

# Ai V10.3.0.15 Release Notes

## Software released 05/10/2018

### Q3

- [-] Display project name on the Q3
- [-] Display server name on the Q3
- [-] Set output names on the Q3
- [-] Display on the Q3 whether Ai is running or not

### Miscellaneous

- [-] Label your outputs on the output page
- [-] Improved handling of LTC and MIDI via USB Expert in Avolites hardware
- [-] Stop multiple versions of Ai running at once
- [-] Added ability to edit multiple clip properties at once. A warning is displayed if you're editing multiple clips
- [-] Added a button to hide the preview of clip properties, showing you the stage quickly
- [-] Changed the way video file names are displayed on the timeline. Making it easier to read
- [-] Added audio file names to the timeline when right clicking to edit
- [-] Added frameblending threshold to the system settings so you can set the global frame blend percentage
- [-] On Windows shutdown, Ai will tell Windows that it is busy and prompt the user to save their work. It will also save a copy of the current showfile in it's current state with a recovery extension added
- [-] Npoint regions that have been moved to where the control points are unselectable now show these in red
- [-] Copy and paste media tiles between banks

### Installation

- [-] USB Expert updated to version 6.6
- [-] Added DirectX to installer for autoblend
- [-] Made installation of additional dependencies silent, they require no user interactions

### Bug Fixes

- [-] Fixed Blacktrax slowing down or freezing when receiving data
- [-] Fixed bug showing properties from a fixture if all fixtures are deleted
- [-] Fixed Shift + Dragging a Selection Box not appending tiles to the Media Tiles selection
- [-] Fixed a bug where moving an Npoint region on the Output Page snaps it to location (0,0)
- [-] Fixed a bug where vertical paste of Npoint regions was offset incorrectly
- [-] Fixed a bug when drawing Npoint regions, where the positions were incorrect if the resolution of the canvas and output were different
- [-] Fixed crashes when using a mov file, but codecs not registered with QuickTime
- [-] Fixed a bug when a layer is assigned to a timeline that you cannot add/remove layers
- [-] Fixed crashing when trying to subdivide a 3D model if the model was intense or the user pressed subdivide a lot. A maximum subdividable face count is 2000
- [-] Fixed bug with Audio Crackling when paused or on in/out frame play modes
- [-] Fixed bug where Notch parameters sometimes didn't show on the layer controller
- [-] Fixed bug when removing banks. If you remove the last bank it will show the current media
- [-] Fixed bug when removing the last bank in a row, not loading the previous bank correctly
- [-] Fixed thumbnails not showing on GrandMA2 consoles via CIP
- [-] Fixed a bug where pressing escape to on the timeline exited fullscreen mode
- [-] Fixed a bug where ctrl + right clicking gave you an option to delete UI controls and would crash AI
- [-] Removed Render NULL module to prevent crashes on wiring it up to modules that needed a dedicated renderer
- [-] Fixed crash when reading mov files that aren't AIM and no codec has been found to decode them