MotionManager v1.12.9

✳ **Release date: 1 feb 2018**

Compatibility:

✳ **Desk firmware file:**   10001.dsk and 10002.dsk

✳ **Masterbox firmware file:**   mb_1_12_600.MSB

✳ **Actuator identity files:**

   o AIF_02_CH1000S.AID for CyberHoist, 1000kg

   o AIF_03_CH0500S.AID for CyberHoist II, 500kg

   o AIF_04_CH2000D.AID for CyberHoist, 2000kg

   o AIF_20_CT2000X.AID for CyberTrolley, 2000kg

   o AIF_40_CW0250S.AID for CyberWinch, 250kg, single-wire

   o AIF_41_CW0250D.AID for CyberWinch, 250kg, double-wire

✳ **Motioncontroller firmware file:** mc_1_12_629.MC

✳ **Drive firmware files:**   Upgrade_FL_scib.DR1 and TMS_No1.DR2

ENHANCEMENTS & NEW FEATURES

Ref#	Description
395	Object direct control Enhanced control and reaction to limits in Object direct control.
1014	MotionCue3D can now be used without an external monitor. UI is corrected. When plugging in an external monitor when the MotionManager is running, the whole UI is not shifted to the external monitor
1141	Enhanced display of current playing cuelist and cue, current cue is on top of cuelist.
1416	When recording a Cue outside of the limits. You will now get feedback in the terminal.
1464	Go to page functionality

	"Go to" -> "page" -> select page -> "enter"
1506	You can now only use an input field for setting limits manually when selecting one object
1508	We've added and "set Target position" button to the object setting view. If an actuator in an object will not move due to an error 930 or 931 in actuator and object control, pressing the set target position will set the correct model values and will enable movement in actuator and object control.
1517	Auto LED functionality added in Patchview The LED's of all connected actuators turn Green.
1522	Added Hardware button Added hardware short key buttons for safe/reinit, Use current position and Swap.
1553	Ability to skip from first to last page using the page selection buttons
1564	Enhancement of communication protocol, making the software more stable.
1624	Display User ID is setup table in patch view when no actuators are connected.
1624	A patch info button is added to the patch view. When pressing this new button, information will be shown about the patch action or status or the reason why you are not allowed to patch this actuator.
1633	Added feedback when trying to delete a palette item but it is in use.
1682	Current selected object or actuator is now shown in the 3D view. Also actuator in error is now displayed in 3D view
1682	Possibility to switch from 3D to 2D view in 3D view.

BUGFIXES

Bug#	Description
1041	Leaving testTools all LED's and LCD's will return to normal state
1077	Fixed a bug that causes the pop up in actuator control to not disappear after moving.
1082	Fixes a bug when a cue palette item with a position value out of the limits was deleted when recording it to a cue list
1085	Now holds color of cue and position palette item when it is edited.
1144	Fixes cuelist refresh when a cuelist done after changing pages.
1184	Fixes Track image alignment on LED button
1252	Is now showing when pasting cue number 6 or higher in a cuelist.
1437	Fixes when a cue is edited that the name is changed to the default name.
1489	Fixes a issue with cue calculation when a object is parked
1497	Fixes a bug that made the MotionManager crash when a new showfile is opened or an existing showfile is opened.
1503	Makes sure that a cuelist in error is released when switching pages.
1504	Fixes a bug when a cue is exceeded a limit you where not able to stop/edit/delete it. This is now possible
1514	Fixes a T:XX.X move in total time of cue in the terminal
1529	Now its possible to stop a blocked cuelist.
1544	Fixes when moving in actuator control the actuator load view info disappears.

1548	Fixes when pasting a cue it always was ended up ad the end of the cuelist. Now the cue is pasted above the selected cue. When no cue is selected the cue is pasted ad the end of the cuelist
1554	Fixes when recording a cue palette item that the name of the cue items is not shown in the cuelist
1653	Fixes a text wrap issue of cue name and notes in the 4,3" display
1678	Fixes the the notes are also copied when copy/pasting a cue in a cuelist
1685	Now the touch functionality of the screens are disabled when the desk is locked
1708	Fixes a bug when already patched actuators that are not connected will be unpatched when another actuator is patched.

KNOWN BUGS & LIMITATIONS

Bug#	Description
1679	**Copy and pasting a cuelist with multiple DMX triggers causes order of cue's to flip** Workaround: When selecting the pasted cuelist, copy and pasting the cuelist again the order will be correct
1691	**Using Parked for object causes unexpected behavior when playing Cuelists.** Blocked cuelists and wrong cuestreching are one of the unexpected behaviors. workaround: power down the Actuators and restart the showfile. Then the object does not need to be parked.
1719	**Touch functionality partially and randomly not working after Locking Desk.** Buttons are still functioning when using a Mouse. Restarting the console fixes this issue.

Notes:

✳ Show files create with V1.12.6 are compatible with V1.12.9
CyberMotion strongly advices not to use any older show file (1.11.2 or lower) in V1.12.9 as this may cause the application to become unreliable.