Latest Features

This topic page lists the additions and changes in recent BEYOND releases. A complete and very detailed list can be found in the file called "ChangeLog.txt", which is located in the same folder where the BEYOND program is located.

Please send any feature requests or bug reports to Pangolin.

Note that we offer full support on the latest version of BEYOND. We can only provide <u>very limited support</u> on older versions.

Release 4.0

BEYOND version 4.0 has been in development for more than 18 months, and has been in BETA testing for more than six months. Below you will find a list of the most important new features in BEYOND, but there are many others. Be sure to explore the HELP menu, as we have new help documents as well as new help tutorial videos.

Generate/do-it.gif Distributed Scanning: A technology used to split the projection of graphics over multiple projectors. The Technology is contained in the FB4 hardware architecture and therefore is unfortunately only available to FB4 users, as it requires the newer FB4 hardware to operate. It allows for decreased flickering and an increase in brightness and

Groups: A new mode for Live Performance inside of the Grid. With Groups, the Cues within the - Workspace can be organized into Groups of Cues, and each of the Groups can not only be used to Group cues together, but also to define collectively both the life cycle (and thus duration), and the Output Parameters eg Zoning etc. of the Cues within the Group. It is a completely new way to organize your Workspace playback and to apply a uniform set of properties en masse, to a collection of Cues to create a Group of Cues all with the same Properties and Output characteristics.

Generate/do-it.gif Multi Zone Effects: These are Effects that unite together multiple Effects and allow those Effects to be applied as one to a specific Projection Zone(s). They can consist of one time-shifted Effect, or several independent Effects. They are designed specifically to be applied to Groups.

Generate/do-it.gif Video/Audio Mixdown: - This is a new feature that allows for the mixing down (creation of multimedia files or audio tracks) from video tracks, audio tracks, or for the creation of "laser over video" videos, from the Timeline in Beyond. The created multimedia file (MP4), can then be played back and watched in most media players, such as Windows Media Player, VLC, and QuickTime, and as such can be shared or used to preview, demonstrate or promote pre-programmed content.

Advanced Frame Editor (back to the roots): The Advanced Frame Editor recently took a major step back towards the Tool Interface model used by the classic LD2000 frame editor, which is still used by numerous professionals all around the world. The new Advanced Editor offers duplicated and extended tools from the LD2000 software to provide a much more comprehensive, easy to use and familiar toolbox.

Generate/do-it.gif Scanner Simulation: A Lasers Projector's Scanners have an impact on projection quality, and act to modify the trajectory of the beam which may as a result, differ from the path drawn by the Software, thus producing an output that differs in some way from exactly what the User as Cue designer was expecting.. BEYOND software offers a few places where the designer can preview the expected influence of the Scanners on the Beam to provide a simulated preview of what the audience will actually see. This simulation allows the designer to adjust his designs so as to ensure the actual output will closely match the what he was expecting / intending. The simulated preview is now embodied into the Advanced Frame Editor, Enhanced Reality Preview (ERP), and EmuLaser features.

Generate/do-it.gif FB4 Export: Updates include a redesigned UI, and new features. There is a whole new interface for the preparation of content for FB4 hardware. This dedicated user interface design is now used for all modes including Autoplay/Scheduler, DMX and Test Frames. BEYOND also offers a FB4 file viewer for previewing and checking exported animation files.

Generate/do-it.gif FB4 Settings: There is now a remote interface for adjusting the settings of FB4 hardware from within BEYOND, - a new specialized window for setting the IP address, adjusting the master settings, changing the FB4 modes (Streaming, DMX, ArtNet, etc). Note: the adjustments are universal and the FB4 Settings operate on every FB4 detected in the network, independently of mode.

Generate/do-it.gif FB4 Browser: Browsing an SD card contained in an FB4 is easy now. There is a dedicated window for file download, and uploading, is now a feature of the FB4 oriented tools.

Generate/do-it.gif Parametric Image: Welcome a new member to the Image family. The Parametric Image currently offers over 20 simple forms that can be used in the same manner as the Shapes currently found in the content creation editors. The parameters of Parametric Images can be changed in real time by the input from an external source, such as audio, MIDI, DMX and so on. As time passes, the number of Parametric Image Forms in Beyond will be increased.

Generate/do-it.gif New Key Effects: We continue to add more and more Effects into BEYOND. The most interesting of the recently added Key Effects is the transformation used to influence the Geometric correction of the Projection Zone. It provides an indirect way to extend Geometric correction.

Generate/do-it.gif 64 bit versions: Using the very latest development tools we have been able to now create a 64-bit version of BEYOND. With over 1 million lines of code in the application (just for the BEYOND code alone), it took a while to finish it. However, the results were worth the efforts. Multi-threading construction will now keep all CPU cores busy and 64-bit architecture will allow the use of all available memory. The result should be a faster and smoother running Beyond.

Generate/do-it.gif BEYOND 3D Improvements: Updated the FBX Importer and also added the ability to import OBJ, PLY and STL 3D formats, as well as SVG 2D format.

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