Crestron D3 Pro v2.8.29 Release Notes:

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I. Introduction to D3 Pro

Congratulations! You have received a copy of Crestron's D3 Pro software package.

Crestron's D3 Pro offers **d**esign, **d**evelopment, and **d**ocumentation for home automation. The initial release of D3 Pro concentrates on lighting applications, with additional support for auxiliary devices such as security systems, shades, etc

The **design** aspect of D3 Pro enables you to easily break each project up into areas and rooms. To each room you can add user-interfaces (selected from Crestron's extensive lineup of touchpanels, keypads, and handheld remotes) Then you can add lighting, motor, and fan circuits to as dictated by your load schedule. Finally you can let the Lighting Wizard create the appropriate lighting hardware to control your loads, or you add this hardware manually.

The **development** aspect allows you to determine what actions occur when the user presses a button on a keypad, remote, or touchpanel. And you can program actions to occur based on time of day, or when a contact closure is detected. Programming is accomplished using a simple yet powerful user-interface.

Finally, D3 Pro allows you to **document** your project by creating attractive and easy to read reports. These reports are generated in HTML, meaning that they can easily be emailed, or imported into another application such as Microsoft Word or Excel for inclusion in a larger document.

The Crestron D3 Pro is fully integrated with Crestron's suite of software development tools, including SIMPL Windows, VT Pro-e and the Crestron database. These tools work together to provide the link between Crestron systems hardware, touchpanels, and the world of equipment to be controlled.

Crestron has devoted a great deal of time and effort to make this software useful and effective. If you have any comments or suggestions, we would appreciate hearing from you by email at software@crestron.com. If you cannot email us, you can also give us your feedback via the telephone or fax. If you are experiencing problems, Crestron's top-notch technical support team is standing by to help you at 1-888-CRESTRON.

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II. Summary of Changes Since v2.8.21

This version is a maintenance released designed to fix critical bugs found since v2.8.21:

- Fix the real-time control with Inifinet/EX issue
- Use the Global Tap/Hold time for the holding-time value for both SinglePress+Dim and Toggle+Dim button models. The old holding-time is fixed 0.5 sec.

- Fixed the dead-locked issue when using VTPro-e to program touch-panel buttons and have conflict condition.
- Increase the time-out value for Tool-box commands, to 15 Sec.
- Fixed duplicate learnable preset generation and conditional in Dynamic Preset.
- Fixed Signal feedback combo-box resize and tool-tip issue in the programming edit dialog.
- Fixed crash issue when adding a new preset which causes a big preset ID.
- Fixed unable to upload program issue when new toolbox release 2.26.11 or later is installed.
- Fixed the Master Raise/Lower broken issue.

III. Detailed Revision History

v2.8.21

Fixed Bugs

- Fixed bug where application would often fail to run properly when running under Windows XP inside of a virtual machine (VM). User would see message “Failed to initialize view ‘cnAppBuild.ViewProgramming’.
- Fixed program generation bug which would cause Tap/Hold or Tap/DblTap/Hold button models to break on keypads that were cloned or exported (or both). Cloning keypads and remote systems would work, but local button presses would not.
- Fixed Load Schedule View list-view bugs: columns can be sorted by clicking on the column header, and columns can be added/removed via right-click menu.
- Fixed the system properties accessible issue when the control processor is one of MC2E, MC2W, or MP2.
- Fixed program generation bug which would show critical errors.
- Increase Tool-Box command timeout to 15s.

v2.8.16

Enhancements

- Added support for infiNET EX devices
- Allow programming of the same device more than once within the same logic preset
- When deleting a control module (e.g. dimmer) offer option to remove attached loads
- Added Copy button to Help->About to copy version information to clipboard
- Added Device Database version to Help->About dialog
- Added Serial Number field to property dialog. This allows for improved device detection via Toolbox.
- When adding a device that requires an auxillary "controller" (e.g. RF gateway for a wireless device), you are now presented with an improved dialog for selecting the controller. This dialog allows you to filter the options by Area or Room.
- Added vertical scroll bar to the Notes box in programming view
- Improved Load Assignment dialog for wallbox dimmers and switches
- When adding wallbox devices that support two loads, now prompted for attaching/creating both loads
- Allow reassigning of device controller (e.g. RF gateway) directly from Properties dialog
- Device selection from Interface and Module Views now allows subcategories for easier searching
- Improved formatting of Load Schedule report for improved printing
- By default new loads are no longer selected for recording by the vacation scheduler. This prevents accidental cases where internal NVRAM disk space would be exhausted.

- Various report improvements
- Various minor enhancements

Fixed Bugs

- GLS-SIM added to Bill Of Materials properly
- In Load Schedule View, tree will now scroll automatically when dragging a load beyond tree boundary.
- The 2nd gateway is highlighted by default instead of the current gateway.

- Allow time and date columns in Real-time View
- Mouse hour glass cursor appears throughout process of Copy/ Paste
- Fixed bug where Paste Special did not work from list area in Interfaces View
- Eliminated erroneous warning when changing time of new scheduled event
- Now able to import existing TPMC-8X VTPro-e projects
- Fixed bug where buttons using the Tap, Hold, or DoubleTap events that were exported to a remote system could not be triggered from the remote processor
- Fixed bugs which could cause custom Touch-panel logic to be lost in various situations
- Fixed bugs with simulated keypad button presses from within Real-time View
- Fixed preset synchronization bug where there were loads in the preset which were not assigned to any control module
- Fixed rare bug that could result in a project that would not open, after replacing a CAEN-7x1 with a CAEN-4x1 enclosure (issue may have occurred with other replacement combinations as well)
- Numerous minor bug fixes

v2.6.15

- Added support for the DIN-rail modules and enclosures in “Module and Enclosure View”.
- Added support for the DIN-rail product line to the “Module Assignment Wizard”.
- Added support for the CLS-EXP* line of expansion modules.
- Added “0-10V External Dimmer” and “0-10V LED Driver” loads. These loads are intended to be controlled via the DIN-AO8 module.
- Enhance support for new keypad modules. Now D3 Pro will use the built-in Tap, DblTap, and Hold events provided by most new keypads. D3 Pro will also use the built-in blink patterns to generate the blinking effects during lighting fades and delays.
- Added the “Tap and DblTap” and “Tap, Hold, and DblTap” button models.
- Added “Search” box to the drop-down list in Module and Enclosure View. This provides a fast way of locating loads when assigning them to modules. Searches for load name, area/room name, and controlled circuit number.
- Added a “Replace With…” feature for enclosures. This allows enclosures of similar types to be swapped out easily (e.g. CAEN 4x1 for a CAEN 7x1).
- Added a “Status” field for all loads. This field can be used during system commissioning to help keep track of which loads have been confirmed as wired correctly, which have been confirmed to be wrong, and which have not yet been checked.
- Added shortcuts to locate lighting loads from the Programming View. Right-click on a programming step that targets a load, and the context menu will have “Show in Load Schedule” and “Show in Module View” options.
- Added an “Engraving” report, which simply shows a picture of all selected engraved products in the project.
- Changes made by the end-user to scheduled events can now be synchronized back into the D3 Pro project file. During the synchronization process, D3 Pro displays the differences for each event and allows the user to choose which events to

synchronize, and which to leave as is.

- The Event Scheduler now has a logging feature that can be enabled from the control processors's text console. This feature will write an entry to a log file each time a scheduled event is fired.
- The Event Scheduler now provides an option to fire off "past" events on startup. This feature is convenient when the system restarts after a lengthy power failure. The scheduler will fire events from the past 24 hours, which is usually sufficient to ensure that lights, variables, etc. that are controlled by a timeclock will be properly initialized.
- Scheduled events now have "hidden" and "read-only" flags. The former will cause the event to be hidden from touch panel editing, while the latter will show the event but not allow it to be edited.
- Added a number of console commands used for troubleshooting projects. From a console prompt, type `userprogcmd "HELP"` for details.
- Added support to the Module and Enclosure Wizard to allow adding of the CAENIB and CLTIBN products (220/230/240V systems only).
- Added feature to automatically repair a project file if we detect that the project and the embedded SIMPL Windows program are out of sync. This occurred very rarely, but would require intervention by Crestron to correct it. Now D3 Pro will be able to correct the problem itself in most cases.
- Added support for multiple template files for the same touch panel type (e.g. Gel Blue and Destiny).
- Added support for D-Nav objects on touch panels, where supported.
- Added a "Type" column to the Module and Enclosure View when the user clicks on an Area, Room, or project node in the tree. This helps to positively identify the model number.
- Renamed "Record" field to "Vacation Record" in the Lighting Load Properties section of the Load Schedule View (to improve clarity).
- Improved robustness of drag and drop functionality for moving devices between rooms.
- Removed warning message upon startup if Google Desktop was running. The latest version of Google Desktop (v5.7) does not appear to conflict with D3 Pro program generation.
- Moved the Verify Hardware and Set Network IDs buttons above "Synchronize" on the Finish View to be more consistent with a typical workflow.
- The Module Assignment Wizard now allows adding new rooms directly (e.g. to place enclosures into).
- D3 Pro exported projects now include compiled touchpanel projects, preventing the need to recompile the projects after import.
- Button reference names are now shown in the Clone drop-down list.
- New Tool-Box Tree for better control
- Separation of Master and Slave interfaces.
- Button reference names are now shown in the Clone drop-down list.
- Better GLS-SIM and Occupancy sensors support.
- The "Vacation Record" flag is not checked by default for new loads.
- Fixed crash when attempting to create a Scheduled Event during a leap day (the crash occurred when the PC's clock was set to a leap day, not the scheduled event).
- Fixed crash that could occur while copying and pasting conditional logic.
- Fixed crash after saving to a network drive, then disconnecting the drive and attempting to save again to the same drive.
- Fixed bug where "AutoJoin" button was hidden from programming dialog while in VTPro-e.
- Fixed bug where loads that were created by copying/pasting existing loads would not appear in the "devices" tab in the touch panel properties dialog. Closing and reopening the project would cause them to appear.

- Fixed bug where in certain cases the Override levels set on modules were being cleared.
- Fixed bug where the "_File Location_" parameter was not being set on devices, meaning that some devices would store data to a default location, rather than obeying the location specified in the System Properties dialog.
- Fixed bug where attempting to turn on Real-Time Mode while no control processor is connected would attempt to start the synchronization process.
- Fixed bug where program generation would fail for projects containing > 500 loads marked as "Record".
- Fixed bug where deleting a device from a "list" (various Views) would cause the focus to jump to a "random" device. Now focus is shifted to the next item in the list, when possible.
- Warning dialog that appears after program generation is now resizable.
- Fixed bug where Most Recently Use file list (File Menu) was not updated when a project was opened and the user only clicked on Build Program.
- Fixed bug where clone buttons wouldn't indicate that they are "programmed" (i.e. appear in bold) until the View was changed and then reentered (only applied to non-graphical programming interfaces such as the CLW-DIM4RF).
- Preset Synchronization file does not include unattached loads.
- Fixed issue when enter out-of-range join number.
- Fixed bug when initially select Multi-Press button model.

v2.5.5

- Fixed bug where application could crash when editing conditional expressions involving certain devices (e.g. Cameo 2 keypad).

v2.5.4

- Properly handle discontinued products regarding the Bill Of Materials. Also improved the Bill Of Materials reports to distinguish between discontinued products and those for which pricing info is missing.

v2.5.3

- Fixed bug (introduced in v2.5.2) where application would crash when editing lighting levels from the "Adjust Lighting" grid in Programming View.

v2.5.2

- Fixed bug where application would crash when the "Page" button on the ML-600 remote was clicked on when an empty Group was selected.
- Improved message that appears when Sync Learned Lighting is attempted with no communications to a processor established.
- Added support for new device types, including Cameo Version 2. (NOTE: actual support for this or other devices also requires an appropriate version of the Crestron Database).
- Fixed bug where devices that had a module name (.cmc file) longer than 50 characters would not be saved properly.
- Fixed rare bug where application would crash when Module and Enclosure Wizard was configured to place the control processor in a room that had no enclosure.

v2.5.1

- Fixed bug where there was no way to replace a C2ENET-1 card with a C2ENET-2 card (bug was addressed previously, but still did fix problem)
- Fixed bug where application would complain if user database file was missing.
- Fixed bug where changing ML-600 RF ID would cause invalid compiled file.

- Fixed bug where user IR files were not being copying into the user IR directory during the Import Archive process.
- Fixed bug where a project with more than one CHV-TSTATRF device would cause an error message during Auto Backup.
- Fixed bug where sometimes drag and drop operations inside the infiNET Configuration dialog would not work properly.
- Improved error message returned when the Sync Learned Lighting button is pressed (Finish View) when no communication to a control processor has been established.
- Fixed bug where renaming a touchpanel interface, or renaming the room it is in would force a recompile of the touchpanel project on an upload.
- Fixed rare application crash while in Load Schedule View (could occur when mouse button was clicked multiple times while in certain areas of header row).
- Fixed rare application crash that could occur while adding/deleting some CLW products (could occur if action was performed very fast while keys on keyboard were being pressed)
- Fixed case where user would be erroneously prompted that some objects on a touchpanel no longer exist, and asking if corresponding logic should be deleted.

v2.5.0

- Fixed bug where slave dimmers and switches would be placed into the Bill Of Materials with a default color, and color could not be changed via the properties dialog. In addition, slaves would not always be added using the noted "default" color (once the default color was manually changed this worked ok).
- Fixed crash when minimizing the infiNET Configuration dialog.
- Fixed bug where Paste Special would fail with certain touchpanel projects.
- Fixed bug where Total Watts field in Load Schedule could be wrong for very large values of Fixture Quantity and/or Fixture Load.

v2.4.6

- In Edit Step dialog, all devices that already exist in the currently selected preset will appear in bold. This is designed to make it easier to distinguish between these devices and those that have not been programmed in this preset yet.
- Fixed bug where the total load on each feed of a CLX-2DIM8 were not limited to 1440W when using 15A circuit breakers (120V).
- When replacing a C2ENET-1 card with a C2ENET-2 (or vice versa), user is now prompted to verify the replacement, and Finish View Tree is now updated.
- Fixed rare crash that could occur when dragging and dropping "empty" RF Slots in the infiNET Configuration dialog

v2.4.5

- Fixed crash in infiNET Configuration dialog when dropping a device directly onto a C2N-MNETGW (infiNET gateway)
- Now allow replacing a C2ENET-1 card with a C2ENET-2, and vice versa
- Fixed bug where a Trash icon would be inserted into the tree when Alt+F12 was pressed

v2.4.4

- First alpha version since v2.4.3

v2.4.3

- Fixed bug where Bill Of Materials information relating to the control processor would be lost when a new project was opened (i.e. model could be wrong and any accessories would be lost).
- Fixed bug where default “Derating Factor” for new 220V, 230V, or 240V systems was

still defaulting to 80% (instead of 100%).

v2.4.2 (Build 20070323:2)

- Fixed bug in Realtime View where the Raise/Lower buttons for the "Equipment Room, All Room Lights" device would send a raise/lower command to all lighting loads in the entire project.
- Fixed bug where user would be prompted to upload the scheduler data files on each upload, even if there were no scheduled events in the project.
- Fixed bug where answering No to the "Upload Scheduler Data Files?" message box would prevent the learnable lighting master data file from being sent. This could affect synchronizing learnable lighting.
- Fixed bug where the InfiNET Configuration dialog could be opened even if there was no project opened.

v2.4.2 (Build 20070322:1)

- Fixed crash when launching Module and Enclosure Assignment Wizard
- Fixed crash that could occur during upload if an error occurred.
- Add 16A breakers to the list of available breaker sizes for systems with a Line Voltage setting of 220V, 230V, or 240V.
- Changed the default breaker size to 13A (was 10A) for systems with a Line Voltage setting of 220V, 230V, or 240V.
- Changed default value for "Derating Factor" to 100% for systems with a Line Voltage setting of 220V, 230V, or 240V.
- Disabled the "Derating Factor" text box for 120V systems (value is fixed at 80% as per NEC).

v2.4.1

- Fixed bug where learnable buttons that have no corresponding feedback LED that have the "Single Press + Dim" and "Toggle + Dim" button model will cause a compile error during the Build process.
- In Realtime View, the Start Flashing button is now disabled for the All Room Lights devices.
- Fixed crash when clicking the Rename Calendar button on the Scheduled Event dialog when the project contains no existing Calendars.
- Fixed bug in Programming View where Global Preset options (e.g. Special Run Behavior) were being displayed even when the Global Presets node was not selected on the tree.
- The Load Wiring Report now shows the proper label colors for the CLTI terminal blocks.
- Fixed bug in Realtime View where the Start Flashing button was not working for loads attached to a CLW-DIM*.
- Fixed bug where generating system documentation would fail if a project had been converted from 120V to 220-240V (or vice versa).
- Fixed bug where importing an archive containing a user module (.umc) would generate an error message that user module could not be found (would be found if application was restarted).
- Added message box to confirm that files have been transferred when selecting Upload Run-time Data from the context menu in Finish View (when right-clicking on control processor in tree).
- Fixed bug where sometimes devices that were renamed or moved would not have their name/location updated in the Finish View tree.

- Fixed bug where the user would be prompted to confirm logic deletion after editing a touchpanel project in VTPro-e, even if no programmed objects had been removed.
- Fixed bug where user was not prompted to edit the name of a newly added slave dimmer or switch.
- Fixed bug where the Interface Programming Report was not showing a room for slave dimmers and switches.
- Added slave dimmers and swicthes to the Library in Interfaces View (must be dropped onto an appropriate master device).
- Fixed bug where adding an CLW-SW* device, and then allowing D3 Pro to create a new load and attach it to the new device would generate a non-dim load but this load would appear to be dimmable in the Programming View (the application will also automatically fix any older projects that experienced this bug).
- Fixed bug where the Bill Of Materials would be wrong if you added a device from the Interface View (e.g. CLS-C6), but the default selection (e.g. CLS-C6A) was not supported by the line voltage for the current project.
- Made the Line Voltage combo box wider (System Properties dialog, Lighting tab) to accommodate “230V (CE)”.
- Added the ability for the Bill Of Materials report to express prices in units other than US Dollars (it will get the desired unit from the price.xml file).
- Updated help file to reflect the correct minimum versions of required applications (e.g. SIMPL Windows).
- The built-in System device now has the Add Panel Pages option deselected by default.
- Fixed bug in Realtime View where sometimes the Custom Realtime Control being shown could be out of sync with the selected device in the tree.
- Other minor bug fixes.

v2.4.0

- Added check in Realtime View when clicking on an interface to see if this interface is currently being monitored, and if not offer the option to do so automatically.
- Generate warning messages when an Area is being deleted to show all the items inside that area that will be deleted as a result (this was being done at the Room level, but not at the Area level).
- Fixed bug where Cut/Copy was showing as available in Global Preset and Global Expressions list even if no valid preset/expression was selected.
- Fixed crash if copy/cut were selected in Global Preset or Global Expression list without a valid preset/expression selected.
- Fixed bug where custom Realtime View control for non-dim loads did not work properly for loads attached to in-wall switches.
- Fixed bug where the “Raise” command was being selected by default for lighting loads when creating a Step (should be “Level” command).
- Fixed bug where ML-500/600 programs were causing errors in the SIMPL Windows program.
- Fixed bug where ML-500/600 program generation was not properly creating button logic.
- Fixed bug where incorrect RF ID was set in VTP project for ML-500/600 projects.
- Fixed crash when Virtual Keypad Export Device selected in RealTime View (this device no longer shows in Realtime View)
- Fixed bug where project archives (.d3a files) did not include any added user modules (.umc files)
- Fixed bug where after creating a new Scheduled Event, the event's name was not shown correctly in list.
- Fixed bug where display was not properly refreshed after moving a device in the

infiNET configuration dialog.
- Fixed bug where BOM was not properly updated after changing to a different control processor.
- Other minor bug fixes

v2.3.9
- Fixed bug which could cause an incomplete program if a device that was being exported on a Remote System had previously been replaced with a different type of device, and the new device did not have one or more serial or analog inputs that existed on the original device.
- Modified code to automatically correct any RSD file that was incorrect due to the previous bug (when project is rebuilt).
- Added ability to paste steps and presets that contain conditional steps.
- Improved default names assigned to pasted Global Presets, Scheduled Events, and Global Expressions.
- Added ability to cut/copy/paste Global Presets.
- Fixed bug where the context (right-click) menu in Realtime View was showing inappropriate items.
- Fixed bug where button LEDs would not blink during a fade if the programmed step was a Global Preset that controlled the All Room Lights device.
- Fixed crash if a new Scheduled Event was created and then immediately cancelled.
- Fixed crash if an item from the context menu was selected in the Global Expressions, Global Presets, or Scheduled Event list if there were no items in the list.
- Fixed bug where selecting New from the context menu in the Global Expressions list did not create a new Global Expression.
- Mouse pointer now changes to hourglass during Replace With operation
- Fixed bug where mouse pointer was remaining as an hourglass after a project was saved.
- Fixed bug where you could replace the built-in System device
- Fixed crash in infiNET Configuration dialog when an empty device ID is dragged and dropped unto a used device slot ID.
- Added “custom realtime control” for All Room Lights devices to allow this device to be controlled in the Realtime View.
- Improved behavior of custom realtime control for controlling lighting loads.
- Modified the “Set Value” combo box in Realtime View to allow typing in any value, not just selecting those values already in the list.
- Modified Realtime View so that the tree on the right-hand side will always show at least all devices in a room (never only a single device by itself).
- Other minor bug fixes and enhancements

v2.3.8
- Fixed bug where engraving text would be lost when an interface was edited.

v2.3.7
- By default, uncheck all items in Real-Time View. This allows the View to initialize much more quickly, but does require users to manually select items to trace when debugging.
- In the Lighting Tab on the System Properties dialog, 230V (CE) is now an option in the Line Voltage combo box.
- Fixed bug in Bill Of Materials code that would not allow a selection of products (e.g. different colors) for items that were not user interfaces.
- Fixed display bug in source selection tree for Connect steps. Now “room, name” is only shown for the selected item, not the entire tree.
- Added support for the ML-600 user interface.

- Fixed crash on reopening of “Periodic” or “By Date” scheduled events.
- Fixed bug where learnable Single Press buttons did not work properly with learnable Global Presets
- Fixed bug where ML-600 with no programming would cause incomplete SIMPL program
- Fixed bug where learnable buttons with no feedback would not work
- Added warning on project load if any room, device, user interface, global preset, or variable has an underscore in its name. This warning simply recommends renaming the entity since underscores in the name will cause problems when debugging with Realtime View. Note that it is safe to leave the name as is if you do not plan to debug this entity in Realtime View.
- Fixed bug where an Xpanel project would always try to upload, even if it had been unchecked from the initial Upload dialog (only occurred for projects that had one or more Scheduled events defined).
- Fixed crash which would occur if you tried to sort the trace status column at the bottom of the Realtime View.
- Other minor bug fixes.

v2.3.6

- First public beta since v2.1.7

v2.1.7

- Fixed bug where “Module and Assignment Wizard” could leave some loads unattached if the system required a certain range of modules.

v2.1.6

- Fixed Bill Of Materials bug which could cause erroneous items to appear in the BOM report.

v2.1.5

- Fixed bug introduced in v2.1.0 where app would crash during program generation if there was a clone button with no source button assigned, and this button was on the same keypad as a Master Raise or Lower button.
- Fixed bug where Remote System Export device could be assigned more devices than would fit on a single Ethernet Intersystem Communications symbol, and the user was not properly warned.
- Fixed bug where a device could still appear in the tree in Finish View after it had been deleted from the project (the tree would refresh eventually).
- Modified button feedback behavior, so that a step that has a “delayed step” that has been marked to not affect button feedback will also not cause the button’s LED to blink while the delay is pending.
- Include new version of “ImageViewEnclosure” control to prevent a problem with the next released version of SIMPL Windows.
- Fixed bug where selecting a feedback cue for a button (or indirect text field) that was longer than 50 characters would corrupt logic programming when the project was saved.

v2.1.4

- Fixed bug introduced in v2.1.0 where the “cycle dim” action of the Toggle+Dim and Single Press+Dim button models was broken.

v2.1.3

- Fixed bug introduced in v2.1.0 where virtual keypads could not be controlled via a remote system export. This was because the logic for the “Enabled” property was not being properly generated for virtual keypads.`

v2.1.2

- Fixed bug where the “Cancel Global Preset” step would not always work. This was rarely noticed because most delayed steps are cancelled automatically when another step is triggered. However, conditional steps with delays would not have been cancelled.
- Improved logic to cancel delayed steps. In rare occasions delayed steps could actually execute instead of being cancelled.
- Fixed bug where delayed conditional steps on a toggle button would not have been cancelled when the button was pressed a second time.
- Fixed typo in v2.1.1 install which was recommending D3 Pro templates v0.0.1 rather than v2.0.1.

v2.1.1

- Fixed potential crash during program generation. This could occur if two global presets contained references to one another. For example, if Global Preset A contained a step to “Cancel Global Preset B” and Global Preset B contained a step to “Cancel Global Preset A”. This would result in an infinite loop and D3 Pro would crash.

v2.1.0

- Fixed bug where multiple steps with “pulse times” in the same preset would cause a error in the generated SIMPL Windows program.
- Fixed bug where control of IR-controlled devices was not working.
- Fixed logic generation for true/false properties. Previously these did not work at all.
- Fixed rare bug where certain projects written in v1.4.3 could not be saved because new naming conventions caused a name of a dimmer module to exceed 50 characters (now it can be up to 255 characters).
- Fixed bug where if you used the “Linked to device output” feedback type, and chose an interface (e.g. keypad) as the source device, the feedback would not work.
- Added the “Enabled” property to keypads. This means that you can now programmatically enable and disable keypads in the project.
- Fixed bug where Master Raise/Lower buttons would ignore the logic assigned to clone buttons on the keypad. Now clone buttons work correctly with Master Raise/Lower buttons.
- Fixed bug where on occasion a program would be generated as “autosave.smw” rather that the proper file name. This bug could also cause the project not to upload until you saved and rebuilt the project.
- Fixed bug where newly created projects would not Autosave until D3 Pro was closed and restarted.
- Fixed bug where true/false properties of devices or interfaces were not being exported to Remote Systems (actually, the commands to set/clear the property were exported, but the signal representing the current value of the property was not).
- Got rid of confusing “Failed to turn off compact flash autorun” message. This message was misleading, and not accurate.
- Renamed menu item in View menu from “Toolbox” to “Library”.
- Fixed bug where some signals on an imported Remote System were not working (any input signal at a cue larger than the largest output signal would not connect properly).
- Fixed bug where the Vacation Scheduler feedback signal “Blink_on_Record/Play_fb” was not working.
- Fixed bug where if you deleted all the devices that were referenced in a Global Expression, thus leaving a “<deleted expression>” in its place, program generation would abort prematurely and you would wind up with an incomplete program.
- Fixed an install bug which could cause Live Update and Live Update Firrmware to not

work (and cause annoying messages each time the application was launched).

v2.0.6

- Fixed bug where the "Load to internal flash/compact flash" option was not being saved properly when the System Properties dialog was closed.
- Fixed crash that could occur during program generation if the "data" subfolder was missing or its contents were missing. This could occur if you were building the progam from a .d3p file only (w/o having the entire directory structure). Saving the project will recreate the subdirectories automatically.
- Added an extra dialog explaining that a remote system is about to be added due to the "Automatically add remote system for virtual keypads" option (System Properties dialog).
- Removed Help button from a few dialogs that did not have dedicated Help topics.
- Updated the Example System to remove all Build warnings

v2.0.5

- Fixed bug that could occur during touchpanel creation, where instead of the "All Room Lights" subpage appearing on the Home page, a subpage for another load in the room would appear there (D3 Pro Templates v2.0 or later only).
- Fixed bug where a Bill Of Materials warning was issued on creating a new project, as if this project had been created with an earlier version of the application.
- Fixed bug where infiNET RF dimmers/switches were listing their MNET-IDs as Cresnet IDs in Module and Enclosure View. Now it shows the full address, including the address of the parent gateway.
- Fixed bug where selecting certain items from the tree in Programming View was not clearing the programming displayed on the right, making it easy to become confused about which programming you were looking at.
- Save size and position of the "Set Net IDs" dialog.

v2.0.4

- Fixed bug where a project which had an in-wall dimmer (e.g. CLW-xxx) with an attached load of an illegal type would not open. Now the load will be detached from the dimmer/switch and an error message will be presented.
- Fixed bug in Vacation Scheduler playback. Loads connected to certain types of modules (e.g. CLW would not playback properly)
- Fixed bug where after loading certain projects, the application would think that the program needed to be regenerated, even if nothing had changed since the last build.
- Fixed bug where descriptive text was not appearing for interfaces when in Programming View (only applied to programming done via the "event tree", and not via the Engraver).
- Fixed bug in case where importing an RSD failed because the destination IP-ID was already in use by a device (e.g. Xpanel project). Now the name of that device will properly show in the message box.
- Fixed bug where you were able to edit the text in any node of the "event tree" in Programming View.
- Added special logic to update circuits that had the "dim" setting set to true even if the selected User-Defined fixture type did not allow dimming (rare).
- Added a note when opening a project created in D3 Pro v1.4.3 or earlier that the Bill Of Materials should be checked for accuracy.

v2.0.3

- Now only certain interfaces can be marked as "virtual". For example, a CLW-DIM can no longer be marked as virtual since it really made no sense to do so.
- Fixed bug where marking an interface as virtual did not remove the items from the Bill Of Materials.

- Fixed bug where checking the box to mark an interface as virtual, then cancelling out of the dialog would reset the Bill Of Materials, thus losing any changes you may have made.
- Fixed bug where clicking on the Bill Of Materials tab in the Properties dialog would cause a delay before the tab was actually shown.

v2.0.2

- Fixed bug that could cause a program build to fail (only on very rare occasions)
- Updated tooltip for Toolbox icon on toolbar (still referred to Viewport)

v2.0.1

- Added message box when exiting Remote System Export and Touchpanel Export Properties dialogs. This message box reminds the user that the actual .rsd file will not be updated until the program is built.
- Fixed bug where the PAC2 room information was not being updated properly if it was in a CAEN enclosure and the enclosure was moved to a new room.
- Put up a message box if, during a Replace With operation, the new device could not be added to the program for some reason.
- Updated the Bill Of Materials report where a "/" in the Category name would cause the formulas in that category to fail.
- Updated the Bill Of Materials report to show "N/A" in red for products that are in the project but had no pricing information available.
- Updated text in message box that appears when "Reset RSD…" is pressed in the Remote System Export dialog.

v2.0.0

- Toolbox is now fully integrated into the application, and is used for all communications. Viewport is no longer used.
- Fixed bug where editing a step in Programming View immediately after switching from another View could actually edit a different step in the project.
- Fixed crash that occurred with interfaces marked as "virtual". Application could crash when the Properties dialog was closed.
- Fixed bug where editing multiple steps at one time (by using the control key in the Edit Step dialog) would not always update all selected steps.
- Fixed bug where, if D3 Pro had crashed, and there was a backup of your project available, if you answered "No" to the initial dialog asking to restore from the backup, then manually tried to open the project and answered "Yes" to the second dialog, the Autosave project would open, but then the original project would open immediately afterwards.
- Show dialog when a device that requires a parent device (e.g. an RF dimmer can is linked a particular gateway) is added to the project. This dialog will prompt to select which existing parent to attach it to, or allows the user to add a new parent device.
- Fixed bug where using the "Set Network IDs" dialog could cause a subsequent program build to fail. The workaround was to re-save the project and rebuild.
- Allow Global Expressions to be edited by double-clicking in the text area which lists the actual expression.
- When a Remote System Import file is changed, all existing commands are removed before the new commands are imported.
- Fixed bug where a "Replace With…" performed on a CLW dimmer/switch in the Interface would not retain the attached load.
- Fixed bug where CLW slaves could not be renamed
- Fixed crash that could occur in rare cases while running the Lighting Wizard
- Fixed crash that occurred while programming Expression feedback on a subpage (applies to touchpanels only). Crash would occur if you subsequently tried to open the properties dialog for the subpage.

- No longer allow a Remote System to be added to a processor that does not support Ethernet (e.g. CP2).
- Fixed bug where programming certain devices (e.g. CLW-DIM1RF) that use the "tree interface" rather than the Engraver, where the selected item on the tree would lose its highlighting once it had lost focus.
- Trace dialog will now show entire expressions when the device in question has been used in a Conditional Step. For example, instead of showing "(GateStatus = On)", it will now show "If (Gate Status = On) Then"
- Slight modification to program generation logic to prevent lights flashing off at startup (requires CLX v1.xxx firmware, not yet released).
- Fixed bug where an apostrophe in a Room name (or device name) would not properly connected to the logic a Remote System Export.

v1.5.9 (BETA)

- Fixed bug (introduced in v1.5.4) where adding multiple steps at one time (e.g. by holding down the control key) would not "synchronize" those steps to any other events on the button. Thus a Toggle might have commands on the "On" press, but no corresponding commands on the "Off" press.
- Fixed bug where Remote System devices would not work properly if they were added after a Remote System Import. Major bug!
- Fixed bug where Multipress buttons having a timeout greater than 10 minutes and 55 seconds would cause the program to be generated incorrectly.
- Fixed bug where "Preset" feedback on learnable buttons was incorrect once the project rebooted (unless the user had saved a new level to the button).
- Modified behavior of "Cancel Global Preset" steps when the Global Preset has been set to have the "Restore Light Levels" behavior. Now the lights will only be restored if the preset had previously been "run".
- Fixed bug where certain "level-triggered" commands would default to having a fixed pulse-length rather than pulsing for as long as button was held down.
- Fixed bug in Bill Of Materials where CAEN Enclosures and CAEN Accessories would not always appear properly in the BOM report.
- Fixed bug where CLX-PWS75, CLX-2IND, and CLX-4IND had missing images in the Enclosure report.
- Fixed bug where .rsd files created by D3 Pro (i.e. for Remote System Export and Touchpanel Export devices) were not included in the .d3a file when an archive was created.
- Fixed bug where newly created projects were not added to the File menu's Most Recently Used list if you subsequently imported an archive.
- Fixed bug where Cancel button in touchpanel build log did not work
- Set minimum required version of VTPro-e to v3.3.3.5 (was v3.4.1.2, but with updated templates, v3.3.3.5 works fine).
- Fixed some missing Help button links
- Added the ability to have an interface show the Engraver in Interface View, yet hide it in Programming View.
- Fixed rare bug where virtual keypads could cause a project not to open (only saw one reported case of this bug)
- Fixed bug where re-browsing for a new .rsd file in an existing Remote System Import device would not clear any existing commands, but would simply add the new commnads to those existing ones.
- Fixed bug where the Trace dialog did not show steps inside of Global Expression presets.
- Fixed bug where extremely long command names (> 50 characters) used in a step would not save properly.
- Fixed bug where the "Use Crestron Toolbox for Setup Net ID's" option was actually

using the “Live Update on Startup” option in the registry.
- Prevent user from clicking the “Setup Net ID’s” button too quickly after exiting the “Setup Net ID’s” dialog. This could cause problems.

v1.5.8 (BETA)

- Fixed bug (introduced in v1.5.7) where Load Wiring and Enclosure reports did not display properly
- Fixed potential SIMPL Windows crash during program generation
- Improved sorting in “Finish View” such that items are now sorted by room and name, but displayed information remains the same in all cases (only sort order changes).
- Improved sorting used when Setting Network ID’s by adding a leading zero before the slot number (where appropriate). This ensures, for example, that a module in “Slot 09” will properly be listed before a module in “Slot 10”.
- When an item is moved from one room to another, the tree in the Finish View is properly updated.
- Set minimum required VTPro-e version to v3.4.1.6 (required to work properly with new templates).
- Remember the size of the tree in Finish View between sessions of D3 Pro.
- Properly linked Help buttons on Bill Of Materials and Remote System properties dialogs.
- Fixed bug (introduced in v1.5.x) where editing a circuit name in the Load Schedule tree would fail if that circuit had a “controlled circuit number” assigned.
- Fixed bug where an expression which referenced a deleted device would abort the program generation process.
- Fixed bug where “Detached” in-wall dimmers were not properly converted into “standard” dimmers with the “Detached” property set to “true”.
- Fixed bug where message boxes stemming from the Edit Step dialog could appear behind the dialog when working in VTPro-e, thus making the application appear to be stuck.
- Removed warning message about missing “Global Subpage Reference” when building touchpanels
- Added text in Programming View to indicate when a given “Run Global Preset” step will cause the lights to flash, or when a given “Cancel Global Preset” step will cause the lights to be restored to their previous levels.
- Fixed minor bug where button feedback controls were shown when you edited a project in VTPro-e, but had not clicked on any object yet.
- Fixed minor asthetic bug where toolbar would not look right while app was loading.

v1.5.7 (BETA)

- Fixed bug (introduced in 1.5.x) where device names would not always appear correctly during Network Setup
- Fixed bug where sometimes moving devices to another room would not update the underlying Location field in SIMPL Windows, which would cause incorrect locations to show up during Network Setup
- Changed naming convention used for CLX-series dimmers in Finish View and Network Setup. Should make devices easier to identify.
- Removed Cut/Copy/Paste Global Preset options, as implementation was not complete
- Fixed bug where copied logic containing conditionals would not always paste correctly
- Removed ability to edit “Controlled Circuit Number” from the Programming View (in the “View Lighting” grid). It still appears in the grid, but it cannot be edited.

v1.5.6 (BETA)

- Various feedback-related improvements/fixes
- Properly detect case where a file cannot be opened/saved during the program generation process. If this occurs, project will be automatically closed to prevent potential file corruption.
- Fixed position of tree in Finish View.

v1.5.5 (BETA)

- Various feedback-related improvements/fixes
- Prevent analog inputs that were marked as “Commands” from being used in Expressions (typically in this case there is a corresponding output that should be used instead).
- Fixed bug where editing a conditional expression that had a value not shown in the drop-down combo-box would replace original value with the first item in the list.
- Added context menu for cut/copy/paste/delete when editing “buttons” that show in a list (rather than from the Engraver). Interfaces which will show this list include the CLS-C6 and CLW-DIM1RF.
- Improved message that will appear during Build process if an existing touchpanel project was created with a newer version of VTPro-e than what is currently installed. Will also allow the build process to proceed.
- Detect the presence of Google Desktop, and recommended closing it before starting D3 Pro (D3 Pro may crash during the Build process if Google Desktop is running)

v1.5.4 (BETA)

- Fixed real-time control, which was broken in v1.5.3
- Various feedback-related improvements/fixes
- Added the ability for each step to be included/excluded from feedback calculations (also removed checkboxes added to Feedback tab in v1.5.2 which allowed you to specify which load types were used for feedback (item 7 under v1.5.2 list).
- Fixed bug where “Replace With…” for interfaces was removing any existing steps targeting that interface.
- Fixed bug relating to Somfy ILT Motor Loads (requires Crestron DB v17.2.4 as well)
- Added additional options to present to the user when importing a touchpanel project when there is existing logic.
- We now indicate that learnable lighting changes have been made even if the current project name does not match the name of the project currently loaded on the control processor.
- Provide the option to cancel the Open Project operation if we determine that the project being opened was created with a newer version of D3 Pro.

v1.5.3 (BETA)

- Fixed bug where Remote System Export was not properly exporting analog and serial signals
- Fixed bug where logic was generated properly for setting “digital” (true/false) properties on devices/interfaces
- Fixed bug where app could crash when trying to choose a source clone button
- Improved logic in program used to determine if any learnable presets need to be synchronized
- No longer prevent buttons that reference global presets from being marked as learnable (if the global preset is learnable, it will be saved when button is held)
- fixed size of Properties dialog for modules in Module and Enclosure View. It was too small and hid the Bill Of Materials “Edit” button
- Fixed bug where BOM was not being updated after interface was marked/unmarked as virtual.
- Fixed crash in Module Assignment Wizard

- Column sizes in Load Schedule are now retained after the application is closed
- Increased the number of items on the Most Recently Used list (File menu) to 5. Also fixed bug where sometimes recently-opened projects would not appear on this list.
- Changed default feedback for Toggle and Toggle + Dim buttons to "Toggle".
- Added "Import" button to Touchpanel Properties dialog. This allows an existing touchpanel project to be imported into your D3 Pro project.
- Changed Crestron DB access to include application version number, so that we can hide/show products based on which version of the app you are running.
- Fixed bug where programming a non-dim load would cause the fade time to be 0 seconds for the next dimmed load you program.
- Added "Control Circuit" column to the "Adjust Lighting" grid in Programming View
- Fixed naming conventions in Enclosure and Module columns in Load Schedule
- Added "Hide User-Interfaces" checkbox to the Edit Step dialog to make it easier to find items in the tree

v1.5.2 (BETA)

New Features

- Support for the C2N-CB (Cameo keypads)
- Better integrated support for C2N-SDC, C2N-SDC-DC, and C2N-SSC shade controllers
- Added ability to address "interfaces" in programming steps. For example, now you can tell an in-wall dimmer to recall Preset 2, or set a keypads backlight level to different values based on the time of day.
- Global presets can now be marked as learnable
- Feedback indicators will now blink while fades are in progress for buttons that use any of the "lighting" type feedbacks.
- Added new feedback type: Last Recalled Preset.
- Added feedback options allowing you to specify which load types affect a button's feedback (lights, switched loads, ceiling fans). This is set on a button-by-button basis.
- Added new Remote System type called "Remote Touchpanel". This allows you to export a touchpanel directly while retaining the same join numbers.
- New Reports:
  Interface Programming
  Stand-alone Shade Controllers
  Scheduled Events
  Global Expressions
- When adding programming steps, you can now enter a comma-separated list of circuit numbers, which will select the appropriate items from the tree.
- For Clone buttons, added shortcut to allow you to jump directly to the source button.
- For buttons which are being cloned by other buttons, added tool to show you a list these buttons, and allow you to break the connection.
- Added Global Expressions, which allow you to create an expression, and then define logic which will execute whenever this expression becomes true or false.
- Generate warning messages during program generation to indicate any logic that might be erroneous (e.g. a button which controls no lights yet has lighting-type feedback).
- Before program generation begins, a warning is provided showing any loads which have not been connected to a module.
- Allow any user-interface to be marked as "virtual"
- All modules can now be controlled in real-time (e.g. CLX-1FAN4) for testing purposes.
- Added the ability to load projects to Compact Flash directly from D3 Pro.

- Global Presets now support the “Raise/Lower Lights” commands, as well as the “Turn Off All Loads” command.

Enhancements/Changes

- Program generation speed is now much, much faster. Should be 5 to 10 times faster than with v1.4.3.
- Greatly improved Toggle feedback behavior.
- Generated SIMPL Windows programs are now better-organized, easier-to-read, and smaller than the ones generated by v1.4.3.
- Separated Remote System Import and Export portions into two separate devices for better clarity.
- Much improved Bill Of Materials which allows explicit editing of product selections and accessory quantities.
- Added splitter bar to the Edit Step dialog, allowing you to control how large the device tree is.
- Improved touchpanel page generation, including automatically creating subpages to control selected loads.
- More intelligent “Master Raise/Lower” buttons that can ignore any button press that does not affect any lighting loads.
- Global Preset and Scheduler lists are now sorted alphabetically.
- Global Presets now have two settable options: Run behavior and Cancel behavior. By setting these options correctly you can create a Panic scene without having to use the special naming convention used in v1.4.3 (NOTE: any presets created using the special Panic names in v1.4.3 will automatically be converted to use the new properties when opened in v1.4.5 or later).
- Fixed bug where “Preset” feedback on learnable buttons would not properly reflect the state of the lights after a new program load.
- Fixed bug where touchpanel logic could be lost if you were unable to open your touchpanel project for some reason when the “Launch VTPro-e” button was pressed.
- Projects should now open faster.
- “View Lighting” grid in Programming View now allows you to sort by column
- Tree in Edit Step dialog is now properly sorted by Room name.

v1.4.3

New Features

- Added “Order Engravings” feature to facilitate emailing engravings to Crestron for processing.
- Added Context Menu options in Load Schedule view which allows you to right-click on a load and jump directly to the controlling dimmer in Module and Enclosure View. Added a Context Menu option to perform the opposite action, letting you jump directly from the Module and Enclosure View to the selected circuit in Load Schedule View.
- Added the “Replace With” option to the Context Menu for interfaces and CLX-series dimmers. This provides a quick way to replace one model with a similar one, while maintaining programming or load assignments.
- Added the “Clone” option to the Context Menu for interfaces, which provides a quick way to make all buttons of one interface clone the corresponding buttons of another. Note that this is not a permanent situation, and individual buttons can be reprogrammed subsequently.
- Support for the CLX-2DIM8 dimmer module.
- Added support for single-button CLW dimmers and switches.
- Added “Detached” versions of all CLW dimmers and switches. These keypads have the built-in lighting control disabled and must be manually programmed.

- Added support for Arc Fault breakers. Circuits marked as being on an Arc Fault breaker have a maximum load of 1000W, indicating that these breakers have a tendency to trip under lower loads under certain conditions. In addition, Arc Fault and non-Arc Fault circuits cannot be mixed on module outputs that are fed by the same input feed (see the help file for more information).
- Added Startup Behavior and Startup Delay options for Switched (Non-Lighting) loads
- Added special *Panic_Flash and *Panic_Steady global presets (see additional documentation in these release notes).
- Added a new feature to the "Timeout" button model. Now holding the button down for 1 second will cause the Timeout event to fire immediately. As before, simply tapping the button will cause the timer to be reset, thus increasing the time until the Timeout event fires.
- Added the ability to add new user-interfaces directly from the Programming View via the context (right-click) menu.
- Added support for "logic-only" devices. These devices can be found in the "By Device Type->(Logic)" subfolder in the Toolbox when in the Equipment View. One example of a logic-only device is the "Timer" which can be used to program some more advanced time-based actions.
- Added support for touchpanel sliders. These can be used to allow lighting level adjustment by sliding your finger (Note: minimum and maximum light level settings are reflected in the slider feedback).
- Added support for the RACK2 processor

Enhancements/Changes

- Default button feedback has changed. Toggle and Toggle+Dim buttons now default to "On when Any Light is Preset is On" feedback. Single Press and Single Press + Dim buttons now default to "On when All Lights are at Preset Level" feedback. All other button models have the same default feedback as before.
- Improved Import/Export Archive feature. Archived files are now stored with a .d3a extension to reduce confusing with traditional ZIP files. Archived files should now be smaller as certain files that were not required are no longer included in the archive. You can also double-click on a .d3a file to automatically open D3 Pro and start the import process.
- Added new feedback option: "Based on Expression" which allows an arbitrary logic expression to be used as button feedback.
- Modified Toggle and Toggle+Dim button model behavior so that we take into account the current LED state when determining which action to perform.
- User-interfaces may now have the same names, as long as they reside in different rooms. For example, you can now have interfaces named "By Door" in both the Living Room and the Kitchen.
- It is now legal for rooms, interfaces, and devices (e.g. circuits) to have names that start with a number. For example, "1st Floor" is now a legal room name.
- Improved the drop-down tree for clone button selection. It should now be easier to navigate to the desired button.
- Improved support for multi-monitor configurations.
- Improved procedure for setting up Cresnet device Ids (Finish View, Set Network Ids button).
- Ceiling fan loads are now restricted to one (1) fixture.
- The programming dialog now allows multiple-steps to selected at one time when adding steps. Note that the selected items must all be of the same type. That is, you cannot select a dimmable light and a ceiling fan load together. You also cannot select dimmable and non-dimmable loads together.
- The Toggle + Dim and Single Press + Dim button models can now be marked as learnable. See the help file for details on how these buttons behave.

- The programming (Edit Step) dialog is now resizable.
- The programming dialog now remembers its size and position after D3 Pro is closed.
- The programming dialog no longer jumps the tree back to the current room after you have added a step. This makes it easier to add steps to control devices found in different areas of the house.
- The process of creating conditional expressions has been made more intuitive.
- Renamed the “Emergency” circuit property to “On Backup Power”.
- Renamed “Switched” load type to “Switched (Non-Lighting)” to make it clear that this load type is intended for devices other than non-dim lights. (For non-dim lights you should select the proper load type and uncheck the “dim” option).
- Added new load type called “Switched Outlet” which is designed for outlets that are to be turned on and off to control table lamps (circuits using this load type are treated as non-dim lights).
- When using the real-time flash load feature, we now update the level slider, to indicate whether the light is on or off when you stop the flash procedure.
- If a project cannot be opened because of an error with the corresponding SIMPL Windows file, we now show the SIMPL Windows error log to help diagnose the problem.
- Virtual keypads are now shown in light blue to make it easy to identify them in the tree.
- In Module and Enclosure View, added the current enclosure name and module position to the header when you are viewing a module. This makes it easier to identify the current module rather than relocating it in the tree.
- Changing the load type of an existing load (e.g. from a light to a motor) no longer causes any associated programming steps to be deleted. Instead they are modified to be valid steps for the new load type.
- Switched loads now have a settable override value (this is accomplished in the Load Schedule View by selecting “Switched (Non-Lighting) Properties” from the combo box at the bottom of the window).
- When performing a Save As or Import Archive operation, you are no longer allowed to save into an existing directory. You must specify a project name that does not currently exist in the target directory. This is to prevent accidentally having two projects in the same directory, which can cause problems.
- Improved run-time responsiveness, especially for buttons that recall presets having a large number of loads.
- XPanel projects have their IP information set properly based on the settings you assign in D3 Pro.
- Clone buttons now show the actual feedback type of their source button, instead of simply “same as source button”.
- Added Viewport version information to Help…About dialog

Bug Fixes

- Fixed bug where we were not properly detecting that a Remote System Definition had too many exported devices assigned to it. This could lead to extremely slow save operations.
- Fixed crash when double-clicking on the “smiley face” in the “Touchpanel Build Status” window to launch VTPro-e.
- Fixed rare bug where application would not shut down properly.
- Switched load levels are now restored on a program restart. Previously they would always default to off.
- Fixed crash which occurred when attempting to synchronize a project with a loaded control system if the “master.dat” file on the control system is zero bytes in size.
- Fixed bug which prevented project from being opened if you had deleted a room that contained a Remote System.

- Fixed crash if you gave a custom fixture a completely numeric name (e.g. “123”).
- No longer allow commas to be used in custom fixture names, since that prevents them from being added to a project via the context menu (right-click menu)
- If a touchpanel project had been saved with a newer version of VTPro-e than D3 Pro is using, the project would not open properly, but you were not warned. In addition, you could lose programming logic when you returned to D3 Pro. Now you receive a message saying that the project could not be opened, and any programming relating to that touchpanel is unaffected.
- Fixed potential crash when editing lighting preset levels in the “Adjust Light Levels” section of the Programming View. Crash occurred when the spacebar was pressed if no current cell was active. This same crash could occur on the Properties tab of the Properties dialog.
- Fixed crash if you were editing a scheduled event and left one of the time fields blank
- Fixed crash if you were editing a lighting step via the “Adjust Lighting” button in the the Programming View, and then clicked on another button while one of the fields was still in edit mode.
- Fixed “Replace Device” function which was not properly updating the device properties, and was not setting the mouse pointer back to an arrow (left it as an hourglass).
- Fixed bug where it was possible that the device help (gotten from the Device Properties dialog) may not have matched the actual logic file being used by the device.

v1.2.7

- Added support for the following new products:
  CLW-DIM(S) and CLW-SW(S) in-wall dimmers/switches
  CLW-SLVD and CLW-SLVS slave keypads
  CLX-1FAN4 fan-control module
  CLX-1DELV4 electronic LV dimming module
  various new control systems
- Modified circuit attachment in the Module and Enclosure View to require a double-click to attach the circuit. This make scrolling through the available circuits simpler without accidentally attaching one.
- Added Vacation Scheduler, which allows lighting levels to be recorded and then replayed while user is away
- Added support for saving run-time data on NVRAM instead of Compact Flash (required for processors which do not support CF)
- added real-time lighting control options to "Load Schedule" and "Module and Enclosure" View
- Added ability to create user-defined fixtures in the Load Schedule View (plus support for Global and Project fixture libraries)
- added ability to control lights directly from Load Schedule and Module View
- Improved application speed when adding/removing/renaming items to the project
- Buttons can now be marked for "Learnable Lighting" (user can store new lighting levels by holding button for 5s)
- "Trace" dialog allows programmer to determine where a given device is programmed
- Improved Scheduler provides new options
- "Invert Feedback" checkbox allows any feedback logic to be inverted
- Programming dialog box is now "modeless" to allow faster editing
- copy and paste of complete button logic
- Master Raise/Lower buttons no longer require explicit Button Groups to function. By default, they will interact with all other buttons on the keypad (NOTE: button groups are still required for Master R/L buttons on touchpanels)

- auto-recovery prompts user to open Autosave file if we detect the app crashed
- SIMPL Windows configuration file (<project name>_config.smw) is now embedded in .d3p file for simplicity
- more intelligent Toggle button model will keep in sync w/other buttons where possible
- made a number of mostly astethic changes to make programming more understandable
- made Toggle and Toggle+Dim button models more intelligent about how to control devices in each event
- widened engraver view in programming view to make text readable, and added support for setting engraver text directly from Programming View
- Added "virtual CNX-B12" keypad which is convenient for providing control from a remote system (and added option to System Properties to automatically add a Remote System for all Virtual keypads)
- Changed maximum fade time from to 10 minutes, 55 seconds (was 24 hours in v1.0). This is due to a change in the program generated for the control processor. Older projects with longer fade times will have the fade times truncated when the project is opened.
- Fixed crashes that could occur while working with the Load Schedule (e.g. after sorting and resizing a column)
- Miscellaneous improvements and bug-fixes

v1.0.15:
initial public release

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IV. Additional Documentation

The following topic(s) describe features that were added too late to make it into the D3 Pro help file.

Testing Scheduled Events Information
When testing "scheduled" events, it can be useful to determine the current time and date according to the control system, as well as what the control system considers sunset and sunrise for the current day.

Determining the current time and date in the control system is easy, as there is a console command defined to do just that ("time"). However, determining the sunrise and sunset times for the current day is harder, because that information is determined by the program internal to the processor. Therefore, the generated program includes a "user program command" to report back all relevant time information.

To enter this command, you must first go to the Crestron Viewport (from D3 Pro, you can click on the Viewport icon on the toolbar, or select Viewport from the Communications menu). If you don't see a command prompt, press the Enter key a few times, at which point you should see a prompt (e.g. "PAC2>").

At the prompt, type `USERPROGCMD "TIMEINFO"` then press the Enter key (note that the text in quotes is case-sensitive). The control system should respond back with information about the current time/date. Here is an example:

```
PAC2>userprogcmd "TIMEINFO"

System Time/Date info:
----------------------
Today's date: 11/22/2004
```

```
Current Time: 12:48:11 PM

Sunrise today occurs at 6:25:00 AM
Sunset today occurs at 4:44:00 PM
```

You can then use the information returned to help test scheduled events, including astronomically-based events. For example, if you wanted an event to occur 10 minutes after sunset, you can manually set the control system clock to 4:54:00 and the event should occur within about 10 seconds.

When you're done, don't forget to set the control system clock back to current time/date!

If you think the sunrise and sunset times reported back do not seem correct, make sure the date in the processor is correct. Then, check that you have entered the correct location in the Location Tab in the System Properties dialog (select System Properties from the Edit menu).
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V. Known Issues

N/A

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VI. Installation Instructions

! Important note: D3 Pro will "connect" to last version of VT Pro-e that was executed. Therefore, if you have multiple copies of these software packages installed on your machine make sure to run the latest version before starting D3 Pro.

You may need to install the Microsoft Data Access Components before you install D3 Pro. These components are installed using the following files, available on the Crestron website:

1. dcom98.exe (Windows 2000 or higher does not require this).
2. mdac_type.exe

Once this is installed on your PC you do not need to run this again when upgrading to a newer version of D3 Pro.

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VII. Installing other required software

D3 Pro requires certain other software products, also available from Crestron, to operate. The list below indicates all the required software, and the minimum required version for each. From time-to-time, upgrades to these products may become available. Crestron's Live Update feature will automatically inform you of new versions when they become available. You can also find the latest released versions of all Crestron software by checking the Downloads section of Crestron's website.

Crestron Database
This database is a collection of support files that the Crestron D3 Pro requires allowing you to add control of third party devices to your programs

To install, simply run the setup program. Note that whether you install SIMPL Windows first, or the database first, the install programs will automatically setup SMW to find the database wherever it was installed. Thus, there are no additional configuration steps.

SIMPL Windows
SIMPL Windows is Crestron's core programming tool, used for generating the logic that instructs the control processor. D3 Pro uses SIMPL Windows behind the scenes to generate the program that will be uploaded to the control processor.

Crestron Engraver
The engraving software is responsible for assigning text to keypads and touchpanels. If you have used the Crestron Engraver before, then you should be familiar with the interface used to engrave within D3 Pro.

VisionTools Pro-e
As new touchpanels are developed and additional features are added, Crestron upgrades VT Pro-e. To take advantage of the latest VT Pro-e features, Crestron requires that the Crestron D3 Pro be used with VT Pro-e **v3.2.1.8** or later. (NOTE: The TPMC-10 requires v3.3.1.4 or higher)

D3 Pro Touchpanel Templates
These templates are used as a starting point when generating touch-panel projects. If you do not plan to use touchpanels in your projects, or you plan to create your own templates, then you do not need these templates.

VIII. Maintaining multiple D3 Pro versions on one PC

With older versions of D3 Pro (v1.2.7 or lower), it could be problematic to maintain more than one version of the software on a single PC. This is because the application relies on certain files that must be "registered" with the operating system in order to function properly. Since each version of D3 Pro depends on newer version of files having the same names as older versions, installing a newer version would break any previously installed version.

Starting with v1.3, D3 Pro will now automatically register the files it needs when you attempt to run the application. This means that newer version of D3 Pro can be installed without affecting older versions (as long as the older versions are v1.3 or later).

To remedy this situation with versions prior to v1.3, the D3 Pro install now includes a special file, called "run this version.bat" which can be copied into the application directory of an older version of D3 Pro. Now to run that version of D3 Pro, simply double-click the "run this version.bat" file. This file will perform the necessary file registration and execute the program.

For example, let's say you already have D3 Pro v1.2.7 installed in the directory "c:\crestron\d3 pro". When you install a newer version, if you want to keep your older version around, be sure to install that version into a new folder (for example "c:\crestron\d3 pro v1.3.8"). After the installation, locate the "run this version.bat" file in the new version's installation directory, and copy it into "c:\crestron\d3 pro". Now double-click that file to run the old version. From now on you should use the .bat file to run the old version. Note the .bat file is not needed to run versions v1.3 or higher.

Note that in the previoius example it might be a good idea to rename the old install directory to include the version number (e.g. "c:\crestron\d3 pro v1.2.7") to avoid confusion.