Pyware Version 11 Features

- New Fast Edit Selection Tools
  - Pointer Tool now allows you to drag performers directly
  - Selected performers can be moved, scaled and rotated in the selection tools.
- Adjustments to help the Real View from turning white on some machines.
- Translation Changes
- Correction to Dim Others last chosen option
- New Japanese Edition
- New Visual Representation where camera moves are on the count track
- Stride size toggle on the performer label now takes into account pace.
- Corrected issue with Cast List Import from file.
- Changes to Light and Dark UI to help with Artifacts and printing.
- Corrected issue with draw tools not allowing changes to be made after the first test animation.
- Added double click on production sheet column to minimize and restore widths.
- Adjustments for the copy paste transitions for relocating.
- Changes for assignment of grouping in the knife/glue tool.
- Corrected issue with stride color not correct in the push tool.
- Adjusted selected button colors
- Corrected issue with Window Size not saving
- Corrected issue with the minimum stride color not being green.
- New Copy and Paste Transitions
  - File to File
  - Same File
- New Traditional Tool Features
  - Added the following commands
    - LS – Left 45 Slant
    - LSB – Left 45 Slant (135 degrees)
    - RS – Right 45 Slant
    - RSB – Right 45 Slant (135 degrees)
    - Added the ability to have a hold immediately after a flank to stack up
      - Ex. RF,MT2,FM5
- Corrected issue where performers would not be added when accepting a form

Pyware v.11 Full Features List

- Corrected issue where random groupings would happen when toggling knife and glue
  - Groupings will need to be corrected first, but should not revert to the issue after corrected.
- Added double click on marker to reposition it if it gets stuck
- Added Color to Marker (red) in dark mode to make it easier to see.
- Corrected issue where performers would turn black instead of the intended colors when canceling out of a tool.
- Changed the color of the smallest stride indicator
- Corrected copy and paste as same performers.
- New UI version to help improve compatibility on different OS
- New Editions Available
  - 3D Platinum Edition
  - 3D Small Bands
- Changes to UDB export page tab numbers
- Changes to tooltip size with the UI Scale.
- Changes to installers for windows 11
- New Java version with better performance on Mac
- Translation changes
- Corrections to Shortcuts on other languages.
- Corrected issue with the directors coordinates not spooling.
- Fixed an out of memory error when setting the locked interval to 0.
- Changed the sizing of the print charts set info line.
- Changes to help with changing fabrics and equipment at the same time.
- Added option to start the audio sync by tempo at a specific second in the music.
- Changes to correct issue with count track zooming back to normal when animating or scrubbing the count track.
- Changes to attempt to correct the loss of shortcuts after some time.
- Made adjustments to bug tracking that caused a delay in starting and finishing tools functions.
- Added functionality to create Pyware Junior Drill codes for the Performer Simulator Functions.
- Corrected issue with count track zoom resetting when canceling some tools.
- Changes to selection history lock and hide, the entire selected range should now either lock or hide when using the selection history tools.

- New Collaboration System
  - A director/designer can automatically sync drill files with their own devices through the 3D Portal. For example: A director can work on a drill on one computer and move to another computer and continue.
  - A director/designer can make assignments for members in their design team. The team members work is automatically synced with the leader's master drill file making it possible for multiple designers "team members" to work simultaneously on the same drill and see and use each other's changes.
  - Using the automated Design Team Sentinel, 3D monitors all team member drill changes and when changes are sensed, performers' mobile devices are refreshed in real time even while performers and designers are in rehearsal. In other words, a designer or multiple designers can make a change and the change is automatically synced with the other designer's as well as any performer using 3d compatible mobile viewers such as the UDBapp.
  - Design team member assignments can be broken down by task such as locations (movement), visuals, labeling, audio sync, cast list, markups like arrows and text, and commands. Advanced level collaboration allows tasks to further be divided by performer category. For example: Instrumental movement can be assigned to one design team member while Guard movement can be assigned to a different design team member.
  - Collaboration assignments can seamlessly be merged, changed and re-assigned to different team members and back and forth between the team leader.
  - Each Design Team Member can have and change their own Page Tab setup. All members can see and use other team member page tabs while having editorial control of their own page tabs.
  - Design Team Members can create and share sketches through syncs. For example, one member can create a sketch on a count, and it appears on all the design team members drill for other team members to use.
  - Design Team backup/restore function allows team members to sync "and un-sync" changes made by their design teammates.
- Multiple Page Tab Layers

- ◦ Multiple Page Tab rows called page tab layers can be setup on the count track. Each designer can have their own personal page tab layer based on what the designer's needs.
  - ◦ Multiple Page Tab layers can be shown/hidden/popup and rearranged.
- Three Selection Grouping Layers
  - ◦ Groupings made during regrouping and drawing tools are saved as grouping history. Any count of a drill can be grouped 3 different ways based on filter settings. For example: grouping of performers for visuals can be different than the grouping of performers for movement which can be different of grouping of performers for labeling.
- Undo History
  - ◦ A designer can back up to any point in a design session using the Undo History feature. The user sees a list of "jump back" points with description and time and can jump to any point in the list.
  - ◦ Save snapshots of a file state so you can easily jump back if you want to try different versions of a file.
- Customizable tool palette tool options.
  - ◦ Add/Remove tools from the tool palette
- New Dim Others option.
  - ◦ In editing and drawing tools check dim others to make them become less prominent while designing for an unobstructed view of the grid.
- New Show only Dots in design mode toggle
  - ◦ Quickly toggle from symbol view to dot view while designing.
- New Accessory option in Visuals Editor
  - ◦ Add up to 3 additional accessories to the performer.
  - ◦ Hoods, Drapes, Capes, Masks, Glasses, Gauntlets, Wings and more.
  - ◦ Commission custom accessories through the Real View Store to customize your ensemble for your show.
- New Running environment for improved performance.
- New Real View environment for improved performance.
- Selection History
  - ◦ You can lock and Hide groups from the Selection history Favorites section.
  - ◦ You can also have different selection history favorites based on the selection layer as well.

Pyware v.11 Full Features List

- Entire Performer system has been rewritten.
  - More efficient copy and paste options.
  - Matching between continuation files is much simpler.
- New Look and Feel Options
  - Light Mode
  - Dark Mode
  - Metal
- The Splice Tool is an advanced rewrite tool, allowing designers to splice performers into or out of existing forms from each page of the drill. Add or remove performers from any shape in the drill seamlessly.
- External Files (audio files, floor covers, props, and more)
  - New .3dzatt file format. External files in a drill can be saved as an attachment allowing for faster upload/downloads between designer/directors. The External Files are modified less frequently and therefore uploading/downloading these files is less necessary. External Files can be copied into a drill by simply dropping a drill or attachment into the External Files folder.
  - Portal Supported file types
    - .3dj
    - .3dz
    - .3da
    - .prod
    - .pdf
    - .3dudb
    - .3dzatt
- Pyware 3D Cloud Services 3-year Subscription
  - This subscription is required for Version 11.
  - Annual Java support license for all computers on the license.
  - A Design Team Collaboration System for staff members and designers to work both simultaneously and remotely on the same drill.
  - Increased cloud storage on each user's Portal.
  - Premium Real View Asset Store with enhanced textures and larger library of props, accessories and equipment.
  - Automated on-the-field updating to UDB App of real-time rehearsal drill changes.

- ◦ A new 3D Viewer with direct access to the Portal.
- ◦ The subscription will need to be renewed 3 years after the date of purchase.

All Features

- • Completely new licensing system
- • We're transitioning from a node-locked license (activate on the computer) to a modified "always on" license (sign in on each use)
- • Once you've been added to a license via the new Pyware Web Portal, you'll launch the program as usual. On open, you'll be prompted to sign in to an account. At this point you have the following options:
    - ◦ Online
        - ▪ Sign in to an account and use that particular license. You can either sign in every time or set a favorite license to be remembered on launch. Therefore, jumping right into the program.
        - ▪ This option checks out a seat on the license for the duration of your session. Once you close the program, the seat is available for others to use.
    - ◦ Offline
        - ▪ Sign in to an account and use that particular license. This option resembles the old licensing system, where a seat on the license is permanently checked out until it is released by the user, the account administrator, or expires.
        - ▪ Once you enable the use of an offline install, you have 2 weeks of use of the program. At any point during those two weeks, you can reconnect to the account to reset the 2-week timer. This is attempted automatically once your computer is connected to the Internet.
        - ▪ If you do not connect to the Internet before the 2-week timer expires, the program will revert to a demonstration version. At which point, you'll need to sign back in (Internet required) to continue use. Don't worry, your work will be saved before you get kicked out.
        - ▪ While this option is great for traveling, keep in mind that an offline

install will still be considered "active" even if you aren't currently in Pyware. So, there will be one less seat on the license for other users on your account to access.

- New Pyware Web Portal
  - Dashboard
    - Accounts
    - Management
    - Main information (name, creation date, status, available storage space in portal)
    - Billing Address
    - Shipping Address
    - Users
      - Administrator User
        - Update account information
        - Adds/removes authorized users
        - Creates and edits groups
        - Manages current licenses (online and offline)
        - Upload/download/delete files
      - Authorized User
        - Access license
        - Upload/download/delete files
        - Create and edit groups
    - Licenses
      - Shows license information (serial number, edition, version, available seats)
      - Active installs displayed in table
    - Add Key
      - This is where you would redeem a license or group key to be added to the respective license
  - Groups
    - Groups are hubs for everyone associated with an ensemble to share information, including files (such as those for mobile apps) and announcements
    - Roles
      - Performer

- Can view announcements and download files
  - Band Director
    - Can post announcements, upload/download files, and manage group members
  - New Pyware Portal Online File System
    - Supported file types
      - .3dj
      - .3dz
      - .3da
      - .prod
      - .pdf
      - .3dudb
- New Feedback options
  - Interactive menu > Send Pyware Feedback
- 2 Editions (from 3)
  - 3D Basic
    - Basic Includes
      - Production Sheet
      - Fixed Interval Float tool
      - Up to 2 concurrent device sessions (online or offline)
  - 3D Professional
    - Professional Includes
      - All Pyware 3D Features
      - Up to 3 concurrent device sessions (online or offline)
- New Custom Prop Interface
  - New custom Real View Asset Store
    - Download new props, equipment and hats.
  - Custom Real View Asset and Fabric Creation Service Available
- New Sketch Tool
  - Create sketches using any drawing tool to add performers to later.
  - Cut/Glue sketches together allowing new forms to be created made of multiple drawing tools.
- Add performers to a sketch later allowing you to sketch your drill out before adding performers to the drill.
- Copy and paste sketches

Pyware v.11 Full Features List

- Z-Axis functionality (Performers on Props)
  - Performers and objects are stackable
- Printing
  - DrillBook Print Formatting
    - Print Production Notes
    - Print blank Note lines
- UI Scaling for menu items and dialog
- Count Track phrases
  - Apply Color over range
- Small School Venue
- Performer Props
  - Podiums (2 Tier, 3 Tier, 4 Tier)
  - Stairs
  - Metal Bleachers
- Equipment
  - Drum Major Baton
  - Double Sided Flag
- Production Sheet
  - Customizable Columns
- Real View
  - Sizable to 4k resolution
  - FPS cap increased to 120
  - Updated 3D rendering engine
- Proximity Match
- Stagger Editing Tool
- Annotation
  - Fill Shape Color
  - Arrow Line Color
  - Directional Arrow Heads
  - Create Arrows from Drawing tools
- Count range displayed when adding pages via Count Track
- Interval Alignment Options
  - Align interval left, center, right
- Grid Shift and Grid Zoom tools merged
- Print Grouping on chart print outs

Pyware v.11 Full Features List

- Animation Controls
    - Jump to Next/Previous Page
- New Interface
    - Scalable UI, new look & feel
- Face to/Away from Point
        - Face to/Away from Performer
- 'Rise over Run' Interval Options
- Print Coordinates:
    - Customize Print out
    - Include measures on print out
- Labeling
    - Reset to secondary position
    - Reset label distance
    - Stagger label distance option
- Adjuster Tool
    - Added Edit Path option
- Props entered and edited as performers
    - Props size scale over range
- New Audio Sync Options
    - Sync by specifying first and last count of audio
    - Resync starting from certain count
- New Prop Types
    - Shapes
        - Knot
        - Structure
            - Arches
            - Ramp
            - Interior Room
            - 4ft Podium
            - Tunnel
- Instruction Report Printouts: Director And Performer
    - Print out reports with both transitional and visual instructions
- Mobile App Compatibility
    - Export drill files for use in the Pyware 3D Viewer
- New Animations and Poses

- ◦ Crawl, Lay Down, Sit (legs out, legs at 45), Hands & Knees, Bend at Waist 45
  - ◦ Down Attention, Drum Set Sit, Drum Set Play
- Auto Save
- Unified Print
  - ◦ Send multiple print jobs (such as Cast List, Charts, and Coordinates) to print at once
- Shift All Performers
  - ◦ Move the entirety of a drill in a direction you specify
- New Props
  - ◦ Drum Set, Pedal Glockenspiel, Subwoofer, Tube Bells, Preset Pits, French Horn, Air Blades
- Resize Tool
  - ◦ Resize to Interval
- Venues
  - ◦ Japanese gym
- Real View
  - ◦ 3D perspective with fluid marching and visual animations
    - ▪ Multiple camera angles
  - ◦ Props
    - ▪ Shapes
      - ▪ Sphere, Vertical Circle, Flat Circle, Cylinder, Box, Dome, Pyramids, Cone, Torus, Tube
    - ▪ Instruments
      - ▪ Accessory Rack, Concert Bass Drum, Gong, Marimba, Xylophone, Speakers, Timpani, Vibraphone, Synthesizer
    - ▪ Drum Major Hat
    - ▪ Baton
- Video Capture
- Undo/Redo
- Audio Sync by Page (set)
- Copy/Paste Visuals
- Custom Yard Line Markers
- Copy, Cut, and Paste sections of drill

Pyware v.11 Full Features List

- Rippled Visuals
- Venues
  ◦ Gymnasiums (square and rectangular)
- Various upper and lower body visuals
- Production Sheet (Interactive and Professional editions)
  ◦ Map out your charts before design takes place
  ◦ Insert measures, sets/subsets, transitions, and notes
  ◦ Print, Import, Export
- Fixed Interval Float Tool (Interactive and Professional editions)
  ◦ Create curved path transitions with fixed (locked) intervals
- Touchscreen Compatibility
- Virtual Clinic
  ◦ Runs behind the scenes while designing drill
  ◦ Checks and warns for excessive step size, collisions, and extreme direction changes
- Selection History Tool
- Save as PDF
- Stride Zone
  ◦ Displays working area around selected performers that should be achievable to reach during the transition range
- Set Reference Tool
  ◦ Define dress points in a form
- Multi-drill coordinate and chart printing
- Import/Export Cast List
- 3D Helper System