Features (Animation Builder)

1. Command line options for creating animations. (Feature #5374)
2. Option to show safe zones when "View positioned" is selected and when graphically adjusting animation position. (Feature #140)

Bug fixes (Animation Builder)

1. Multi-loop timeline was not readable for animations with more than 999 frames. (Bug #5503)
2. Multi-loop controls are no longer limited to 2,000 fields/frames. (Bug #5502)
3. Marking loop points via the Markers menu now validates the values. (Bug #4229)

Features (DVE Editor)

1. Added "Insert (after)" option for keyframe editing. (Feature #5791)
2. Added check to detect older versions of the DVE Editors and optionally remove them to avoid confusion. (Feature #2598)
3. Preview and thumbnails for IS750 and ISHD now show letters A & B instead of just plain rectangles in order to easily differentiate between cropping and resizing. (Feature #5767)
4. The ISHD/750 scaler now has an option to lock the aspect ratio. (Feature #5786)

Bug fixes (DVE Editor)

1. Loading a sequence from disk now updates the thumbnail area. (Bug #3277)
2. Having the scaler end values smaller than the start values no longer stops the preview area from being dragged. (Bug #1755)
3. Connection status is no longer needed in the status bar and so it has been removed. (Bug #5785)
4. Warnings about unsaved changes now consistent with other applications. (Bug #5787)
5. Destination drive can now be selected when downloading sequences. (Bug #2067)
6. Durations of new first keyframes defaulted to 0 for IS300/IS2. (Bug #5811)

Features (Clock Builder)

1. Main and preview windows now auto-size. Preview window also has video format selection. (Feature #5136)

Bug fixes (Clock Builder)

1. Previewing timers had occasional erroneous 1 hour offset. (Bug #4854)
2. Position of date elements was restricted to 100-100. (Bug #2637)
3. Opening the Options dialog several times with default settings occasionally caused a crash. (Bug #4307)

Features (Audio Builder)

1. Support for WAV file transfers for the LGK-3901 devices. (Feature #5829)

V5.09 — Released 26 May 2009

Features (Animation Builder)

1. Support for 1080p.

Features (Clock Builder)

1. Support for HD-sized face images (feature #3880).

V5.08 — Released 7 May 2008

Bug fixes (Animation Builder)

1. The option to set the still/animation position graphically no longer doubles the vertical size of stills (bug #2747).

Bug fixes (Clip Builder)

1. Application no longer reports errors with opening Clip Builder tag on start-up.

Bug fixes (Batch Converter)

1. Some required libraries were missing from the previous release.

V5.07 — Released 17 March 2008

Features (Animation Builder)

1. Maximum animation file size increased to 4GB (feature #1295).

Bug fixes (Animation Builder)

1. Loop start & stop frames are now validated for In-Loop-Out animations (bugs #2311 and #2313).

Features (DVE Editors)

1. The SD & HD DVE editors have been combined into one application. Please note that the two separate editors are not automatically uninstalled, so it is up to the user to either uninstall the earlier version MCS or to remove the older versions from the Start menu.
2. HD sequences can now be edited while offline. These can be saved and loaded to/from the local file system.
3. SD sequences are now pre-loaded, so switching between keyframes is much faster and the total sequence duration is always displayed.
4. Added a "From previous" option to the first keyframe. This allows the playout of a sequence to start from where the previous sequence has left off, thus producing continuous playout between different sequences. Note that for ISHD and IS750 appropriate software must be installed in order to support this feature.
5. Added a "Play only" mode which plays sequences without pre-loading the keyframe information. This allows quick and easy control of playout from the editor. The option is essential for playing out sequences using the new "From previous" keyframe option.
6. Overall sequence duration is now displayed in the Keyframes area.
7. The keyframe thumbnails are now larger; have a clearer indication of the current selection and use a scrollbar instead of tabbed groups of keyframes.
8. The Connect button now changes colour to clearly indicate the current connection status.
9. Added a warning if changes to the current keyframe have not been saved.

Bug fixes (DVE Editors)

1. HD Imagestore updates no longer lag behind the editor. The same fault also made it appear that the Reset options did not function.

2. The Insert button was incorrectly named to suggest that new keyframes were inserted after the current keyframe. They are in fact inserted before.

V5.06   *Released 11 September 07*

Bug fixes (Clock Builder)

1. Fixed problems with loading clocks made using early versions (2.04 and earlier).

Bug fixes (Animation Builder)

1. Bug #1111 Multi-loop animations could produce field swap when looping back to field 0.

Bug fixes (HD DVE Editor)

1. Bug #452 Inserting a new Keyframe defaults duration to zero.
2. Bug #1747 HD DVE Editor can not Enable the DVE Mode (PVW)
3. Bug #1748 HD DVE Editor has redundant tab(DVE into ABMix) for IS750
4. Bug#2034 Border colour
5. Bug#1754 Reset does not work properly under Scaler Enable/Size
6. Bug #2043 Remove warning dialog when DVE Config is changed
7. Bug #2066 Suggested minor UI improvements for DVE editor
8. Bug #2044 Make "Connect to Imagestore" button red when connected
9. Bug #2069 IS750 DVE mode: accurate pop up help is needed
10. Bug #2065 Key frame control does not work in Preview mode

V5.05   *Released 12 February 07*

Bug fixes (Animation Builder)

1. Available disk space is now checked prior to saving animations.

V5.04   *Released 10 August 06*

Features (Animation Builder)

1. In order to allow creation of large (1gig +) animations, sequences are no longer pre-loaded into memory.
2. Key clipping level and aspect ratio are now stored as part of the animation files.
3. Option to play through multi-loop animations once only.
4. Option to give warning when saving animations over a certain size.

Bug fixes (Animation Builder)

1. Improved image clipping.
2. No longer modifies still images after going in to Preferences dialogue.
3. Switching the "Display bounding box" option now updates the current display.
4. The initial setting for "Show fill" is now highlighted correctly.
5. Fixed crash when loading a key image for a still.
6. Fixed animation position after re-clipping.
7. Fixed loading of multi-loop animations with no loops defined.
8. Fixed appending of frames to existing animations.

Bug fixes (Clock Builder)

1. Ability to load/save clocks now full working (non-functional since 4.96).

Bug fixes (Audio Builder)

1. Bug #929 Looping flag is not displayed when loading an OXE

2. Bug #913 OXE Header not always correct (causes incorrect looping on Easyplay)

3. Bug #451 Does not work with Creative Labs sounds cards.

OxSox2.DLL (used for file transfers etc). V2.36

1. Before OxSox attempts to perform an operation, it will first ping an Imagestore to ensure it's online.

2. If a connection is dropped during a transfer, the timeout has been reduced to a few minutes as opposed to a few hours.

3. Function added for freeing memory allocated inside the DLL, for functions such as GetFullDir and GetThumbnail.

V5.03 — Released 5 August 05

New Application Audio Builder 2

1. Audio Builder 2 replaces Audio Builder. New features are:

2. New streaming architecture allows for very long audio clips to be created and played back. Previously the clips were loaded completely into memory thus limiting the size of the files being played back.

3. Trans-coding engine takes the following files in: WAV, multi-channel WAV, OXE, OXW and outputs multi-channel WAV, OXE and OXW.

4. Up to 7.1 channel preview under Windows.

5. Ability to dynamically assign channels to speaker destinations for Windows preview (e.g. for listening to 7.1 audio).

6. Each channel has now got meta text describing what it is (e.g. French left, French right). Note this information is only available in oxe files.

7. Drag and drop files into channel list from the Desktop/Windows Explorer.

8. Files of different formats can be combined in the channel list (e.g. a 2 channel wav can be added to a 4 channel oxe).

9. Automatic silence insertion for clips in the channel list which are shorter than the longest clip.

10. Attempts to convert wav files which are in different sample rates/formats to the required native format. The user is asked prior to converting.

11. Ability to view the waveform data of each channel graphically.

12. Ability to adjust levels of each channel (within waveform view).

13. Pads OXW files to be at least a second long as a workaround for Imagestore 2/3 limitation (failing to play file less than 1 second in length

14. Ability to select which sound card device is used for playout.

15. Users of multi-media keyboards can use the play, stop/volume buttons to control audio builder.

Bug fixes (Animation Builder)

1. Reverted in-loop-out mode animations to exclude the last field/frame from playout. This caused flickers in playout.

2. Failed animation loads are now reported and play controls are disabled.

3. When loading a still Image, looping mode is set to cycle by default.

OxSox2.DLL (used for file transfers etc). V2.31

4. Now aware of the .OXE file type so it copies .OXE files to the audio directory not the video directory (when using PutFileCmd1).

5. Exported the DelFile2 for deleting files.

V5.02   *Released 1 Jul 05*

Features

1. Support for negative animation positions.
2. Playout previews of in-loop-out animations can now be stopped instantly by pressing the Stop button twice.
3. Animation Builder configuration option for field/frame rate of the selected video standard.
4. Display of current frame and overall animation duration as a timecode.
5. Last saved animation loop mode is now remembered between sessions.
6. Introduction of a new beta mode to Audio Builder for creating multi-channel OXE files for IS300/HD. (In development).

Bug fixes

1. Progressive mode no longer treats the animation as field-based.
2. Shuttling through the animation using the slider no longer misses out the first and last fields.
3. Corrected the size of the animation thumbnail within the positioning dialog.
4. Field/frame labelling is now consistent and is updated based on current video standard.
5. Frame step backwards button now correctly updates the multi-loop timeline.
6. Loops of in-loop-out animations can now include the last frame/field i.e. have no "out" section.

V5.01   *Released 17 Mar 05*

Features

1. Support for TIFFs, PNGs, etc
2. Improved animation redraw response
3. Improved animation status in the status bar

Bug fixes

1. Progressive mode no longer treats the animation as field-based.
2. Shuttling through the animation using the slider no longer misses out the first and last fields.
3. Corrected the size of the animation thumbnail within the positioning dialog.

V5.00   *Released 28 Oct 04*

The first public release to support Intuition format RGB animations.