

HORIZON CONTROL INC.

NEWS

Marquee Version 3.3 Released

New Features

- Multiple networked consoles on one system supported (New Control Panel needed to launch Remote Sessions)
- Remote control of desks using off-line software on PC
- Similar to how the [#] [@] [ENTER] syntax knocks out intensity of a fixture, [#] [S2-Pan] [ENTER] syntax will knock out Position family attributes (or Color, Gobo etc.)
- Level Match on Looks stops Looks from slamming when hardware is not in sync with virtual or other Look faders (mismatch levels are shown with blinking LED on hardware and pink bubble for virtual Looks)
- When loading cues in Bind using Blue Box, what used to be the LOADED status bubble now better describes what is really happening. The cues are actually in PREVIEW as the attributes are shown in appropriate colors, not Red Deltas. Only changes you make will be in marked in Red Deltas. If you use the [LOAD] button to load an item, the status bubble is labelled LOADED and all values are shown as Red Deltas.

Changes

- By default, SMPTE column now appears after Cue number rather than at far right hand side
- Dotted lines in Attribute Grid make reading large rigs easier

Bug Fixes

- SMPTE Learn issues ironed out
- Colors and icons for tracking attribute values in Blind
- Venetian Blind effect now blacks out all fixtures
- Allow click and drag movement using pin in 5x5 popup
- Numerous issues resolved regarding system stability, particularly exacerbated by large shows and long editing sessions