

DISPLAY 3 Beta 1.0 Release Notes - April 2021

This is the first Beta release of DISPLAY 3 to the public.

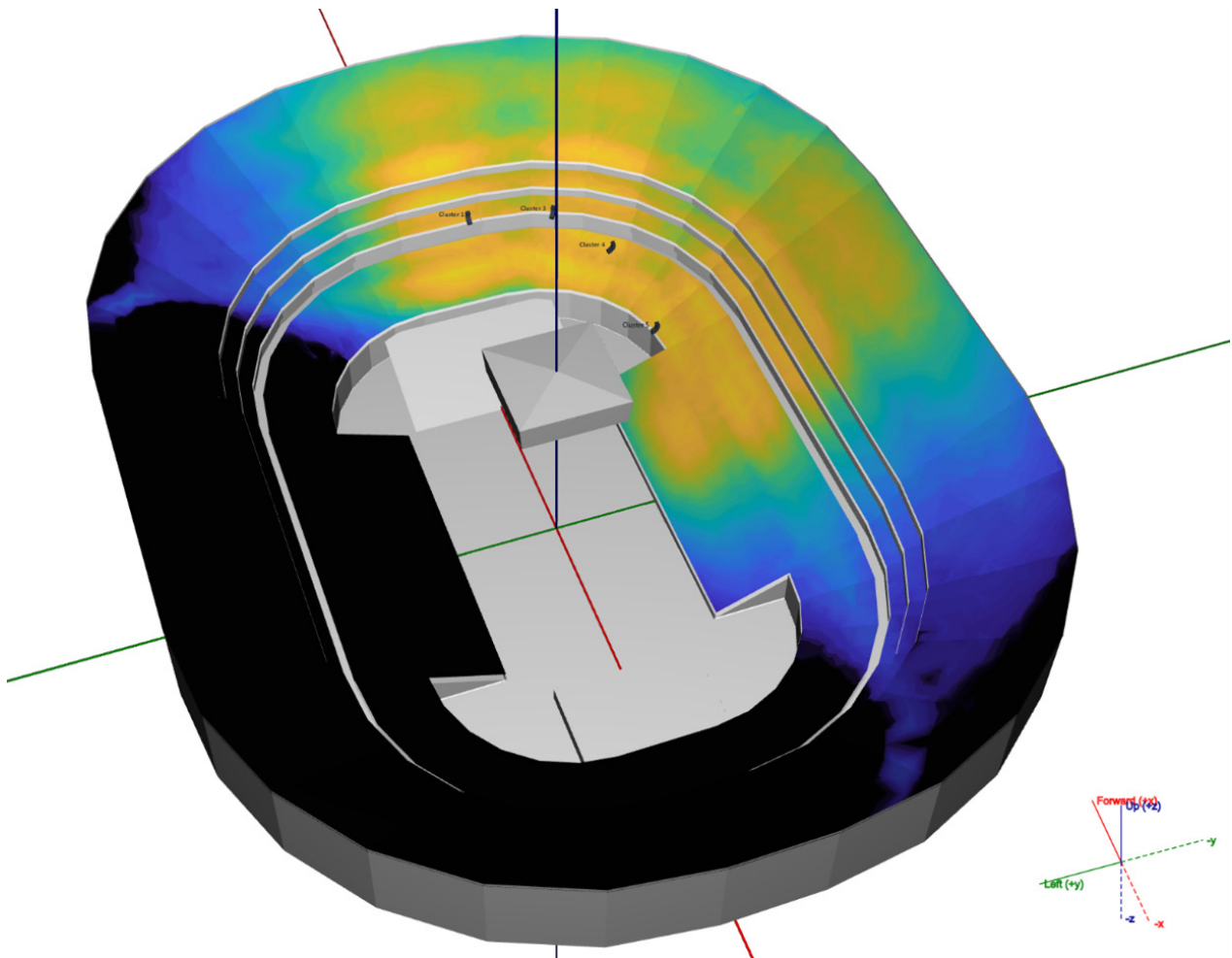
As it is a Beta release, users should understand that software will be regularly reviewed and updated with new features and fixes.

Beta 1.0 release is based upon user trials of an Alpha version and so all release notes refer to feature enhancements and fixes made as part of that process.

For technical support please contact technical@martin-audio.com.

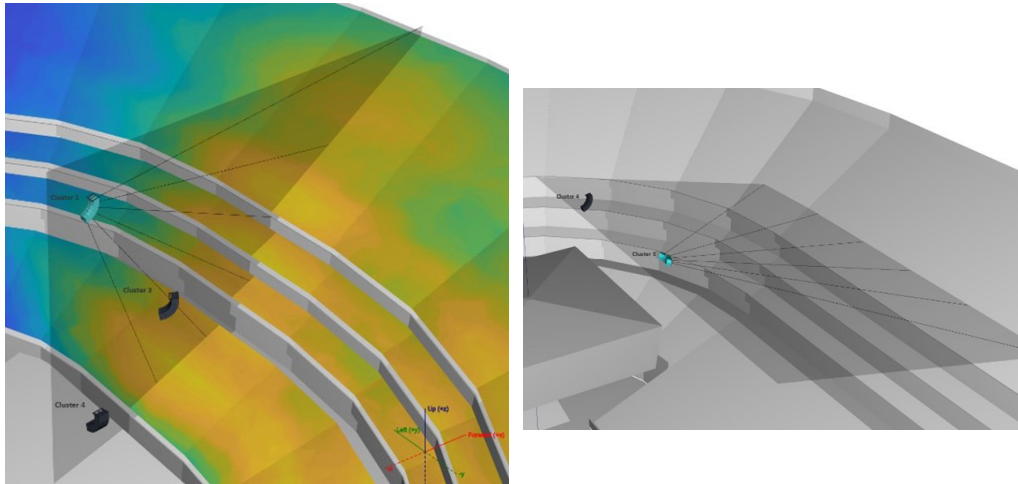
New Features

- SPL Colour Map with ability to edit maximum and minimum values in Settings

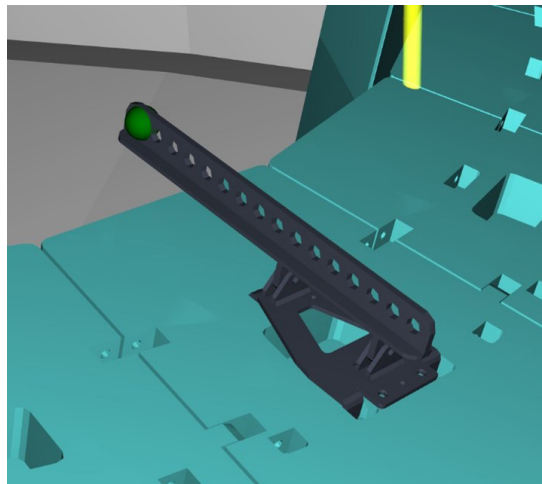


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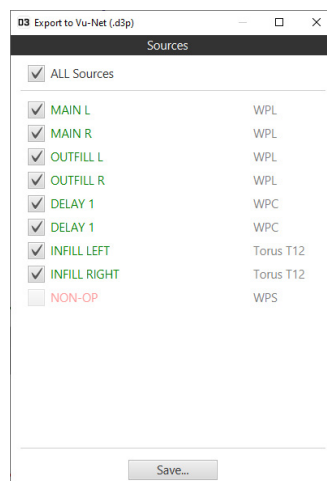
- Loudspeaker section planes with element aiming lines



- HRIG bracket for TORUS horizontal deployments

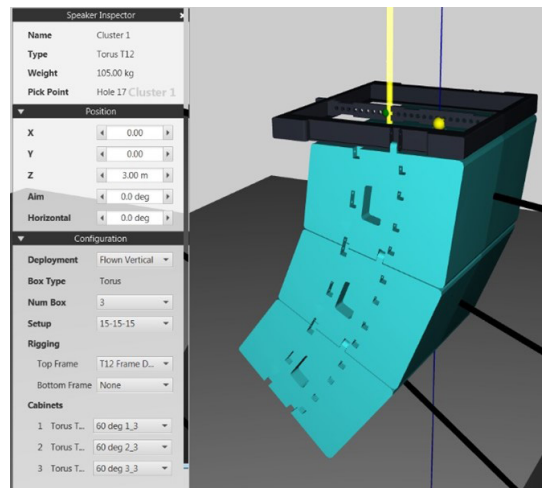


- D3P Settings file export (to VU-NET) with UI to choose which arrays are included



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- WPL line array added
- Mass, COG and nearest pick point indicated for selected source in Loudspeaker Context



- Array length dependent uniform drive output filters for TORUS
- TORUS data validated

Fixes

- [226] Import non-optimised array from DISPLAY 2.3
- [254] Redundant save confirmation on close
- [273] Non-updating height offset
- [274] Activating Layer exception
- [275] Right click Layer tool crash
- [276] Assigning Aud coverage to DISPLAY 2.3 imported venue
- [279] Disappearing venue surfaces – light problem
- [280] Basic Room Demo load fails
- [281] Missing View Controls in SU Import Tool
- [283] Ground-stacked WPC import from DISPLAY 2.3

Changes

- Reduced choice of Input Spectrum, Chapman changed to 'music', removed metal

Experiments

- Basic Tool Bar