

ARRAY LINK 2.2.0

NEW FEATURES AND IMPROVEMENTS:

- Application UI color now extends to the top and bottom system bars.
- Improved look of splash screen after launching application.
- Array circuit colors now align with Venue Synthesis which follows the standard resistor color code.

BUG FIXES:

- Fixed a bug on iOS that was preventing users from being able to import QR codes from the photo library.
- Fixed a bug with the Tone Generator preventing users from changing the sine frequency while active.
- Fixed a bug that was preventing ArrayLink from importing System Groups containing speakers with “horn rotation” controls in Venue Synthesis.
- Fixed a bug that was causing the app to crash after scanning or importing a QR code from inside a folder.
- Fixed a bug causing iOS devices to crash when playing a sweep from the Tone Generator.
- Fixed a bug that would cause the app UI to flash after locking and unlocking a device with the app active.
- Fixed a bug that would cause some array coordinate locations to be displayed with four decimal places.
- Fixed a UI bug that would cause the screen to blink when switching pages of a System Group.
- Fixed a bug causing inconsistent page navigation when using the hardware back button from the status bar on Android devices.
- Fixed a bug preventing the Search Bar from being opened after deleting an item from the Home Screen.
- Fixed a bug that was causing the on-screen keyboard to cover the folder name/rename popup.
- Cleaned up minor UI issues relating to creating, renaming and moving folders.
- Other minor UI bugs have been resolved.

ARRAY LINK 2.1.0

NEW FEATURES AND IMPROVEMENTS:

- Added support for the SRX915SF and SRX918SF flown subwoofer models.
- Improved the scanning speed of QR codes by switching from an API based camera call to directly accessing the camera hardware using device native frameworks.
- Application icon has been updated to follow latest Android adaptive icon guidelines.
- Array circuit colors were reverted to original color scheme.
- Updated the Help and Support Menu with the latest contact information.

BUG FIXES:

- Fixed an issue preventing large System Groups from being scanned in a reasonable time frame.
- Fixed an issue on Android devices that was hiding the home screen controls making it difficult to exit the application.
- Fixed an issue causing the app to display an incorrect Bottom Box Angle in some configurations.
- Fixed an issue causing the splash screen to flash briefly when opening the app.
- Fixed an issue preventing the Tone Generator from producing audio on iOS devices if silent mode was enabled on the device.
- Fixed an issue preventing users from properly selecting existing text when renaming items.
- Other minor UI fixes.

ARRAY LINK 2.0.2

NEW FEATURES AND IMPROVEMENTS:

- Added support for AE Compact speaker models

ARRAY LINK 2.0.1

BUG FIXES:

- Fixed an issue where Mini Frame suspension accessories were not displaying the proper spreader bar position
- Fixed an issue where the array frame Point Position was not displayed for single point arrays scanned from Venue Synthesis

ARRAY LINK 2.0.0

NEW FEATURES AND IMPROVEMENTS:

- Added support for Venue Synthesis 3D acoustic simulation software
- Added “Scan QR Sequence” workflow to import multiple QR codes at once into a single project
- Updated QR code data structure to support configurations with multiple arrays
- Added support for point source speakers
- Added support for distributed subwoofer systems
- Added folders to organize all project elements into a single location

BUG FIXES:

- Fixed an issue preventing users from sharing QR codes through messaging apps
- Fixed an issue preventing ArrayLink from being installed on devices running Android 14
- Fixed a UI issue that was cutting off characters in the Project Details section on some devices
- General bug fixes and improvements

ARRAY LINK 1.5.1

NEW FEATURES AND IMPROVEMENTS:

- Added support for VTX A6 speakers and accessories
- Added support for VTX B15 speakers and accessories

BUG FIXES:

- Fixed an issue causing V25-II-CS systems to display incorrect Rear Point Position values in some array frame configurations

ARRAY LINK 1.5.0

NEW FEATURES AND IMPROVEMENTS:

- Compatibility support for LAC-3.7.0
- Added support for the NEW SRX900 Series
- Array Link can now be set to follow the system default theme

BUG FIXES:

- Fixed an issue with black bars above and below the app on some devices
- Fixed an issue with QR code sharing using WhatsApp
- General bug fixes and improvements

ARRAYLINK 1.4.0

NEW FEATURES AND IMPROVEMENTS:

- Added Daylight mode to app
- Added support for ground stacked arrays
- Added cable weight in Array Statistics page

BUG FIXES:

- General bug fixes and improvements

ARRAYLINK 1.3.0

NEW FEATURES AND IMPROVEMENTS:

- Added support for the VTX B28 speaker and accessories
- Added date information under folder name
- Added “Move to Main Directory” option
- Added multi-select for project files
- Added a demo project to app

BUG FIXES:

- General bug fixes and improvements

ARRAYLINK 1.2.0

NEW FEATURES AND IMPROVEMENTS:

- Compatibility support for LAC-3.4.
- Support for Dual-Point: Side-by-Side and Quad-Point configurations has been added to match the latest version of LAC.
- Compression / Tension display parameters have been added for supported systems like VTX V20 and VTX V25-II.
- The front and rear weight gages have been re-ordered to match the layout in LAC-3.
- ArrayLink is now fully compatible with the latest versions of iOS and Android, including support for 64-bit architecture.

BUG FIXES:

- In some cases, the A12 Array Frame parameters were not displayed correctly when the A12 Suspension Bar was used.
- A user interface problem was addressed related to creating new folders.
- In some cases, the pick-point position was not displayed correctly when the A8 extension bar was selected in the reversed orientation.
- Fixed a problem where in some regions and depending on language settings, ArrayLink would show the incorrect array angles.
- The Tone Generator volume fader was not properly functioning on some devices depending on screen resolution.
- The Array Weight gages were not scaling correctly on some devices depending on screen resolution.