



MLdesign v2.2.1 Release Notes

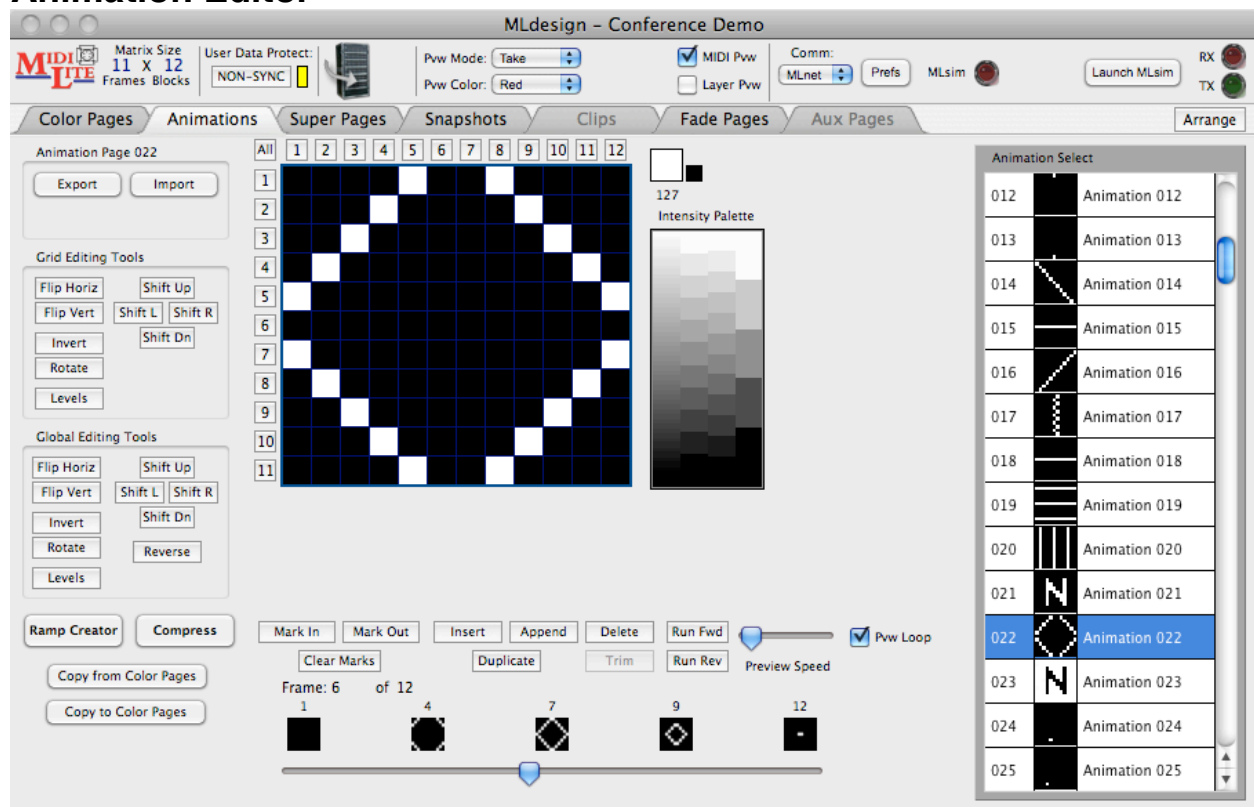
This document describes the new features and changes since v2.0. Please refer to the MLdesign v2.0 Manual for other details on using MLdesign.

Changes / New Features

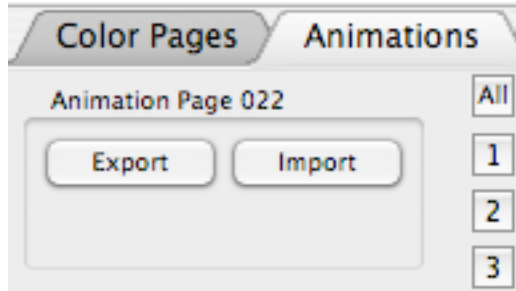
- CHANGE - Eliminated User Pref 0-3 (always stores to 0 and sets that as default)
- NEW - Preview Color selection is now saved in preferences
- NEW - Added a "Reset" button to the Levels dialog.
- NEW - When changing matrix size, MLsim is automatically resized if running
- NEW - Added "Invert Page" option to Snapshots Editor. Affects all 6 colors.
- NEW - Much faster Load/Save of Projects (no longer stores "empty" pages)
- NEW - Faster uploads to MLsim and MidiLite II Dimmer Racks
- NEW - Animation Editor is now implemented (see details later in this document)
(no direct support in MidiLite currently, must copy to color pages to use with MLsim or MidiLite II)
- NEW - Added Thumbnail Previews to Fade Page Editor
(provides a visual display of fade rates)
- NEW - Added Fade Page and Animation options to Print Functions
(uses visual display as described above)
- NEW - other enhancements to Print and Upload options (details later in this document)
- NEW - Key Shortcuts for Super Page Loop In/Out marks -"I" (in) and "O" (out)
- NEW - Open Recent menu item added (shows last 5 files opened)
- NEW - If doing a "Save As" and you select a project name already used,
you now have the option to overwrite.
- NEW - Ability to name User Pages. Option click or Double Click to change the name
of a page.
- NEW - user page names now displayed on printouts
- NEW - Animations now be included in the print feature also. The "thumbnail" is the
middle frame of the animation
(same as displayed in the animation select list box).
- CHANGE - after uploading user pages to MLsim, if you decide to store the MLsim data,
MLdesign now waits until the storing process is complete automatically.
- NEW - added "Launch MLsim" button when MLsim is not currently running.
- NEW - added user page naming. Names can be used for organizing pages,
and appear on printouts.
More details on the page name functions later in this document.
- NEW - Layered preview mode
- BUG FIX - Clear Grid contextual menu in the Fade Pages Editor did not work properly.
- CHANGE - MLdesign is now a regular window and can be positioned freely on screen.
The current project name appears in the window's title bar.
- CHANGE - the intensity select pallet is now visible all the time.

- NEW - Spacebar will now play/preview a superpage or animation.
Shift spacebar plays in reverse.
 - NEW - Cut / paste function now works in user page listboxes.
 - NEW - ability to preview as a Take, Fade, or Pop Fade, with selectable fade rate.
 - NEW - support for the new 16 Color Pages Banks.
 - NEW - now two intensity chiclets and you can quickly switch between them by pressing Tab, or clicking on the chiclet.
Option clicking will reset to default values (127 / 0).
The two intensity values affect gradient ramps done in grid editing.
 - NEW - Superpage and Animation preview speeds can be changed using the + / - keys.
 - NEW - Arrange Mode for Color Pages, Super Pages and Snapshots.
 - NEW – Several new key shortcuts for grid editing, previews and animations.
- Numerous other bug fixes and enhancements.

Animation Editor

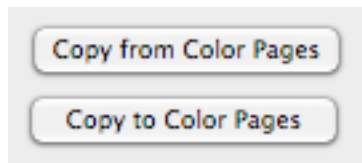


Animations are basically a series of Color Pages. Although the MidiLite hardware isn't capable of running animations currently, you can use the powerful features of the animation editor to create your animations, and then copy the animation to a series of Color Pages for recall from Digital Performer.



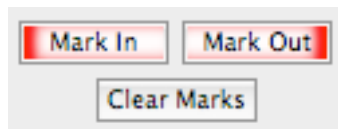
Import - Quicktime movies can be imported in as animations. Movies are sized down to the matrix size, and the color information is stripped off. You have the option to compress the movie (reduce the number of frames) during the import process. It will also check for any duplicate frames and you can choose to remove.

Export – The export button currently is not implemented for Animations. Use the “Copy to Color Pages” feature below.



Copy from Color Pages - imports a range of Color Pages from a selected Bank into an Animation.

Copy to Color Pages – exports the animation to a series of color pages. The range exported is determined by the in/out points marked. If there are no in/out points, the entire animation is exported.

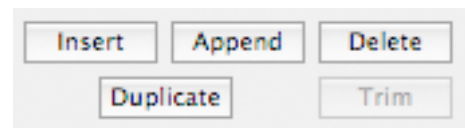


Mark In - marks a new In point (quick key: i)

Mark Out - marks a new Out point (quick key: o)

Clear Marks – clears the In & Out points (quick key: c)

Insert (quick key: n) – If there are no in/out points, inserts a blank frame before the currently selected frame. Option clicking will allow you to set how many frames to insert. If in/out points exist, it will insert (copy) the selected range before the current frame.

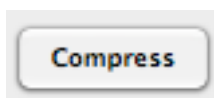


Append (quick key: a) – If there are no in/out points, adds a blank frame after the currently selected frame. Option clicking will allow you to set how many frames to append. If in/out points exist, it will append (copy) the selected range after the current frame.

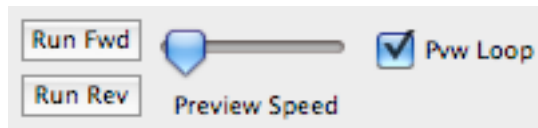
Duplicate - duplicates the current frame. (quick key: d)

Delete - deletes the current frame. If in/out points are selected, it deletes the selected range.

Trim - When in/out points are selected, it deletes the frames outside the selected range.



Compress – This allows you to compress the animation (reduce the number of frames). When recalling in fade mode, you often can reduce the number of frames needed to create a flowing animation.



Run Fwd - previews the animation. Spacebar will also start/stop.

Run Rev - previews the animation in reverse. Shift Spacebar will also start/stop.

Pvw Loop - if checked, it will loop continuously when previewed.

Preview Speed – adjusts the speed for previews. (quick keys: + and -)

* The thumbnail shown for an animation is typically the frame at the mid-point of the animation. If that frame is all black, it will use the frame at the 25% point.

Grid Editing Tools: the same set of tools for Color Pages are available. These tools apply only to the currently selected frame.

Global Editing Tools: these commands affect the entire animation. In addition to the normal global commands, the following functions are also available:

Reverse - reverses the entire animation in time.

Rotate – rotates all frames counter-clockwise by 90 degrees.

Key Shortcuts in Animation Editor:

- * Left/right arrows = moves by +/- 1 frame
- * Shift left/right arrows = moves by +/- 30 frames
- * i = Mark In
- * O = Mark Out
- * C = Clear Marks
- * N = Insert
- * A = Append
- * Option Command left/right arrows - jumps to Mark In / Mark Out points
- * - (minus key) – reduces preview speed by one value
- * + (plus key) – increases preview speed by one value

Super Page Editor

- * Added key shortcuts I and O for marking loop in / out points.
- * Spacebar does a Run Fwd. Shift Spacebar does a Run Rev.

Fade Page Editor

* New thumbnails which visually show the fade rate pattern. Brighter areas are longer fade rates. This feature is also used in the print functions.

003		Fade Page 003
004		Fade Page 004
005		Fade Page 005



Intensity Selections

* Intensity Palette is now visible at all times in applicable editors.

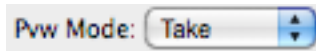
* Added new Secondary color (the smaller color chip).

* Pressing Tab or clicking on the color chip will reverse the colors.

* Option clicking the color chip will reset to default values (127 & 0).

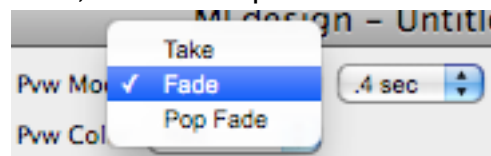
* Gradient Ramps created in the grid editing area (contextual menus, or shift clicking / command clicking a row, block or All button) now use the two intensity values to create the gradient.

Preview Mode



* With MLsim Core Engine v1.0.6 and above, you can now preview from MLdesign in Take, Fade or Pop Fade Modes.

* When in Fade or Pop Fade mode, a pop-up selector allows you to choose the fade speed (.1 to 1.0 seconds).

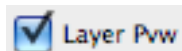


* Key shortcuts for previewing:

keys 1-6 selects preview color (1 = Red, 2 = White, ... 6 = Purple)

T = Take, F = Fade, P = Pop Fade

Preview Layer Mode



* When in Color Page, Animation or Super Page Editors, there is now an option for Layer Pvw. With this checkbox selected, when changing preview colors, it will not erase the current preview on MLsim. This allows you to see what different pages and colors will look together. This is a preview function only.

Hint: if by using Layer Pvw mode you create a multi-color image on MLsim that you wish

you could save back to a Snapshot, here is a trick for doing just that. Turn off the MIDI Pvw (so when changing editors, it doesn't erase MLsim), change to the Snapshots Editor, select an empty page, and then click on the Grab button. This will grab the data from MLsim and put into the currently selected snapshot! Turn back on MIDI Pvw after you are done.

Key Shortcuts for Grid Editing:

- * comma = Shift Grid Left
- * period = Shift Grid Right
- * shift comma = Shift Grid Up
- * shift period = Shift Grid Down
- * X = Cut Grid
- * C = Copy Grid
- * V = Paste Grid
- * M = Merge Grid
- * S = Swirl Grid
- * L = Levels

Preview Mode Key Shortcuts:

- * T = Take Mode
- * F = Fade Mode
- * P = Pop Fade

Preview Color Selection Key Shortcuts:




- * 1 = Red
- * 2 = White
- * 3 = Blue
- * 4 = Green
- * 5 = Amber
- * 6 = Purple

Preview Fade Time Key Shortcuts:

- * [= faster fade time
- *] = slower fade time

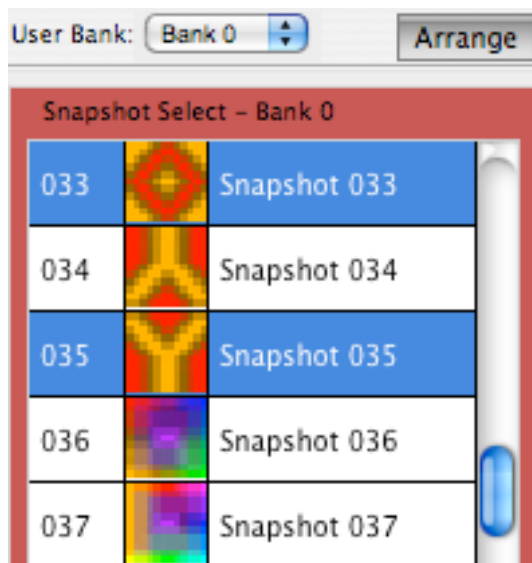
User Page Naming

- * You can now rename user pages. Double click (or Option Click) to enter the naming mode.
- * When in name editing mode, just use up/down arrows to move between pages to name.
- * Copy/Paste works when working with text.

000		Ramp 1
001		Ramp 2
002		Jon's Ramp 3

Arrange Mode

- * Click on the Arrange button to change the order of Color Pages, Super Pages or Snapshots. The Arrange feature currently does not work with Animations or Fade Pages.



- * When in Arrange Mode, the listbox area will turn dark red, indicating you are in Arrange Mode.
- * Previews and page editing are disabled when in Arrange Mode.
- * You can select an individual page, shift click to select a range, or command click to select pages in any order or with gaps.
- * Once selected, drag the page and you'll see an insertion cursor; move to the position you wish to move the pages. Any selected pages will be moved to that location, and existing pages will shift as necessary.
- * Turn off Arrange mode to return to normal editing operations.

Printing Options

- * Added user page names to printed pages.
- * Added Fade Rate pages with the new visual thumbnail.
- * Added Animation pages with thumbnail.
- * Added support for 16 Color Page Banks.
- * Shift Clicking on a group checkbox will select / deselect all checkboxes in that group.

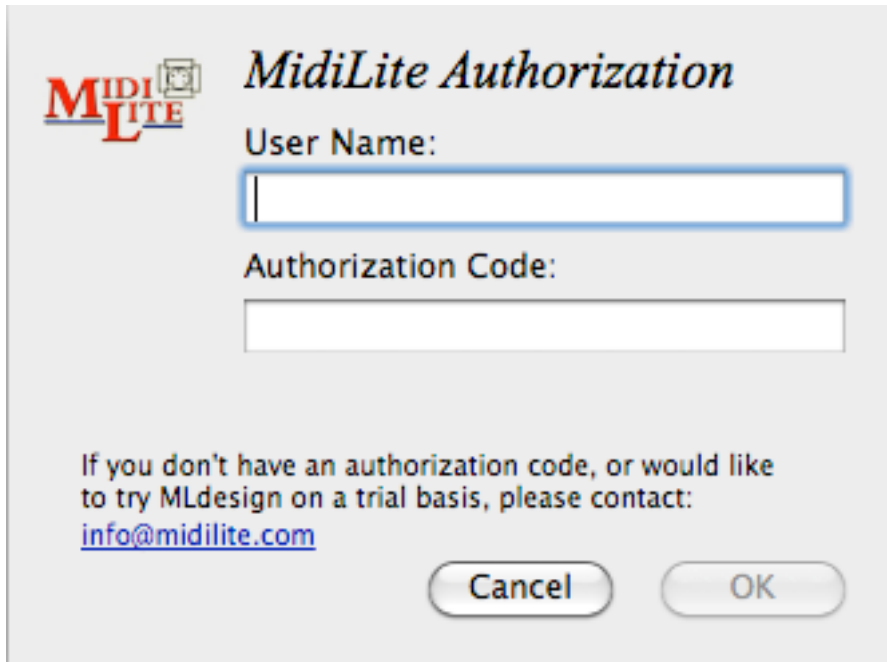
Uploading Options



- * Uploads to MLsim and MidiLite II racks are now faster.
- * Added support for 16 Color Page Banks.
- * Shift Clicking on a group checkbox will select / deselect all checkboxes in that group.

Authorization

* MLdesign 2.2, MLsim 2.0, and MLcontrol 2.1 all now use a new authorization scheme, with a common user name and authorization code for all MidiLite applications.



The image shows a dialog box titled "MidiLite Authorization". In the top left corner is the MidiLite logo, which consists of the word "MIDI" in red above "LITE" in red, with a small square icon to the right. The title "MidiLite Authorization" is in a black serif font. Below the title are two input fields: "User Name:" followed by a blue-bordered text box, and "Authorization Code:" followed by a white-bordered text box. At the bottom left, there is a message: "If you don't have an authorization code, or would like to try MLdesign on a trial basis, please contact: info@midilite.com". At the bottom right are two buttons: "Cancel" and "OK", both in rounded rectangular frames.

Once you enter your authorization information once, it applies to all MidiLite applications installed on that computer.

Known Issues

* While Animations can be created, edited and stored in the project, they are not yet supported by MLsim or the MidiLite II dimmer racks as of yet. You can however create/edit animations, and then send out as a series of Color Pages. Use the Copy to Color Pages option to send an animation to a series of Color Pages, and then recall the desired Color Pages from Digital Performer.

* "Export" in Animations does not function yet.

* Clips editor is not yet operational (tab is greyed out)

* Aux page editor is not yet operational (tab is greyed out)

Bug Reporting

Please report any bugs to info@midilite.com and provide as many details as possible.