V1.2.1 Release Notes

Bug Fixes:

- Fixed a problem where the software update check feature was not operating properly

Previous Versions:

V1.2.0

New Features:

- IS7p (70 x 40 HxV) & IS10p (70 x 40 HxV) is now available
- S10n is now available
- Blueprint AV is now available without license. A serial number is no longer required to operate Blueprint AV.

V1.1.1

New Features:

- Point Series rotatable horn is now selectable in the “Preset” section
- Point Series and stacked Sub and Sub Arrays Cabinet types can now be rotated side-ways
- Object and Floor Surfaces now have the capability to block audio above a user-defined frequency
- Horizontal and vertical angles have been enabled in the Sub Array Cabinet type
- User sheet now displays individual Box gain changes
- User sheet now displays rear rigging compression, indicating when to use a stacking pin
- The Mechanical Tab’s display check boxes have had an update in terminology
- Arc Quad Surface types can now have a negative radius. The height value is disabled when the radius is negative
- Centre and Mirror functions now have dedicated symbols
- Draw Simulation and Cancel functions now have dedicated symbols
- Reset View function now has a dedicated symbol
- Copy and Paste Vertex now functions when using the 2D and 3D Calculator Vertex Input Options
- For the Mac version, save can be completed with Apple key + s

Bug Fixes:

- Fixed an error that caused the acoustic data to not properly reflect a vertical angle change in a Point box
- Fixed an error where the 2D cross section graph view did not display correctly when changing a Point box side angle
- Distribution graph has been updated to improve the viewability of the top of an array
- Fixed an error where the E119 SPL was not displaying correctly
- Corrected the S10 horizontal ray to 110°

V1.1.0

New Features:

- IS-Series enclosures are now available
- Total gain (combination of array and enclosure) cannot exceed 0dB
- Global SPL can be viewed in either peak or average
- When starting the software for the first time, Blueprint now prompts the user to define the list of enclosures to be included in Cabinet selection
- Changing gain using the up or down arrows now is in increments of 1dB
- E-Frame Sub is now an option for all E-Series Subs
- When setting frame height, the "Z Bottom" option in the 2D Cross Section graph can now be pinned, setting a minimum bottom point of the array
- The Centre of Gravity in the Mechanical tab now displays a vertical dotted line
- The S-Series Moving Point beam is now available
- Extrude and Revolve surfaces now can change angle when altering either the "Y" coordinate of each point or the Horizontal Angle when using the 3D Vertex Input Option
- The default file save directory now defaults to the user's Documents folder

Bug Fixes:

- When a Point Source's side angle and vertical angle were both set to 90°, the 2D SPL graph was not displaying
- The lifting capacity of motors was not resetting to default correctly
- When saving/recalling a 3D capture, the cancel/clear button wouldn't clear a simulation
- After storing a snapshot in the 2D SPL window, changing the window would clear the snapshot
- Sub Array warning messages were not displaying for the mirrored array
- If coordinates overlapped when linking an Arced Quad surface to a Revolve, the link would fault
- Surfaces were not correctly blocking audio when Object Blocking was enabled
- Under certain circumstances, a 3D SPL simulation would stall when Object Blocking was enabled
- Tilting an S10 steeper than -18° would display an error message
- After linking an Extrude to a Revolve, the Undo command wouldn't work properly
- Vertex linking was still possible when an object was not activated
- Surfaces were not stopping the transmission of vertical rays

V1.0.4.2.1

New Features:

- Point Series rotatable horn is now selectable in the "Preset" section
- Point Series and stacked Sub and Sub Arrays Cabinet types can now be rotated side-ways
- Object and Floor Surfaces now have the capability to block audio above a user-defined frequency
- Horizontal and vertical angles have been enabled in the Sub Array Cabinet type
- User sheet now displays individual Box gain changes
- User sheet now displays rear rigging compression, indicating when to use a stacking pin
- The Mechanical Tab's display check boxes have had an update in terminology
- Arc Quad Surface types can now have a negative radius. The height value is disabled when the radius is negative
- Centre and Mirror functions now have dedicated symbols
- Draw Simulation and Cancel functions now have dedicated symbols
- Reset View function now has a dedicated symbol
- Copy and Paste Vertex now functions when using the 2D and 3D Calculator Vertex Input Options
- For the Mac version, save can be completed with Apple key + s

---

Bug Fixes:

- Fixed an error that caused the acoustic data to not properly reflect a vertical angle change in a Point box
- Fixed an error where the 2D cross section graph view did not display correctly when changing a Point box side angle
- Distribution graph has been updated to improve the viewability of the top of an array
- Fixed an error where the E119 SPL was not displaying correctly
- Corrected the S10 horizontal ray to 110°

Bug Fixes:

- SPL pop-up graph no longer extends further than some laptop screen's resolution would allow
- Fixed a bug where adding delay to a single sub does not affect the 1st Arrival Time simulation results
- Multiple surfaces will now delete properly, rather than the last selected surface only
- Fixed an error which was slowing down operating speed
- Fixed a bug where "s" was displaying in the rigging position field
- When linking surfaces, mirrored surfaces can now be highlighted when hovered over

---

V1.0.4.1

Bug Fixes:

- Non-contiguous Revolve surface-types can now be mirrored correctly
- Text updated and corrected for the printable User Sheet
- Confirm save pop-up message corrected
- Fixed a keyboard shortcut conflict
- 3D Workspace shortcut buttons have been re-positioned to improve workflow
- Loudspeakers now listed in the correct order in the Cabinet tab
- Updated tutorial file in the Help menu

V1.0.4.0

New Features:

- "Time" simulation is removed and replaced with two options: 1st Arrival Time and Delta Time
  a) 1st Arrival Time allows users to calculate multiple array time arrival differences within a specified dB threshold
  b) Delta Time allows users to see off-axis time alignment between two arrays as it falls within the Haas Effect parameters
- 2D calculator now removed and replaced with Vertex Input Options, including a 3D calculator option
  a) Users can define the options they wish to display in the Room Data tab. These options are definable in the Options menu

V1.0.3.0

New Features:

- The 2D SPL graph now shows the louder of the 2 curves when overlapping surfaces exist
- The GM Spectrum graph now shows multiple curves when overlapping surfaces exist
- When Blueprint AV is launched, a folder of example files will be displayed
- The Extrude surface type now displays top and bottom dimensions
- The SPL calculation feature now takes much less time, improving the overall speed and workflow of the software
- When weighting is changed, automatic updates only occur in the 2D graph, improving the speed of the software
- Virtual arrays can now be implemented using an "Array" feature, similar to the CAD Array feature
- The Autoshoot function now has a user-defined end of coverage point
- The User Sheet now displays the variable pick point position of the SpekTrix and Metrix Touring Frames
- The Draw 3D button (to calculate 3D simulations) is now accessible through the 3D window
- In the 2D Cross Section graph, the "Z Bottom" value is no longer static. Instead, users can enter a new value which will automatically adjust the height of the array
- The 3D scale now has an option to calculate average SPL level, as well as a min/max setting which will show users what percentage of the venue will be covered within said range
- The 2D Calculator feature is now available for Objects

Bug Fixes:

- Fixed an issue where changing the angle of a linked Revolve would alter all linked surfaces
- The UH Load check box in the Mechanical tab now displays the proper load of any underhang cabinet
- When viewing the S10 in the Mechanical tab, the proper vertical angles of the top and bottom boxes are now displayed
- When adding a subwoofer, the starting height when stacked will now be 0
- The 2D Calculator will now remember the last X and Z values entered