

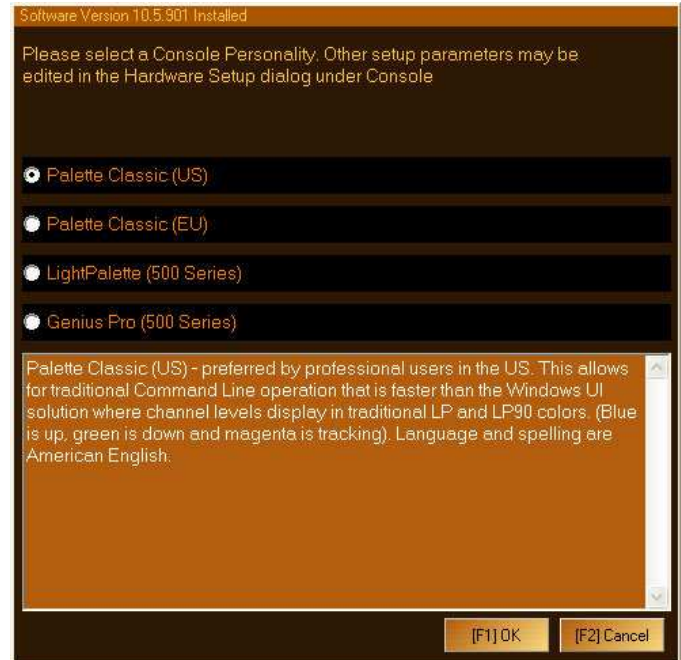
# PaletteOS Release Notes Software Version 10.6

## Welcome to PaletteOS 10.6

We have been working hard to improve the users experience since the last release by adding new features and improving old ones. Here are some highlights of this highly anticipated software upgrade. Register for this software upgrade and we will now alert you to future upgrades.

## Console Personality Wizard

When you upgrade, the new Console Personality Wizard will help you select a console personality that suits your needs. We have consolidated this list by removing the Windows User Interface as a console personality option. The Windows UI functionality is integrated and available from all 4 Command Line personalities. To select a Windows User Interface solution to any action, just hold down Shift and press the Action button. For example, Record will default to the command line solution. If you want to see all the options of the Record Dialogue Box, just press Shift + Record. It's all there. Just make your choice.



Historically, a Command Line solution is more appropriate to the professional programmer's preferences. The reason is simple...it's faster. However the dialogue box solution is only a Shift key away when more information is needed.

## Hardware Setup > Console Additions

We have added a few things in the Hardware Setup > Console dialogue box to help work with your programming style.



## Automatic Update When Leaving Blind

In (S3) Hardware Setup (S12) Console you can now have changes that made in blind automatically save when you go back to Live.

### Record Includes Sub

Also in Hardware Setup>Console, you can set a default for recording to include subs or for recording to ignore levels coming from subs.

### Show Cue List Controls

Here you have the ability to show the icon bar of cue list controls that was part of the Windows User Interface mode.

### Update Enhancements

Update on the command line has been given some new features. If you are doing more than just updating a cue, maybe you have palettes or you want to use the Trackback feature, then you'll want to know about the Update Items.

When ready to update a cue, **UPDATE S8 (Items)** will give you the following softkeys.



**Palettes then Cue:** will update raw attribute values to the recorded palette and then update the cue.

**Trackback then Cue:** will trackback tracking values to the source cue and then add any new values to the current cue.

**Trackback, Palettes, then Cue;** will trackback tracking values to the source cue, update raw attribute values to the recorded palette and then update the cue.

**Palettes Only:** will update raw attribute values to the recorded palettes. The current cue will not be updated.

### Support for Effects on Subs

Effects can now be programmed onto submasters. Start the effect on the channels as would be done for Quick Effects. (Set channels levels, S10 (Effects) Select **New Intensity Effect** and then select the quick effect from the effect list, store as a look (**RECORD LOOK # ENTER**). Now the effect is stored into the Look and can be activated from the appropriate Look's submaster or from the virtual submaster in either the Look's display or via the Virtual Submaster display.

### Add Bump Chase Effect

Once you have the effect recorded onto the look, you can use the submaster's bump button to activate the stored effect. Be sure and read the next item *Support for Bump Button Types and Macros on Bump Buttons* for additional options for the bump button.

### Support for Bump Button Types

Once a Look has been recorded, go into the Looks display to see the additional look attribute columns. (If you can't see all columns shown, place your cursor in the column headings, right click and check off what isn't selected.)

Look Columns are...

**Number:** Look number. (whole numbers only) - Clicking on cell pops up virtual sub handle. Right clicking bumps the sub.

**Name:** Label information.

**Status:** Will show level and bump status. ("b" is bumped "<>" means virtual level (actual level in fact) does not match hardware position)

**Bump Value:** Sets the level for when bump is on. Default is 100%. Can be any value between 0 and 100

**Look Type:** Can set the look type between all of the look type options. Additive (HTP), Assertive (LTP), Inhibitive or Exclusive.

**Priority:** change the priority of the look. Highest is 1. Lowest is 99. Default is 70 for HTP and 60 for new LTP looks.

**Input:** Allows the look to be controlled from an input from another console. Set only on the command line. Syntax is (**LOOK # S6 (Input) (Mx-Protocol) (Offset Number) ENTER**). Omit (Offset Number) and use any protocol to clear input.



# PaletteOS Release Notes

## Software Version 10.6

**Bump Mode:** Determines the functionality of the bump button. Options are...

**Disabled:** no functionality.

**Bump Momentary:** pressing and holding the button will fade recorded attributes to their programmed levels (scaled by the Bump Level) using the Bump On Time.

Releasing the button will release the fixtures in the Bump Off Time. Attributes will adhere to Attribute Behaviors as set out by the look's property dialogue box.

**(VIEW LOOK # ENTER)** Holding down SHIFT while pressing the bump button will toggle the bump button down until it is pressed again.

**Bump Toggle:** same behavior and timing as Bump Momentary, but first press latched the look to the BUMP Level, and next press fades the look to 0%. Holding down SHIFT while pressing the bump button will make the up/down action momentary.

**Bump Radio:** only one member of the radio group can be in the BUMPED state at a time (think old car radio where you choose a station and the current station's button pops back up). Holding down SHIFT while pressing any DOWN radio bump button will toggle that button up (resulting in no members of the radio group being down)

**Radio Group:** Each Look Page can have any number of radio groups. The groups are defined by matching text strings. A valid (and default) string is empty.

**Action Momentary:** pressing the appropriate button shall fire the DOWN ACTION macro that is programmed for the corresponding look as a momentary. Releasing it will fire the UP ACTION macro. Similar action with SHIFT as described above.

**Action Toggle:** same as momentary, but latching. Similar action with SHIFT as described above.

**Action Radio:** similar to Bump Radio, where actions will be fired for all UP and DOWN macros where appropriate. Similar action with SHIFT as described above.

**Timed Momentary:** Regardless of how short the button is held down, the full BUMP ON and BUMP OFF TIMES are executed. If you press and hold the button down, the BUMP ON TIME is executed. When you let go, the BUMP OFF TIME is executed

**Bump On Time:** when the appropriate bump button is pressed, the programmed values shall occur in the amount of time set here. Single numbers are just FADE time. If there is a / in the cell, the first number is the DELAY time, the second number is the FADE time. The ON time can be stepped on by the OFF fade being initiated (button going up) if and only if the Bump mode is NOT Timed Momentary.

**Bump Off Time:** when the appropriate bump button is released, the programmed values shall be released in the amount of time programmed.

**Radio Group:** this allows looks to be defined collectively so that activating one item in a radio group will deactivate any other item defined in that same radio group. The only thing that you have to assign to define a radio group is to apply the same text in the Radio Group box for multiple looks. After that, it's about the programming of the bump button and its associated action.

**Bump On Time:** when pressing the bump button to activate a look on a submaster, the bump on time will be used for the button down time. The default is 0.

**Bump Off Time:** when releasing the bump button to deactivate a look on a submaster, the bump off time will be used for the button up time. The default is 0.

**Action:** will allow macros to be activated by the bump button. See *Support for Macros on Bump Buttons*.

### Support for Macros on Bump Buttons

Once you have a Look recorded, you can have that Look's bump button fire a macro. Look for the Action column. (If you can't see the action column, place your cursor in the column headings, right click and check off the Action column there.)

Now double click on that Look's cell under the Action column or move the blue box with the arrow keys and press Edit. The Look Action dialogue box appears.



When you select Add and then click the pulldown box, you get a list of all button property options.



Options here are...

**Button Up** – the release of the button triggers the macro action.

**Button Down** – the pressing of the button triggers the macro action.

**On Value** – when the look's submaster is moved to the on value, the level set in the value column triggers the macro action.

**Off Value** – when the look's submaster is moved to the off value, the level set in the value column triggers the macro action.

**Up Through** – when the look's submaster is moved "up through" the value set in the value column, it triggers the macro action.

**Down Through** – when the look's submaster is moved "down through" the value set in the value column, it triggers the macro action.

**Pass Through** – when the look's submaster is moved either up or down and "passes through" the value set in the value column, it triggers the macro action.

**Value Change** – anytime the appropriate submaster's value is changed, it triggers the macro action.

# PaletteOS Release Notes

## Software Version 10.6

### Cue List Type - Chase Properties

In the multiple cue list window, (place the mouse pointer over the cue list, right click and select Properties), click on the pulldown menu for Cue List Type.

Options are...

**Normal:** cue list will run as programmed when the GO button is pressed.

**Preset:** cue list will fade only values recorded in the cue when the GO button is pressed...without tracked values. REC LIVE operations to a preset cue list block all levels on each record. Unless you are emulating a Preset console, it is suggested you use REC DELTA.

**Chase Forward:** will chase through the entire cue list in numerical order, using cue time as step time and each cue will follow the other as soon as the previous cue is complete. (i.e. 1, 2, 3, 1, 2, 3). If a follow time is specified, cues will follow in that time.

**Chase Reverse:** will chase through the entire cue list in reverse order, using cue time as step time and each cue will follow the other as soon as the previous cue is complete. (i.e. 3, 2, 1, 3, 2, 1). If a follow time is specified, cues will follow in that time.

**Chase Bounce:** will chase through the entire cue list once in numerical order followed by reverse order. (i.e. 1, 2, 3, 2, 1)

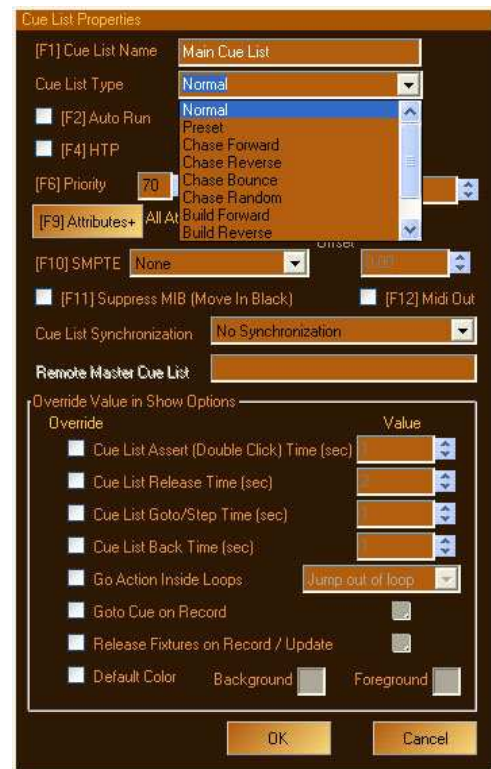
**Chase Random:** will chase through the entire cue list in a random order.

**Build Forward:** will chase through the entire cue list in numerical order and each cue will pile-on to the previous cue's output. (i.e. 1, 1+2, 1+2+3, 1, 1+2, 1+2+3)

**Build Reverse:** will chase through the entire cue list in reverse order and each cue will pile-on to the previous cue's output. (i.e. 1+2+3, 1+2, 1, 1+2+3, 1+2, 1)

**Build Bounce:** will chase through the entire cue list once in numerical order and each cue will pile on to the previous cue's output followed by running in reverse order essential piling-on fixtures on the first pass and retracting the fixtures on the second pass. (1, 1+2, 1+2+3, 1+2, 1)


**Build Random:** will chase through the entire cue list in a random order and each cue will pile-on to the previous cue's output. When all steps have been used, all channels are released and the loop starts again.




# PaletteOS Release Notes

## Software Version 10.6

### Add Ability to Park fixtures

Parking fixtures allows the programmer to assign the channel an output level that is set live but will not affect programming of cues and looks.  **1 PARK ENTER** will park channel 1 at its current level. Make sure you set the appropriate level first.

When you are done,  **1 SHIFT M8 (Unpark) ENTER** will unpark that channel.

*(Note: The plus sign in the corner of the softkey indicates that Shift plus the softkey gives you another command.)*

### Add Ability to Park Attributes

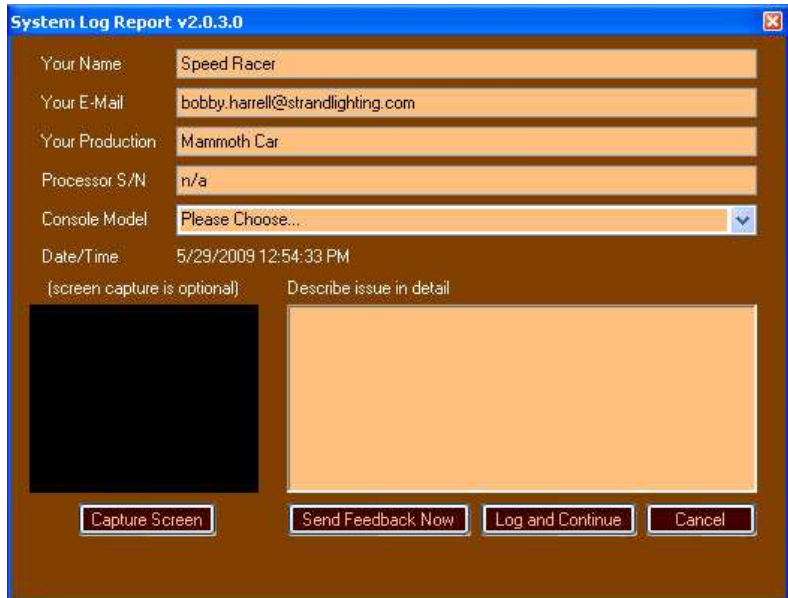
Parking of attributes allows the programmer to park attribute family of channels. If fixture 1 is a moving light, **1 ENTER S5 (Position) M8 (Park) ENTER** will park the position attributes of fixture 1. **1 Shift M8 (Unpark)** will unpark the entire fixture.

### Add Remote Video Cloning

We have added an additional remote video option called Remote Video Cloning. Where the original remote video option forced the remote user to select different screens locally, Remote Video Cloning will automatically follow the console into all screens. Live, Blind, Looks, Patch and others.

### Shift S1 - Log Feedback

If you ever run into problems, you can create a Feedback Log and send it to the software support team for evaluation. **Shift S1 (Log Feedback)** and enter as much information as you can to help us help you.



System Log Report v2.0.3.0

Your Name: Speed Racer

Your E-Mail: bobby.harrell@strandlighting.com

Your Production: Mammoth Car

Processor S/N: n/a

Console Model: Please Choose...

Date/Time: 5/29/2009 12:54:33 PM

(screen capture is optional) Describe issue in detail

Buttons: Capture Screen, Send Feedback Now, Log and Continue, Cancel

### Add Cue List Rate Property

There is now a cue list rate option in the cue list property box.

### Other Changes

The following items are part of the general improvements "hit list". Please see the console's beta revision history below for a complete list of improvements.

- Add Copy / Move Fixture Data in Patch By Fixture
- Import EOS ASCII files
- Load Effects from SSF files on import
- Add LUA macros for patch route manipulation
- Increased Support for Import of Ascii Cue from Express and Expression
- Put Effects parameters on M-keys for faster adjustment
- add -Sub or +Sub in command line
- Implement Midi Show Control Timed Go
- Add ' (tick or single quote) as a QWERTY shortcut for Text Match
- Add RemDim() to Lua Commands
- Add SystemShutdown() and SystemRestart() to Lua commands
- Add SaveShow() LUA function
- Allow V in Variable page patch for Vision Net
- Support follow times to 3 decimal places
- Add MidiTimeCodeEnable() to Lua Commands
- Increase number of internal SMPTE sources from 4 to 16
- Refine Fixture Check and "Output Check" Tools to optionally permit flashing
- Add E131 priority Support
- Add Notes field support to command line
- Update getting attribute values for next / previous cues (allow negative numbers and zero)

## 10.5.X Beta Revision History

### Palette 10.5.905(RC5) 2009/05/27

- HC.SearchFixtureProperties returning incorrect data for cue members

### Palette 10.5.904(RC4) 2009/05/21

- Do not update panel boot loader unless version is less than 3.6

### Palette 10.5.903(RC3) 2009/05/20

- Fix possible hang on boot after cold start of Quad DMX
- Add Copy / Move Fixture Data in Patch By Fixture

# PaletteOS Release Notes

## Software Version 10.6

### Palette 10.5.902 (RC2) 2009/05/18

- Revert to 3.7.15 panel firmware
- Change programming of USB panels to reboot between Boot Loader and Application programming
- Let USB panels reboot themselves after programming firmware

### Palette 10.5.901 (RC1) 2009/05/15

- Update live to existing items should only store changed levels
- assert current cue to clean up display after Cue Unblock
- hard zero not showing in blocked cue
- Unblocking cue while in blind does not remove morse code line
- Update after Load should do a REC DELTA REPLACE
- renaming of sub makes grid values whacky
- update of looks in blind using blue box preview not working
- REL REL remembering ind. timing
- Short Flicker after update with update cue in UI mode
- update of block cue removes block
- update of block cue blows off tracked values
- add process list to sendsystemlog
- persistent values from record replace of active look
- Top/Bottom shutter controlling Top Left shutter

### Palette 10.5.27 2009/05/12

- Don't allow update to nest palettes
- Fix update on command line with non-delta record type
- released Color Mix attributes are delta captured after Live Record
- Do not query panel version from panel FlashLoader

### Palette 10.5.26 2009/05/07

- If default record type is Live, Update should be live.
- HC.MessageBox() should be in script help text
- Apply Palettes on the command line using @ Color etc.
- Add Items Softkeys to Update command
- Deleting cue part does not change Cue Max Time
- HC.CueListRelease should accept \* for all cue lists
- Add Show Cuelist Controls Hardware setting
- Remove Windows UI mode
- Overhaul USB panel programming
- Change Panel Check code to query panel before resetting
- Add other cue list types.
- Add Cue List Rate Property

# PaletteOS Release Notes

## Software Version 10.6

### Palette 10.5.25 2009/04/21

- mouse selection and [ @ ] for IN TIME not working
- [ @ ] [level] [enter] [ @ ] broken
- Clean up predictive text on command line
- Tracking Backup runs loops with auto follows on main
- UI crash on first load in new install with empty registry

### Palette 10.5.24 2009/04/17

- File import breaks live patch
- Cue and Cue List Import ignores some properties
- Locking console does not lock mouse
- Change default UI mode to Palette Classic US
- Patch By Fixture should not add fixture if only changing settings
- Patch By Fixture: Changing from ML to dimmer loses patch
- Old USB Panels may get stuck in boot loader
- GOTO macros (all types) not going to cue list state
- Show Personality Select Dialog after upgrade
- Show Console Locked in status area when locked

### Palette 10.5.23 2009/04/10

- Verify internal SMPTE operation
- copy of cue does not copy SMPTE times
- Live fades with independent timing leave stale times
- Moving Grand Master not apparent in channel grid
- Add support for external triggers on Quad DMX.
- Large encoder bubbles stale after record
- Crash using clone remote sessions
- Crash on opening show after closing show
- SHIFT M1 opening Fixture Notes Popup in Text Match
- Bump Chase should master source page when fading in or out
- Increase USB logging
- SendLog should send all System logs
- Improve accuracy of SMPTE triggering

### Palette 10.5.21 2009/03/29

- using old Strand dot channels kills ability to backspace command line
- Scroller will not reach frame limits
- Enter on hardware doesn't close Pop Up List if toolbar showing

# PaletteOS Release Notes

## Software Version 10.6

### Palette 10.5.20 2009/03/26

- PVL - 5x5 Group Select then Apply (double hit) broken
- Bump chase does not respect duration
- Add Chase Effects SKey when no fixtures selected
- Make Bump Chase Level Property Pos/Neg and Neg/Pos work
- Bump Chase: Step looks with 0 Down Wait time should use FX time
- Clean up Bump Chase effect
- SSF: Import effect steps with OFF dwell time
- Add Apollo MXR 2 color CMY scroller
- Don't repatch fixture when changing settings in patch by output
- Fast encoder spin results in less than whole tick end value
- Importing EOS files containing Format command doesn't work
- ALQ: Import Dimmer patch from EOS ascii files
- ALQ: Import EOS groups

### Palette 10.5.19 2009/03/19

- resolution issue with recorded colour palettes
- Timed Momentary bump mode not in Bump Mode list
- Add BumpLook simple Macro
- SSF: Import Effects mastered by Chase Effects look page
- SSF: Imported effects start/stop should use Look Bump on/off macro
- Effects parameters that snap in not resolving
- Macro editor should support editing look arguments.
- Copying looks should copy look macros.
- Change root jpeg's for color picker

### Palette 10.5.18 2009/03/16

- SELECT PATTERN ENTER crashes
- DMP file timestamp should be local time not UTC
- Bumps with 0 fade time not resolving
- Add Bump Chase effect
- Load Effects from SSF files
- Log all command line text on crash
- Opening shows with empty cues may cause crash
- Hardware status should show connected panels
- Add LUA macros for route manipulation

# PaletteOS Release Notes

## Software Version 10.6

### Palette 10.5.17 2009/03/06

- View Buttons load wrong context sensitive help
- doing an @ Enter on a live look (sub is up) leaves value perpetually up
- Support Import of Ascii Cue from Express and Expression
- Changing DMX route to net slot to 0.0 crashes
- Sub Page Select with Look command open crashes
- Wheel not functioning properly in Blind.
- highlight adding deltas and changing color space and P/T movement (delta - eek)
- Cues imported from ASCII should not track
- ASCII files from Expression should be treated like Obsession files
- Large gaps in fixture grid after importing some Ascii files
- Memory leak in fixtures after importing ASCII file
- Knocking out all levels from a look with an FX crashes
- HC.SmpteStart ignores frames.
- Do not show 'something bad' dialog box on crash
- Create small dmp file on crash that can be sent using logger

### Palette 10.5.16 2009/03/03

- can't see attributes recorded in looks in BLIND PREVIEW
- Allow FX modification in Looks Live
- add [Output] [x] [Highlight] [Next] syntax
- don't allow the deletion of the only cue list in a show
- wheeling on released fixture jumps to last set level
- Intensity Effects on HTP looks requires non-zero intensity in look
- parked attributes only have a green (P) - but no delta
- Fixtures Parked from HC.FixturePark() can not be fully unparked
- ML attribute box has a white background until moving lights are patched
- Looks Blind: preview of look shows deltas for color mix
- Garbage values for some attributes driven from Bumps

### Palette 10.5.15 2009/02/24

- Can't park an arbitrary attribute
- Add ability to Park fixtures.
- DMX Data Logging - Repeat does not work.

# PaletteOS Release Notes

## Software Version 10.6

### Palette 10.5.14 2009/02/19

- Cue parts loaded from older shows not correct
- attributes coming from live looks should show in yellow text
- update minus sub (use sub) MUST be stored in registry
- MessageBox() error - must hide topmost
- attributes controlled by exclusive looks presently at zero should not be default colors
- Put Effects parameters on M-keys for faster adjustment
- REC BUMP not setting Attribute Behavior automatically
- log in system log when lua call times out
- when opening ASC (ascii) cue file - clear patch
- Remote Hardware Century stuck in fixture mode
- change [x s]\* to [~x s~] in large bubble countdown
- Possible to add fixture 0.
- S1 to S4 Sometimes do not refresh with selected ML
- If Maximized, Blue Box closes on mouse move
- Deleting looks can result in stuck values.
- FIXTURE led on century array never goes out
- Bump button fade down attribute behavior incorrect
- After releasing a cue list, dimmer has no DELTA if set to same level as cue
- OTHER key on PVL not going to a page
- add -Sub or +Sub in command line
- selected (and leading channel list) record should never be +Sub
- Add Cue / Cue List filter options to SearchFixtureProperties()
- View button not opening Dialog Box
- Record Bump records to incorrect page
- Looks on Playbacks: Record Bump doesn't record a look
- Add option fo updating displayed item upon leaving blind

### Palette 10.5.12 2009/02/03

- Support Effects on Subs
- Support Bump button types
- Support Macros on Bump Buttons
- AttributeFade on Color A, B, C always forces fixture into CMY
- Only leave fixtures selected after a record / update if Release on Record is clear
- Hard TIME button in Record command wrong
- Add 'patch' to GetProperty for fixtures
- Add 'patch' to GetProperty for Outputs
- Independent time of 0 does not fade.
- Recording a cue shows block levels
- allow SystemRestart(nul) or (0) or (false) vs. (1)
- Deselect if group/look selection starts new command
- AttributeFade on Dimmers fades dimmer to 0
- Leading chan list rec selected broken
- Patch: Warn on fixture delete if any items reference that fixture

# PaletteOS Release Notes

## Software Version 10.6

- Shift S1 and S2 can't be active while editing FX
- Add log indication of previous cues still running on GO.
- Bump Buttons on Preset Palette not working as remote hardware
- Update of empty cue list crashes
- 5x5 not refreshing properly
- Big Bubble countdowns should be in HH:MM:SS format if >60S time
- AttributeGetValue('#1/1000','number') does not work on dimmer

### Build 10.5.11 2009/01/13

- changes to SELECT
- sort script help list alphabetically
- Make all SELECT options work in blind.
- look columns disappear after viewing variables and time events
- cue list properties Slave to Network Master needs save
- Independent time of 0 does not fade.
- Ind. time levels wrong with complex cmd line
- Implement Midi Show Control Timed Go
- add ' (tick or single quote) as a QWERTY shortcut for Text Match
- QWERTY Go key lost when running effect
- QWERTY keys are lost when main window is maximized on show open / window resize
- Add RemDim() to Lua Commands
- Add SystemShutdown() and SystemRestart() to Lua commands
- Add SaveShow() LUA function
- Allow V in Variable page patch for Vision Net
- fx scaling (for example on Venetian Blind) scales low value
- [UPDATE] [BUMP]/[CENTURY] Middle 0 in look number missed
- Channel master faders not being evaluated on 32/64 or 48/96
- CurrentSelectionSet return should be ordered
- Fixture selection should force a full refresh to update cached fixture state

### Build 10.5.10 2008/12/18

- Updating Looks in Blind is doing a Replace not a Merge of a previewed Look
- Add Select Pattern to select softkeys and command
- make On-Line status say On-Line[Cap] if outputs are captured (and red)
- allow In Time cmd line entry in single digit and double digit entry modes
- never record USE SUBS in Blind
- SSF: Block cues not correctly read from ssf files
- SSF: Intensity values not correct for External Dimmer fixtures
- Don't resize the cue list number column automatically
- Add 'mlname' to GetProperty LUA function for fixtures
- Add 'patch' to GetProperty for fixtures
- Add 'patch' to GetProperty for Outputs

# PaletteOS Release Notes

## Software Version 10.6

- Add 'currentcuelist' and 'currentlookpage' to GetProperty('system')

### Build 10.5.9 2008/12/15

- Memory leak after deleting cues
- Memory leak in Notes Attribute in Fixture Library

### Build 10.5.8 2008/12/11

- Inverting attribute does not change DMX until release
- Implement XDMX input 6 second timeout for idle data.

### Build 10.5.7 2008/11/21

- Live effect with duration releasing to strange values.
- Support follow times to 3 decimal places
- Reboot after install on hardware

### Build 10.5.6 2008/11/20

- change rainbow effect to use Ramp Up vs. Sine
- adding FX live releases deltas on P/T
- add MidiTimeCodeEnable()
- Fix issues with Midi Note On / Off processing patched to variables
- Cues not visible (introduced by FS 1139 fix)
- Rec Delta uses levels of Fixtures controlled by inputs
- First Pass of HTP inputs to Looks

### Build 10.5.5 2008/11/19

- Increase number of internal SMPTE sources from 4 to 16
- Lock console has holes
- Variables not remembering ANY Lua text
- Tools button should open Choose Tool softkeys if no tool is selected
- Fix memory leak in usb after init failure

### Build 10.5.4 2008/11/18

- add text [x of y] to encoder bank title
- Times in log file should be local time, not GMT
- Toggling Park Groups doesn't apply until the next data change
- Record softkeys in Looks page has TIME option
- Patch By Fixture: Should deal with reverse fixture ranges better
- after a SAVE AS - rename the log files
- LUA: There is no way to get a level from a fixture that is just a dimmer.

# PaletteOS Release Notes

## Software Version 10.6

- Rec Bump + Bump on existing look crashes
- Record + Bump on Palette VL / VL64 does not work
- Sub / Playback fades chunky
- Improve Performance of command line Patch by Fixture
- Increase number of internal SMPTE sources from 4 to 16
- Put Effects parameters on M-keys for faster adjustment
- crash on cmd line update after apply as palette
- Pressing Cue/Look/Group after closed Delete command reopens delete
- Refine Fixture Check and "Output Check" Tools to optionally permit flashing
- patching inputs problems

### Build 10.5.3 2008/10/21

- add E131 priority Support
- Add Notes field support to command line
- Fix logging bugs
- Display Fixture Notes big popup sorted alphabetically
- Add A-Z and 0-9 accelerators on big pop ups
- Make insert profile point insert a profile point number one greater than the last number in the list

### Build 10.5.2 2008/10/20

- Add preliminary support for Fixture Notes attribute
- update getting attribute values for next / previous cues (allow negative numbers and zero)
- add AddUserFunctionDescription() lua command
- E1.31 sending spurious packets if connection closed
- Opto 22 should only try 5 times to reconnect
- Opto 22 does not talk to IO points above 32
- Opto 22 outputs above 32 oscillate
- Artnet Receive on Universe 1 not working
- E1.31 receive Universe number off by 1
- E1.31 should send per-channel priority

### Build 10.5.1 2008/09/30

- 10.4.6 UI reverted to 10.5.1
- Add support for Opto-22
- Changing SMPTE cue list properties has no affect until reload
- Quad DMX LEDs should give better status indication.