DISPLAY 3

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Major build update

Contents

Introducing 1
Ground stacks 1
Reorder your snapshots 1
Additions 2
Slice 2
Systems, Devices and widgets 2
Changes 2
Slice 2
SPL calculation 2
Systems, Devices and widgets 2
Help 2
Fixes 2
Stability 2
Opening and saving projects 3
Slice 3
SPL calculation 3
Systems, Devices and widgets 3
Venue 3
Speaker data 4
Known Issues 4

Introducing

Display 3 1.2.0 follows 1.1.3 (13 October 2026) and is offered as an update to any existing installation: the beta releases and the 1.1.x releases. These notes cover all changes up to 23 October 2026.

Ground stacks

Solve Splay now works on ground-stacked arrays. Working up from the stack's fixed base, it chooses the ground-stack angle and the splay angles between cabinets, and the Speaker Inspector shows its Splay Optimisation controls for ground stacks as well as flown arrays (#254). Ground-stacked WPL and WPS arrays also use splay angles of their own, since the joints between cabinets close slightly under the array's weight.

Reorder your snapshots

In the Snapshots panel, user snapshots can be dragged into a new order, which is saved with the project.

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Additions

Slice

- Solve Splay works on ground-stacked arrays, choosing the ground-stack angle and the splay angles between cabinets from the stack's fixed base. The Speaker Inspector's Splay Optimisation controls are shown for ground stacks as well as flown arrays (#254).
- When the audience area isn't below the bottom of a ground-stacked array, Solve Splay approximates the splay with the top cabinet aimed towards Coverage Stop, and warns in the status bar that Coverage Start can't be reached.
- When Solve Splay's result for a ground-stacked array aims its top or bottom cabinet more than 1.5 m short of or beyond its ideal point on the audience area, Solve Splay warns in the status bar, and suggests raising or lowering the array, or moving the coverage area.
- Snapshots panel: drag user snapshots into a new order. The order is saved with the project and used when exporting to VU-NET; the auto-saved snapshot stays at the top.
- The splay Throw setting is saved with each snapshot and restored when the snapshot is recalled.

Systems, Devices and widgets

- The Manage Groups pane shows the speaker type before each speaker's name, as the Devices pane does (#193).
- Channel Limiting: for loudspeakers with separate frequency bands, such as Wavefront Precision, CDD, FlexPoint and TH, each meter shows the band (HF, MF or LF) that is limiting (#276).

Changes

Slice

- Solve Splay no longer ticks Lock when it finishes; Lock stays as you set it.
- The slice markers panel shows the same coverage start, coverage stop and reference point symbols as the slice diagram.
- Saving a snapshot under a name already in use asks whether to overwrite it, instead of creating a second snapshot with the same name, and a snapshot can't be renamed to a name already in use.
- Export VU-NET writes a separate entry for each array of a mirrored pair, in snapshot order.

SPL calculation

- The SPL Frequency Response tool marks each trace in the venue with a microphone in the trace's colour, standing on its receiver point and always visible (#264).

Systems, Devices and widgets

- Ground-stacked WPL and WPS arrays use splay angles for stacking, which differ slightly from the flown ones because the joints close under the array's weight. Switching an array between flown and ground-stacked keeps each cabinet's splay setting and changes its angle to the one for the new deployment. Existing projects keep their splay settings, so ground-stacked WPL and WPS arrays in them may show slightly different angles and coverage.

Help

- The Getting Started Guide now covers accumulating several trace points in the SPL Frequency Response tool, and the Splay Lock checkbox.

Fixes

Stability

- On Windows, a security policy (Smart App Control, or an organisation's App Control policy) could block one of Display 3's components, and Display 3 then closed while starting. Display

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3's components are now signed, and if its Fast (GPU) SPL components still can't be loaded, it carries on with Legacy (CPU) SPL and says why (#250).
- If Display 3 couldn't load one of its components at start-up, it failed with an unrelated error instead of saying so. It now says what went wrong and what to do, then closes (#251).
- Changing a sub array while its response was being calculated could, rarely, make that calculation fail (#249).

Opening and saving projects
- FlexPoint, CDD Live and TH loudspeakers on a yoke or lift-bar deployment were left out when a project was opened (#252).
- Opening a project from Open Recent after it had been moved, renamed or deleted closed the open project and showed a general error. If a project is currently open, it now remains open, and Display 3 offers to remove the missing project from the list (#259).
- Opening larger projects with mirrored arrays would sometimes stop at "Computing speaker data...", so SPL couldn't be calculated. This behaviour was intermittent and reopening the project was sometimes successful (#269).

Slice
- Solve Splay on a ground-stacked WP array failed with a coverage-start error (#254).
- Solve Splay could fail with an error when the slice's coverage start and stop were the other way round. Reversed coverage now gives the same splay as normal coverage (#183).
- Solve Splay could fail with an error for some flown arrays, because the splay that met the coverage lay just outside the range it searched. It now searches further and finds it (#184).
- Solve Splay could fail with a technical error for some slice geometries, when the solver considered splays that couldn't be built. It now discards them (#204).
- Recalling a slice snapshot saved with a speaker frame that has since been retired failed, and could leave the mirrored array without a frame. Such snapshots are now removed when the project opens, and you're told which; an array saved without a frame is given its default frame (#247).
- Recalling a slice snapshot of a ground-stacked array restored the wrong splay angles and input configurations; flown arrays weren't affected. Snapshots saved from this version recall correctly. Ground-stack snapshots saved with an earlier version still recall wrongly: re-run the slice solve and save them again (#277).
- On first entering slice view after changing an array's height, Slice Z showed the array's earlier height (#256).
- In slice view, a stray "Horizontal" label was shown in the Position panel (#256).

SPL calculation
- Deleting a venue face left the SPL Frequency Response traces placed on it in the venue and on the chart. They're now removed with the face, and restored if the deletion is undone (#260).
- Showing a hidden trace in the SPL Frequency Response legend before SPL had been calculated failed with a technical error (#260).
- Where the coverage of several systems overlapped, a small numerical error made Legacy (CPU) SPL differ from Fast (GPU) SPL above the complex stop frequency (300 Hz by default). The two now converge (#262).

Systems, Devices and widgets
- Duplicating or mirroring a ground-stacked line array, or replacing its speakers, reset the angle between the ground-stack frame and the first cabinet to its default, re-aiming the array.

Venue
- Setting a quad face's Cartesian depth and height both to 0 in the Shape panel left the face with an invalid inclination, which couldn't be undone. The face now collapses to zero length and keeps its angle (#248).

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Speaker data

- TH (THH, THV), FlexPoint (FP4, FP12), CDD (CDD8, CDD10), BlacklineQ (Q44) and Blackline (X15): small inaccuracies in their passive crossover models made predictions differ slightly around the crossover regions. The models have been refined, continuing the work in 1.1.3, and their speaker data and GLLs rebuilt. Existing projects need no changes; recalculating SPL uses the new data.
- The SX218+ couldn't be set to portrait in the sub array tool. Its speaker data now includes portrait and portrait cardioid configurations (#238).

Known Issues

- Venue: after undoing the deletion of a face, the face isn't shown again until the pointer is moved over it (#265).
- SPL calculation: after a venue face is deleted, SPL Scan and the SPL Frequency Response tool show nothing until SPL is recalculated, although the other faces keep their SPL colours (#266).

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