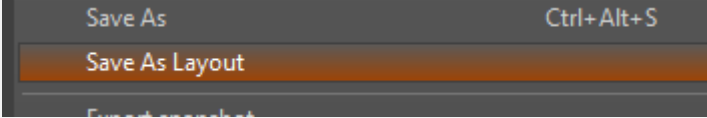
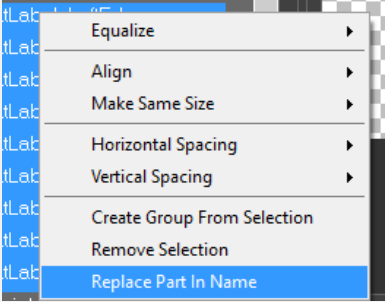
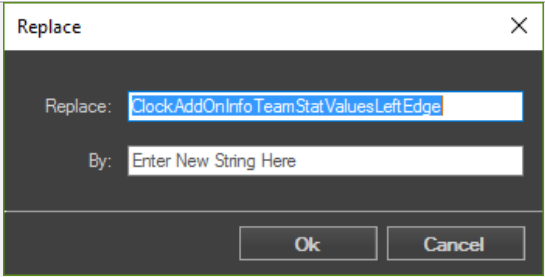
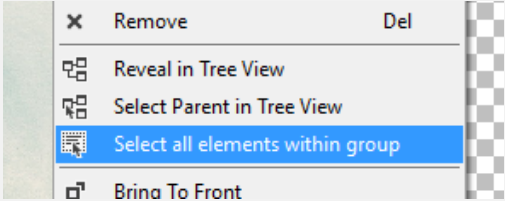
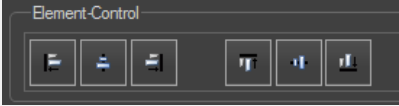

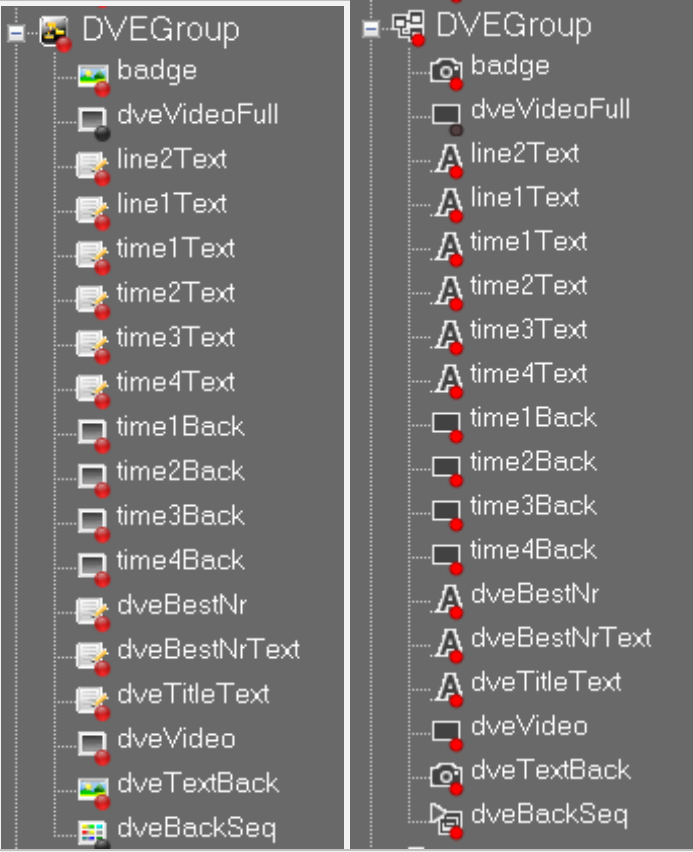
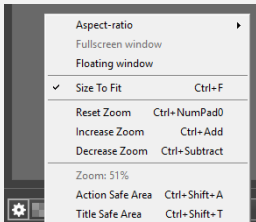




Version	Changes
2016-09-07	<ul style="list-style-type: none">Now using combinedOrigin for Cuba.Camouflage.IntRectangleSource
2016-08-05	<ul style="list-style-type: none">Better error handling when no table element line template is defined
2016-08-04	<ul style="list-style-type: none">Added table item layout modetable layout size, layout mode, width and height, repetition count, line template are now equalizable
2016-08-01	<ul style="list-style-type: none">Added FloatSource to combine two float sources (sum, max)
2016-07-22	<ul style="list-style-type: none">Selected image in image element is now equalizeableAdded matrix element separation widthMinor cleanup in new layout dialogAdded save as layout menu item <div></div> <ul style="list-style-type: none">Added replace part in name dialog <div></div>

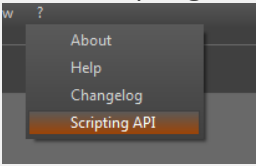
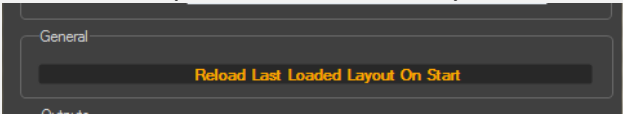
	
2016-07-21	<ul style="list-style-type: none"> ○ Added remove selection to layout tree context menu in multi select
2016-07-18	<ul style="list-style-type: none"> ○ Preview grid size and color option can now be changed
2016-07-15	<ul style="list-style-type: none"> ○ Effects now have a direction ○ Added local bounds property to element
2016-07-14	<ul style="list-style-type: none"> ○ Fixed problem regarding duplicate of text and images in some cases ○ Added select all in group to context menu 
2016-05-31	<ul style="list-style-type: none"> ○ Added absolute position to property grid ○ Adapted blur begin and end semantic analog to old cuba engine
2016-05-26	<ul style="list-style-type: none"> ○ Fixed: crawl blue-in and blur-out have been swapped
2016-05-25	<ul style="list-style-type: none"> ○ Added progressive to interlaced image sequence conversion
2016-05-24	<ul style="list-style-type: none"> ○ Fixed group duplicate issue ○ Added guid sanity check on layout load
2016-05-20	<ul style="list-style-type: none"> ○ Fixed crawl rendering in gdiplus mode ○ Added text blur support to crawl

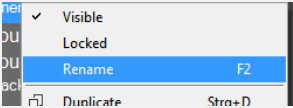
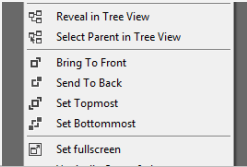
2016-05-19	<ul style="list-style-type: none">○ Changed pango text rendering shader to use blendcolor.
2016-05-12	<ul style="list-style-type: none">○ Added multiple input support○ Changed output settings format to common one (HDP, GraphicsApp) old output settings will not be imported
2016-05-09	<ul style="list-style-type: none">○ Fixed fractional tracking value loading / saving
2016-03-14	<ul style="list-style-type: none">○ Added recent file menu○ Moved save and save as to the upper part of the menu since the user uses them more frequently
2016-02-05	<ul style="list-style-type: none">○ Size handle resizing now resizes all selected elements○ Pressing Escape will unselect current selection○ Right click on canvas now performs left click action, too.○ Added message box when layout could not be loaded.○ Added simple file resolver in layout load (when file with absolute path does not exist it tries to lookup the file within the project)○ Added support for multiple element deletion
2016-02-04	<ul style="list-style-type: none">○ Added alternative selection handle color to indicate first selected element in selection list○ Replaced alignment images by modern representation <div> </div> <ul style="list-style-type: none">○ Replaced element images by modern representation

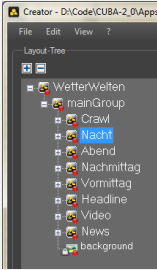
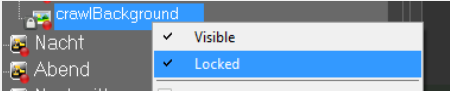
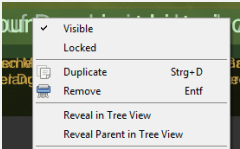
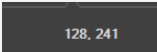
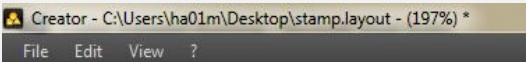
	
2016-02-03	<ul style="list-style-type: none"> ○ Added multi selection in canvas ○ Locked elements have different size handle ○ Added new settings button to show canvas menu  <ul style="list-style-type: none"> ○ Locked elements can be selected in canvas
2016-01-29	<ul style="list-style-type: none"> ○ Added shift click for aspect ratio correct resize with size handles ○ Size handle interaction is now undo redo able ○ Prevent empty undo redo items when just selecting an item in canvas
2016-01-26	<ul style="list-style-type: none"> ○ Added very simple size handle support
2016-01-25	<ul style="list-style-type: none"> ○ Fixed error in send to topmost / backmost in some circumstances

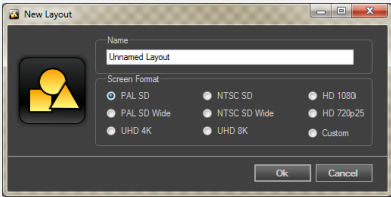
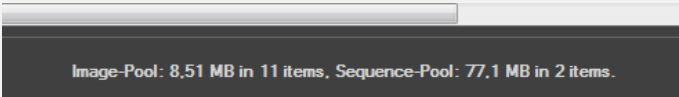

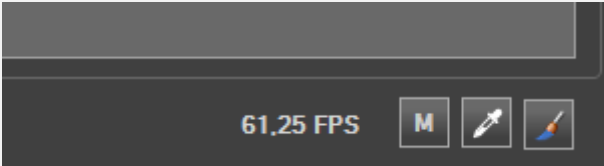
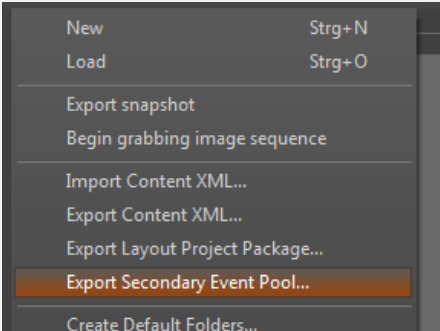
	<ul style="list-style-type: none"> ○ Creator should now load associated layout files
2016-01-20	<ul style="list-style-type: none"> ○ Added configuration for simple text blur
2016-01-19	<ul style="list-style-type: none"> ○ Minor ui fixes in text based edit item labels. ○ Removed image map property from edit items since it is internal ○ Added configuration for upcoming text auto size mode
2015-11-30	<ul style="list-style-type: none"> ○ Crawl test control style may now be used full qualified or just by stock element name ○ Added sticky headline with anchors to scripting api
2015-11-19	<ul style="list-style-type: none"> ○ Added crawl test control (CR-27) ○ Transitions can now be played backward (CR-29)
2015-11-17	<ul style="list-style-type: none"> ○ Added scheduled command support for imageSequence SetPlayingDuration (CR-27) ○ Added scheduled command support for crawl SetActive (CR-24) ○ Added getter for LoadedImages to image element
2015-11-16	<ul style="list-style-type: none"> ○ Fixed invisible image sequences after layout loading before playing in no chapter mode (CR-25) ○ Added scheduled command support for imageSequence SeekToFrame (CR-26)
2015-11-02	<ul style="list-style-type: none"> ○ Fixed Drag and drop issue when moving groups at groups at different index then 0 (CR-22) ○ Fixed duplicating a group does not / no longer work without reloading layout (CR-23)
2015-10-30	<ul style="list-style-type: none"> ○ fixed Layout.ImageSequencesDir was handing out graphics directory ○ sequence folder requester now selects image sequence folder as selected path when nothing was selected ○ image source folder requester now selects graphics folder as selected path when nothing was selected ○ changed naming pattern when cloned ○ fixed new introduced drag and drop error
2015-10-21	<ul style="list-style-type: none"> ○ "Preserve Ratio On Resize" and "Fill Preserving Ratio" are now equalize able

	<ul style="list-style-type: none"> ○ Added <i>ImplicitTransitionResetsExplicitTransitions</i> property to shapes
2015-09-30	<ul style="list-style-type: none"> ○ Added <i>CreateStaticSource</i> for <i>System.Drawing.Size</i> ○ Added <i>CreateOriginSourceX</i>, <i>CreateOriginSourceY</i> to construct value sources from position ○ Added <i>CreatePointSource</i> method overload with shape for convenience ○ Added <i>CreateCroppingRectTransition(TimeSpan duration, IntRectangleSource liveAdjustmentSource);</i> to permanently grab origin and size of source object
2015-09-29	<ul style="list-style-type: none"> ○ Added option to invert cropping rectangle handling (CR-18) ○ Element cropping settings are now grouped in property grid. Uselocal cropping rectangle, invert cropping rectangle and use circular cropping area are now persisted in layout and user accessible.
2015-09-28	<ul style="list-style-type: none"> ○ Added CubicBezierCustomParameters mode to transitions to support better custom behavior (CR-16) In order to use <i>ThirdTimingFunctionParameter</i>, <i>ForthTimingFunctionParameter</i> and <i>SetTimingFunctionParameters</i> method have been added to transition object to configure this mode. <p><i>transition.Mode = Cuba.Camouflage.TransitionMode.CubicBezierCustomParameters; transition.SetTimingFunctionParameters(0.600, -0.280, 0.735, 0.045);</i></p>
2015-09-25	<ul style="list-style-type: none"> ○ Local cropping rectangle can now be changed by schedulable commands (CR-15)
2015-09-24	<ul style="list-style-type: none"> ○ Cropping rectangles now have option to set them to local instead of global coordinates (CR-14) ○ Crawl group cropping rectangle should now adjust when group gets translated by transition (CR-13)
2015-09-14	<ul style="list-style-type: none"> ○ Added watchfolder support to images to load and unload images added and removed by user (CR-12) ○ Image image sizes are now available via size source request at runtime ○ Extended three-part image support to nine part
2015-09-08	<ul style="list-style-type: none"> ○ Exchanged icon

2015-08-25	<ul style="list-style-type: none"> ○ Added open scripting api to scriptpad ○ Added filter to classes and enum list in scriptpad
2015-08-13	<ul style="list-style-type: none"> ○ Autoloaded layouts on start are now accessible in scripting, too. ○ May fix hag on close
2015-08-12	<ul style="list-style-type: none"> ○ Add alignment support when resizing with aspect (HDP-207)
2015-08-11	<ul style="list-style-type: none"> ○ Added optional live input(CR-10)
2015-08-07	<ul style="list-style-type: none"> ○ Script pad library items are now sorted
2015-08-04	<ul style="list-style-type: none"> ○ Fixed new rare deadlock on scripting selection ○ Optimized scripting API creation and content
2015-08-03	<ul style="list-style-type: none"> ○ Enhanced scripting API overview, added shift click to scan adjacent assemblies
2015-07-30	<ul style="list-style-type: none"> ○ Added scripting API overview 
2015-07-29	<ul style="list-style-type: none"> ○ Script browser now shows more managed methods and elements ○ Script browser now shows native scriptable objects ○ Script browser now shows enum values ○ Updated scintilla engine for ad hoc scripting
2015-07-16	<ul style="list-style-type: none"> ○ Creator has option to reload last layout on start (CR-8) 
2015-07-13	<ul style="list-style-type: none"> ○ Improved zooming (now zooms to mouse location and no longer to upper left corner)
2015-07-08	<ul style="list-style-type: none"> ○ Fixed image element insets not forwarded to renderer on load ○ Added session monitor
2015-07-06	<ul style="list-style-type: none"> ○ Added Auto counting to text

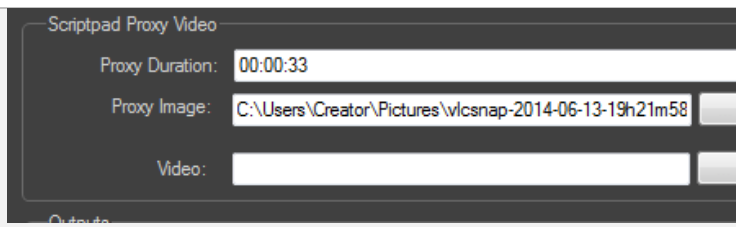
	<ul style="list-style-type: none"> ○ Fixed column header drag in ad hoc scripting panel
2015-07-03	<ul style="list-style-type: none"> ○ Cosmetic changes to ui (removed old button background in some dialogs) ○ Enabled equalization for mixed element types in selection
2015-06-19	<ul style="list-style-type: none"> ○ Added UnloadAllImages script method for images. ○ Locked elements visibility can no longer be altered ○ Fixed error in RemoveAllElements ○ Added Fill-Aspect-Preserve scaling option
2015-06-18	<ul style="list-style-type: none"> ○ Image map content folder can now be equalized
2015-06-10	<ul style="list-style-type: none"> ○ Fixed drag and drop issue after renaming elements ○ Fixed error when cloning image element without defined image
2015-05-26	<ul style="list-style-type: none"> ○ Elements will no longer be highlighted when mouse exits canvas ○ Added context menu item for renaming elements (CR-4) 
2015-05-07	<ul style="list-style-type: none"> ○ Renaming elements is now also possible from tree view itself via F2 (CR-3)
2015-03-18	<ul style="list-style-type: none"> ○ Fixed non assignable crawl extent
2015-02-13	<ul style="list-style-type: none"> ○ Added bitmap comparison in image cropping to show user which images could be removed and replaced by chapter or script logic. These images will be marked by “_(repetition)” in their name ○ Enhanced user feedback information in image cropping
2015-01-22	<ul style="list-style-type: none"> ○ Added context menu actions to change elements z-order without drag and drop in tree view 

<div>2015-01-21</div>	<div><ul style="list-style-type: none">○ Added expand all and collapse all buttons to layout tree view. When a node is selected the actions will be performed to the node and all child nodes. When no node is selected the whole tree will be collapsed or expanded.</div> <div></div> <div><ul style="list-style-type: none">○ Fixed 4 and 8 k layout alignments○ Added basic element locking to prohibit accidental moving of an element</div> <div></div> <div><ul style="list-style-type: none">○ Added reveal node in treeview and select parent in tree view to elements context menu</div> <div></div>
<div>2015-01-20</div>	<div><ul style="list-style-type: none">○ Fixed truncated node names in tree view○ Added basic element selection in preview○ Added element context menu for preview selection○ Added canvas mouse position to status line</div> <div></div> <div><ul style="list-style-type: none">○ Added zoom level to title</div> <div></div>
<div>2014-12-15</div>	<div><ul style="list-style-type: none">○ Added double click to make preview floating window, added full screen context menu option○ Added UHD4K, UHD8K to new layout dialog○ Fixed drag and drop z-order bug in some cases</div>

	
2014-12-02	<ul style="list-style-type: none"> ○ Added ChapterChangedAction and ChapterChanged event to ImageSequence
2014-12-01	<ul style="list-style-type: none"> ○ Image sequences are now correctly aligned on layout load ○ Added image and image sequence pools memory information to statusbar 
2014-11-28	<ul style="list-style-type: none"> ○ Changed icon  ○ Added Frame counter 
2014-11-21	<ul style="list-style-type: none"> ○ Added enable session synchronization settings option
2014-11-19	<ul style="list-style-type: none"> ○ Added secondary event pool export 
2014-11-12	<ul style="list-style-type: none"> ○ CrawlMode and CrawlSpeed can now be changed at world time or per clip relative time

	<ul style="list-style-type: none"> ○ CrawlMode and speed are now marked scriptable
2014-11-05	<ul style="list-style-type: none"> ○ Added context menu to wrap selected items in new group <div data-bbox="388 241 740 455" data-label="Image"> </div> ○ Added user requester to create project structure on first layout save <div data-bbox="388 609 872 851" data-label="Image"> </div> ○ Added export layout package <div data-bbox="498 967 833 1422" data-label="Image"> </div>
2014-09-19	<ul style="list-style-type: none"> ○ Added option to show Safe Area ○ Added context menu option for resize to fullscreen ○ Added context menu option for v- and h- center in layout ○ Added option to align elements in layout, title or action safe area

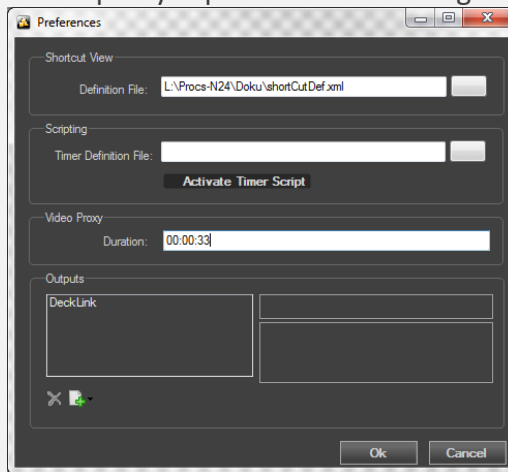
2014-09-16	<ul style="list-style-type: none">○ Added readonly character count in texts property grid
2014-09-10	<ul style="list-style-type: none">○ ImageSequence Active Chapter, Source, Looped and Ping Pong are now equalizable○ Resize is now equalizable
2014-08-28	<ul style="list-style-type: none">○ Text Shadow can now be equalized
2014-08-12	<ul style="list-style-type: none">○ Added control + f for size to fit
2014-07-23	<ul style="list-style-type: none">○ Added current zoom in preview context menu <div><div>Aspect-ratio</div><div>Size To Fit</div><div>Reset Zoom Strg+NumPad0</div><div>Increase Zoom Strg+Add</div><div>Decrease Zoom Strg+Subtract</div><div>Zoom: 60%</div></div> <ul style="list-style-type: none">○ Fixed wrong movement pixel ratio in some cases○ Added axis lock when moving elements and holding shift after mouse down. Locked axis is determined by larger offset <div><div>x: 0px (locked) y: -15px</div><div>x: 31px y: 0px (locked)</div></div> <ul style="list-style-type: none">○ Added tooltip with pixel delta when moving elements by mouse <div><div>x: 11px y: -13px</div></div> <ul style="list-style-type: none">○ Added scrolling on mouse press when shift key is pressed
2014-07-22	<ul style="list-style-type: none">○ Added preview zoom in by pressing control +○ Added preview zoom out by pressing control -○ Added preview zoom reset by pressing control numpad zero○ Added mouse wheel zoom while pressing control○ Added mouse wheel vertical scrolling while pressing shift○ Added mouse wheel horizontal scrolling
	<ul style="list-style-type: none">○ Added proxy image file path or real video to settings to use as proxy video



- Added option to toggle between proxy video and grid background



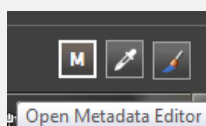
- Added proxy clip duration to settings

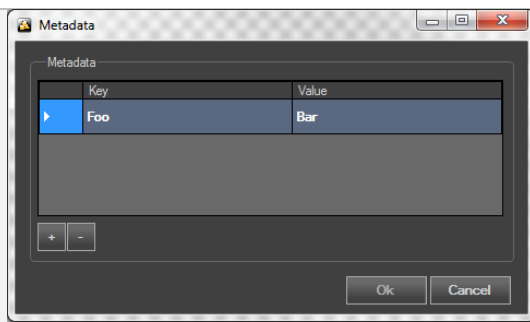


- Color scheme is now available in scripting and has two convenience methods for script usage
- Added some convenience methods to layout for script calls to size and position
- Script pad can now clear its content, open another script or save content to disk



- Added metadata edit for clip scripting support





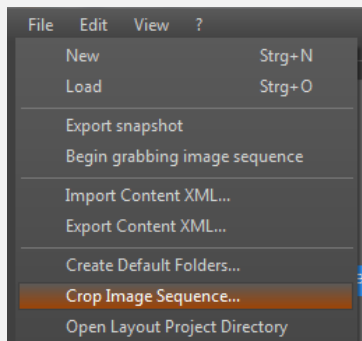
- Added simple clip scripting support via

```

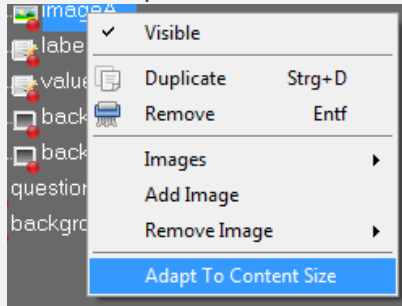
4  #param video : Object ?? null
5
6  log.Print("video.Metadata[activeKey] ... " + video.PlaybackId );
7  log.Print("video.Metadata[activeKey] ... " + video.Metadata["Foo"] );
8

```

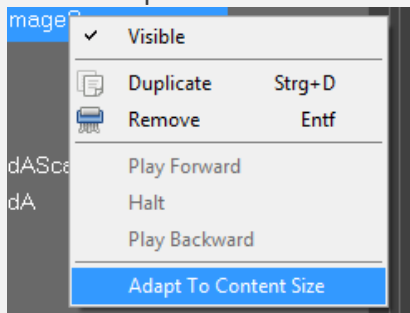
- Added image sequence cropper



- Added adapt to content size for images

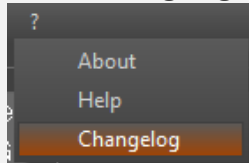


- Added adapt to content size for image sequences

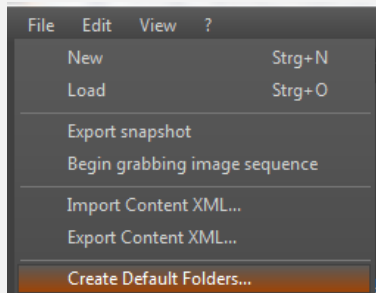


- Fixed context menu equalize position call
- Fixed some oddness in context menu right click behavior in tree view
- Fixed some odds with visibility and position equalization
- Fixed new layout form title wording
- Fixed some creator tree view odds regarding drag and drop order
- Fixed Creator drag drop qualifier to reflect action i.e. move when using inner tree drag drop and copy from element pool
- Added creator drag + **control** to clone moved element in layout tree
- Changed creator drag only starts when single element gets dragged (was only single drag support beforehand but looked as if multiple took place)

- Added Changelog

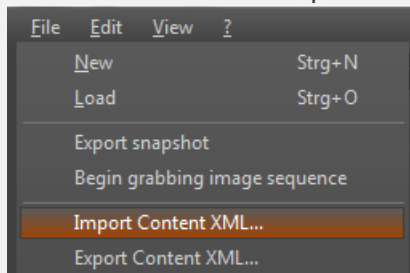


- Added create default directories

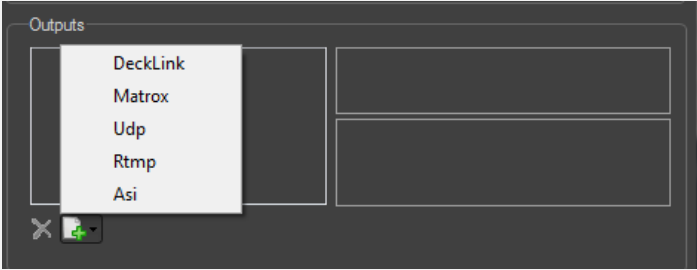


- Changed basic content export to new content description

- Added basic content import



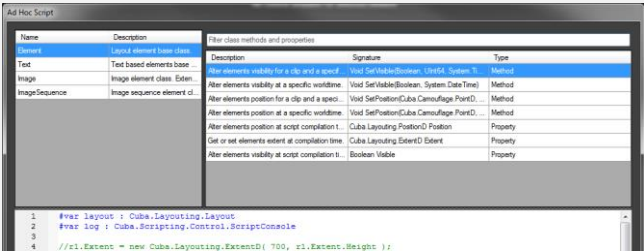
- Added output settings control



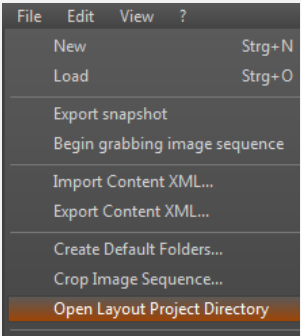
- Fixed wrong about icon
- Added implicit animation activity, mode and duration to layout

Implicit Animation	
Use Implicit Animation	True
Implicit Animation Transition Mode	EaseInOutExpo
Implicit Animation Duration	00:00:01

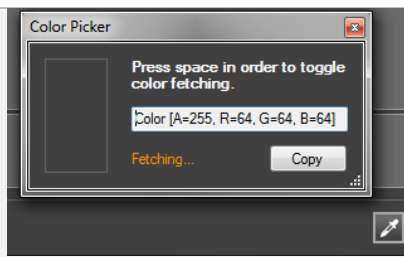
- Added script class browser



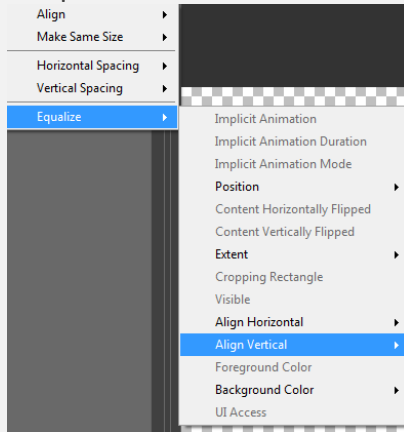
- Added open layout root folder



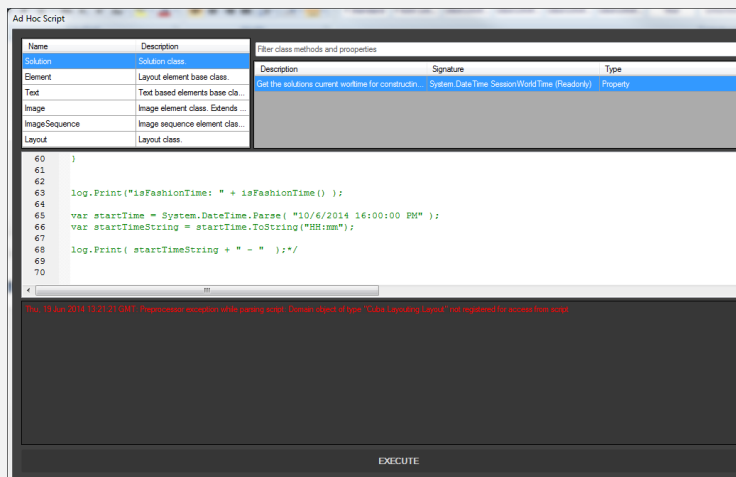
- Added simple color picker



- Added new equalize submenu for common element properties, removed static equalize option for visibility and positions



- When saving a layout a preview image will be saved in "{layout project directory}/.metadata/{layoutname}.png"
- Added console to script panel



- Now showing element bounds (read only) in property grid useful for i.e. copy its value to cropping rectangle

Content Fragment	Repeat
General Setting	
Extent	1920 x 15 px
CroppingRectangle	0; 0; 0; 0
Bounds	0; 912; 1920; 15
Name	lowerThirdBlackBar
Opacity	<input type="checkbox"/> 100

- Added hsv to color chooser

Color Edit

RGB

R:

G:

B:

A:

Hex:

HSV

H:

S:

V:

Color Management

Template:

- Added hex text field to color chooser

Color Edit

R:

G:

B:

A:

Hex:

Color Management

Template: