



RELEASE NOTES





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Release Notes 6.1.3

This new release 6.1.3 includes stability improvements.

Change List

General

- Improved stability
- Fixed licensing issue

Release Notes 6.1.2

This new release 6.1.2 includes stability improvements and is a Windows only release.

Change List

General

- Improved stability with live input cards
- Improvements to the documentation

Release Notes 6.1.1

This new release 6.1.1 includes stability improvements

Change List

General

- Audio channels are now controllable per layer in the Media Hub
- Layer Tiny 1.1 for grandMA2 now available
- Mask Directory is now shown in the UI
- Shape DMX channel ranges now set correctly in Full 1.1 and Full 1.2 modes
- Crash no longer occurs when changing loop modes whilst playing an MPEG video on Windows
- Frame value offset in Fixture Mode is now saved correctly after restarting
- Contrast visual effect no longer causes MediaMaster to crash when going fullscreen on macOS
- Crash no longer occurs when editing layer fixtures if in a configuration using a deprecated fixture
- Resolved crashes with null filenames
- Crash on shutdown should no longer occur when using ASIO
- Info tab in preferences now hidden

MediaHub

- Copy and paste now working in audio tab
- Restore defaults now working in audio tab
- MediaHub now named "ArKaos Hub" on macOS.
- Readme in Media Hub updated to v1.4

LEDMapper

- No longer shows a red license dot on Windows
- Mapping a device in the LED mapper no longer causes a network error in the preferences file and a red warning dot

Kling-Net Mapper

- Can now be launched from within MediaMaster on macOS 11
- App is now installed correctly on macOS
- No longer opens in demo mode after installing on a clean PC

Release Notes 6.1

This new release 6.1 includes improvements for TimeCode and BPM as well as a set of fixes that are listed in the change list below with more details.

Change List

General

- Added Timecode and BPM sync with DJ gear
 - Created a TC and BPM Source Table Window
 - Export/Import the table & config to json/xml file
 - Added Ableton Support For BPM
 - Added Engine EngineNet/StageLinQ support for TimeCode
 - Added Engine EngineNet/StageLinQ support for BPM
 - Added MIDI Timecode source support
 - Added the BPM button to the Playback section in the UI
- Created Extended 3.0 DMX Personality
- Update Artnet OEMcode
- Theatre Mode position preset change to NO shape.
- Fixed Fixture Mode start point not working
- Fixed MM6.0.1 Saga coding issue
- Fixed MM6.0.2 Rotation Y and X not working after 90 or - 90
- Fixed Crash when closing software activation window
- Fixed Unable to add movies to SAGA Encoder (Windows Only)
- Fixed Crash when switching between Generator visuals
- Fixed MM6 Timecode Frame delay
- Fixed MM6 crashes on startup
- Fixed Stuttering when video is looping
- Fixed Effects Libraries cannot be selected using DMX
- Fixed MM6 Remote player loops audio during 'Run Once' options
- Fixed MM6 Syphon / Spout input not working
- Fixed Firewall / Network issues on Windows 11 causing NDI issues
- Fixed Changing DMX fixture type makes MM unresponsive
- Fixed GUI issues in preferences
- Fixed Audio continues to play in a short loop when playback is stopped (Windows Only)
- Fixed MM6 wrong message in Software Activation window
- Fixed Visuals displaying in wrong thumbnails in Player Mode
- Fixed Active patch issue

MediaHub

- Fixed Media hub crash on shut down
- Fixed Read me in hub is for Media Master 5 not Media Master 6
- Fixed Crash when adding video to MediaHub - SAGA Encoder (macOS)
- Fixed Wrong visuals play after importing cue into Remote Player
- Fixed Remote player doesn't play NDI
- Fixed When selecting an option after 'Loop Forever', 'Loop' is selected
- Fixed ReadMe in Hub doesn't open

VideoMapper

- Fixed Diagonal line on output of video mapper
- Fixed VideoMapper engine failure when receiving data from MediaMaster in theatre mode

Release Notes 6.0.2

This new release 6.0.2 includes a set of fixes that are listed in the change list below with more details.

Change List

General

- Fixed timing reference display

MediaHub

- Fixed Effect list not showing on macOS.

Release Notes 6.0.1

This new release 6.0.1 includes a set of fixes that are listed in the change list below with more details.

Change List

General

- Fixed remote player “loop forever”
- Fixed Mask position X, Y with DMX
- Fixed alpha decoding issue
- Fixed output management
- Fixed sampling surface coordinates with custom canvas size
- Fixed surface not transparent when video mapper is open
- Fixed NDI stream engine locking
- Fixed NDI delay with preloaded streams
- Fixed DeckLink (Blackmagic) camera capture fix with SDI inputs
- Fixed blend and transition blend weights for masking

MediaHub

- Fixed connectivity issue in ArkaosHub

SAGA

- Fixed alpha channel handling on macOS
- Fixed Saga filename

LED Mapper

- Fixed LED Mapper file issues
- Fixed output issues

Release Notes 6.0

This new release 6.0 introduces the Remote Player integrated into the HUB, a new Fixture interface, and the SAGA video codec. It also includes a set of improvements and fixes that are listed in the change list below with more details.

Change List

General

- 24 Layers in Express and 48 in Pro version
- Remote Player integrated in the ArKaos HUB
- New Fixture interface and features:
 - Single layer transition
 - Ignore Alpha
 - Better RGB handling
 - Mask engine
 - Tiling X and Y
 - Second effect generator
- Adds Fixture Layers 2.0
- Adds support for Elgato to stream the deck with the remote player
- Adds support for the SAGA ArKaos patented video codec
- Adds support for HDR: HDR10 and HLG
- Adds HDR support for Novastar and Brompton LED processor
- Adds Nova smart LCT configuration file import
- Adds NDI input
- Adds NDI output with alpha channel

Arkaos Hub

- Hub file upload and sync speed increased
- MediaHUB file sync fixes
- Moved MediaHub macOS log folder

Connectivity

- Create frame source receiver asynchronous
- CITP Server optimizations
- Update to NDI 5
- Use fastest NDI decoding on Windows
- Improve NDI output
- New layer fixture extended 2.0
- Datapath camera rework

Effect

- Added second layer effect control variables to the code generator script
- Added second effect to Theater mode cell parameters dialog
- Added Effect intensity per layer

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Playback

- Adds HDR rendering for SDR movies
- Adds HDR/SDR output mixing
- Added layer count to 24/48
- Improved reverse playback
- Layer Masking
- Added ignore alpha channel per layer
- Added parameter to Invert colors per layer
- Fixed frame blending

Saga Codec

- Saga movie mkv parsing
- Saga GPU decoding
- Saga CPU decoding
- Update HAP decoding

Various

- UI/UX Update
- Improved library management
- Moved MM and Videomapper preferences folder.
- Added restore, copy, and paste for properties in the player
- Added Nvidia support for NovaStar 10-Bit output
- Added MediaMaster Graph transition to DirectX 11
- Added Media Foundation Camera capture support to replace DirectShow

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