BEYOND 5.99

September 20, 2023.

Introduction

We are heading to the next major release – BEYOND 6. However, some of the features will be available as 5.99 to collect feedback of BEYOND Users community. You are welcome to share your feedback over Pangolin Support system.

Main features list to focus on

1. MOBOLASER mobile App
2. 3D Preview
3. Selection Groups
4. Selection Matrix
5. Node Image

MOBOLASER

App is native iOS and Android application which extends BEYOND and QuickShow software. Currently the main accent made on remote control of the Grid from Mobile device.

3D Preview

The new 3D preview is a part of the coming control system which uses location of lasers in 3D space for selection and effect engine. The preview window allows to set projector position and orientation in 3D space. Code based on OpenGL 4.4. Good video card highly recommended.

Selection Groups

The Selection Groups is a new mechanism in many ways. First of all, it allows to store selection groups in

a pool, which can be used instead of direct zone naming in cues, images, effects, etc. Right now, the pool is connected to Cue (use Cue Properties). This provides the ability to test it in action. The second, and most important part – selection can be made in a new way. The traditional Name based method is still supported. This is a great, safe method of Projection Zone identification. New methods are:

1. index based using text input such as: 1,2,3, 10 to 20, 50 to 40.
2. tag based. Projection zones have the ability now to have tags. You can select multiple zones which has same tag.
3. mask based. You can use masks same as in file system search (sort of *.txt)
4. SQL for zones. That is the real power (which comes with some complexity). The new mode brings the ability to consider zone information as a database and create criteria to select zones which match the conditions. In combination with 3D information, and automatically refreshed selection, your selection engine will recollect zones as soon as description changes.
5. Selection Matrix with range. This model allows select zones located in cells of preview matrix.
6. Selection matrix with pattern. This model allows us to define a pattern which defines the order of cells with projection zones.

Selection Matrix

Selection Matrix allows us to place zones in 2D grid. Selection Groups can use matrix as a source, which allows us to modify the location of zone in cells, and selection will be updated. The second place to use matrix is main preview panel. The third use of matrix is the effect new parametric effect engine (will be come available for testing a bit later). Overall, the matrix can help us with 3 areas.

Node Image

. Node based design is a classic model. The strong part of this model is the ability to extend existing objects and establish connections between new parts. Overall, we did obvious things. Node image allows to combine other Image types (same as Synthesized image) plus LFO nodes, Math nodes, Channels, Color channels, DMX, MIDI, Audio FFT, etc. The fun part might be new in combining all this with 40 modes of Parametric Image and 150+ key effect operations.

MOBOLASER Access

Access to iOS version

https://testflight.apple.com/join/I1oQKK2B

Access to Android version

Note: Currently, we are distributing the signed, universal APK that works on majority of android devices

for the beta program. In coming weeks, we will change the mode of distribution directly through the google play store. When changed, the instructions here will also be updated.

https://play.google.com/apps/internaltest/4701634325255472782

MoboLaser by Pangolin Laser Systems, Inc. is a trailblazing mobile application that redefines laser show controls. This intuitive app brings the functionalities of QuickShow and BEYOND laser show software right to your fingertips. Not just that, MoboLaser empowers you to add a new dimension of creativity and excitement to your performances.

Here's what you can do with MoboLaser V1.0: Remote Control: Effortlessly operate your laser shows from a distance. Workspace Grids: Manage your workspace with interactive grids. Cue Changes: Play or modify cues with ease. Live Controls: Adjust size, color, position, rotation, and playback speed in real time. QuickText: Leverage quick text features for instant changes. Shop Pangolin Products: Explore and shop for Pangolin products directly through the app. Remember, to ensure a smooth and efficient operation, MOBOLASER requires a specific minimum version and build of QuickShow or BEYOND.

BEYOND EXE Access

Before using new build

1. You must use data backup software of your choice.
2. Do not put new EXE file in the folder where installed release build of BEYOND.
3. Do not replace BEYOND.exe files back and forth in same folder. Bad idea.

Installation

1. First variant - create folder C:\BEYOND_1781 (use the number of build for easy identification). Please into this folder. Start from there. BEYOND will start without any workspace or other data files loaded. This is cleanest possible "installation" which reject any dependency of data files.
2. Second variant - copy your current BEYOND folder into new folder such as C:\BEYOND_1781 (use the number of build). It will create independent copy of setup. Put into new folder BEYOND.EXE from link below. Now you can run it.

Please be accurate if you use same PC for release and beta versions. We insist using separate copy of your show or workspace files. As soon as you separate files used in release build and beta builds - all will be fine. BEYOND keep all settings in local folder. The only risk is your folders where you keep your files.

As a reminder, BEYOND always keep all copies of saved Timelines and Workspaces. All previous copies located in subfolder Backup.

BEYOND currently has over 390 types of objects which can be saved in file. Each type has own version number. File has information about all object types used in file and corresponding version number. BEYOND will reject load file is it has unknown object type, or object with higher version. We change object version number only if it change the structure. Old code is unable to load new structures, and file

will not be accepted for load. We use this model from BEYOND 4 times. Application version (or build) is NOT used for check. Some things may not change for years.

Testing and feedback

If you see the problem then please report to use. Good description with screenshot is highly welcome. Too short descriptions are useless. Main thing is to be able to understand and reproduce the problem here.

Beta builds will have limited life cycle. We leave the right to suspend beta builds at any time, by any reason. This is not applied to Release builds.

We highly interested in getting feedback about new features. This is "hot" code, same as iron, easier to put it into shape while it hot. We understand importance of fixing existing problem but lets keep the balance.

If you see problem, email support@pangolin.com and menion the beta build number you used. Support will assign the ticket to a corresponding developer.

Minor fresh features and notes

1. Main Preview panel offer real time selection for zones in Group (cue Group mode).
2. Playback of cues moved away from Main Preview panel down the Grid area. Cue preview cover zones, somethings not possible to click properly.
   1. Quick DMX got Command line.
   2. Quick DMX has UI tweaks to leave some space on toolbar
   3. Projection Zone. Button "Add" call new window for adding zones. It allow to add multiple zones at once, plus assign projector to zone. Overall, it should help you to create multiple zones for multiple projectors faster.
   4. Timeline markers. Widely used Reaper CVS file with marker information can be imported and exported. Take a look.
   5. Timeline got EditBox under track caption to "filter" tracks by name

Stability

We try to keep stability of old parts of application, and "do not fix what works". New areas are new, some glitches expected. That is why we have beta.

New build has updated FB4 XE firmware. This is NOT beta. This is stable release which has bug fixes. It is compatible with Release builds of BEYOND. No worries, it will work.

EXE

[Download build 1782](#)

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