Fixed button to copy default values.
- [VideoMapper] Lock and visible state of surfaces are now stored.
- [VideoMapper] Fixed context menu for surface visibility and locking.
- [VideoMapper] Flipped (negative sizes) surfaces are now supported.
- [VideoMapper] Fixed Ctrl-F to go out of fullscreen.
- [VideoMapper] Fixed start maximized on Mac.
- [CrashReporter] Silently tries to resend crash reports when starting application.



## Release Notes 4.1.3

This is mainly a maintenance release with the addition of timecode support and other small improvements.

- [Timecode] Support to synchronize a layer with an external audio timecode source.
- [General] New option to start interface maximized at startup.
- [General] Fixed broken alpha channel when aspect ratio control was used.
- [General] Several performance optimizations.
- [Licensing] Fixed issue that some dongles were not correctly activated.
- [Licensing] Fixed issue that the license was not always correctly stored on Windows.

### Fix for License Dongle issue:

In version 4.1.2, it could happen that a dongle would not be correctly activated and would be reported as invalid. With this new build, you can reactivate your dongle and the problem will be solved. In the Software Activation dialog, you should choose Activate License Dongle and the dongle will be fixed.

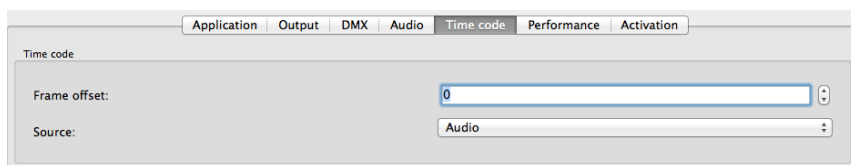
### Timecode feature – Getting started:

The timecode feature is explained in detail in the documentation, but here are a few explanations to get started.

For the playback of any layer, a new button 'TC' has been added to synchronize that layer to an external audio timecode input signal.



In the Preferences, there is a new tab called 'Time code'. A global Frame offset can be specified there in timecode frames.



Per layer, a timecode offset can be specified by changing the 'Speed/TC' parameter. It can be driven with a slider in Theater mode or through DMX in Fixture mode.

This TC parameter is split in two zones. Depending on the range of value used, it allows for a fine real-time offset adjustment or an index into a table of timecode offsets.

This timecode offset table can be edited by clicking on 'Edit->Timecode Offsets' in the menu.

Please refer to the documentation for all details.

For the best result it is recommended to set the audio buffer size to 512 in the preferences.

As a current limitation, activating the timecode synchronization for a layer will disable the sound output from this layer.

**Starting interface maximized:**

In the Preferences, an option has been added to start the interface maximized.

☐ Activate fullscreen at startup ☒ Start maximized ☐ Hide mouse-cursor in fullscreen

## Release Notes 4.1.2

This is mainly a maintenance release.

- [General] Application runs on Windows XP again.
- [Licensing] Fixed issue when upgrading the license dongle while MediaMaster is running.
- [VideoMapper] Fixes in the grouping of display, particularly with more than two outputs.
- [VideoMapper] Fixed crash for Syphon output.
- [KlingNet] Fixed license activation.
- [DMX] Fixed some channels that were wrongly mapped.

## Release Notes 4.1

This is mainly a maintenance release with a list of important fixes following the recent launch of MediaMaster 4.

- [General] Fixed an occasional crash when loading library thumbnails on startup (or displayed error of type -1 messages).
- [General] Fixed a crash when MediaMaster would announce that a new version is available.
- [General] Fixed several memory leaks.
- [Licensing] Support for backup licenses (soon available in the online shop)
- [Licensing] Easier to update License Dongles.
- [Licensing] Fixed issues with invalid .aks (already released in 4.0.1)
- [Licensing] Fixed inconsistencies in the flow of activation steps (application was supposed to restart and didn't)
- [VideoMapper] Fixed issues when sharing preferences or settings with MediaMaster and (surfaces lost when closing VideoMapper, etc.).
- [VideoMapper] Size of main window is not forced to 1920x1080 anymore.
- [VideoMapper] JPEG can be used again for masks.
- [VideoMapper] Import, export and new actions are more stable (with some known remaining issues).
- [DMX] Fixed DMX control on Mac.

# Release Notes 4.0

## 1. New Licensing system



- New licensing system with online activation and deactivation for greater flexibility
- Optional License Dongle with unique hot swapping ability

## 2. New MediaMaster features

- New extended fixture profile with over 70 parameters per layer
- DMX controllable cropping features
- New VideoMapper with grouping
- New Hue / Saturation / Lightness control
- Per layer Aspect Ratio control
- Start Point playback control
- Per layer volume and pan control
- Pause function
- New display of media time and duration in Fixture mode
- Redesigned interface

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[www.arkaospro.com](http://www.arkaospro.com)