



## RELEASE NOTES – 2.3

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# MA Vectorworks Spotlight Plugin 2.3

### V2.3

- Fix: Load Settings does not work in german version of Vectorworks.

### V2.2

- Changed Default FixtureType-number to 2.

### V2.1

- Moved Address field further up in Dropdown-Lists.
- Fix: No 3D Rotation in german version of Vectorworks

### V2.0

- Field selection changed to ComboBoxes only.
- Added support for VW2015 address field.
- Added load and save settings.
- Added selection of arbitrary spotlight fields as sources
- Added support Multi Break fixtures: select additional field for multi break address
- Fix: 'all in single layer' does not export any fixture
- Fix: multi patch fixtures not detected if fixture has FixtureID and ChannelID
- Fix: if exporting only certain fixtures, empty layers are created for the other fixture

## V1.11


- Added Check for Multipatch fixtures on different MA Layers including error dialog.
- Added multipatch support.
- Added support for universe.channel, universe,channel and universe/channel notation in address field or universe field if address field is empty. E.g. 2.97 or 2,97 or 2/97
- Fixtures are sorted by fixture ID when exported.
- Files without any fixture/channel ID crashed the exporter.

## V1.5

- MA Layer options: use Position and put everything into single MA layer (for merging into existing setups)
- FixtureID and ChannelID source option: 'None'
- Fixture type list is split into pages
- Fixture type export option: use focus for rotation
- Use focus point for rotation calculation if lighting device has a focus point defined
- Version number of exporter is displayed in title bar and in Info-Tag of exported XML file.
- Error message if no fixture is in vectorworks file.
- Separate Channel ID and Fixture ID selection
- Non digits are ignored in address and fixture ID fields
- GUI localization (english + german)
- Dimmer, Channel or Circuit number added to dmx source selection.
- Default color for Channels/Fixtures without defined color is set to white (FFFFFF).

## Known Limitations

 Only Single Instance fixtures are supported by this plugin.

 Workaround for multi instance fixtures: In order to get the multi instance fixtures to line up properly in grandMA2 Patch and Fixture Schedule, Stageview and MA 3D, multi instance fixtures have to be substituted by single instance fixtures with the same or higher amount of DMX channels in the MA2 fixture schedule. After importing the fixture setup into grandMA2, these substitutes have to be exchanged with the correct multi instance fixture type by swapping fixtures in the Patch and Fixture Schedule.