Coloreel Studio Release Notes SW1.8.24
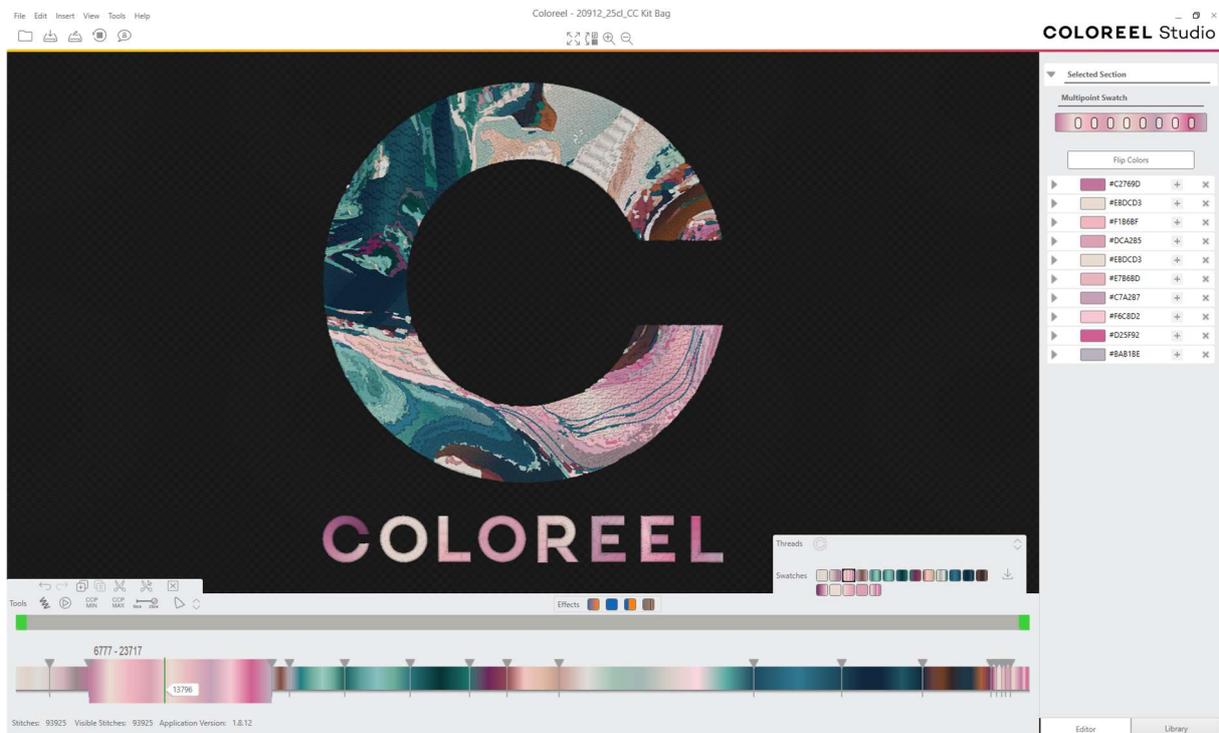
Release date: 2024-05-16

General

This Coloreel Studio version is a release adding multi stripe and multi noise and fixes for drag-and-drop. Modified user interface for working with swatches. Thumbnail size increased.

Main Changes

- Thumbnail size increase to 1600x800 pixel
- Modified user interface for Effects. Available effects are:
    - Gradient Swatch (default 2 points but more can be added).
    - Solid Color Swatch
    - Absolute Striped Swatch (default 2 points but more can be added).
    - Noise Swatch (default 2 points but more can be added).
    - Default Colors are blue (#1466B8) and orange (#FD8217)

Fixes

- Former problem to Apply Swatches to timeline: Sometimes a drag-and-drop or ctrl-v to a section is not applied as expected. Former Workaround. Redo related action to the section.
- Former problem for library: A solid color from a library cannot be applied to a Standard thread. Former Workaround: Select applicable color from the color picker.

User Interface changes to effects

- Default colors updated
- Effects available have been changed (two gradient alternative is merged into one).
- HEX-code can be edited directly without expanding the color picker.
- Color picker is available when pressing arrow ▶ to left of the color.

Gradient Swatch	Striped Swatch Arrow is used to display the color picker	Noise Swatch + is used to add an additional color x can be used to remove a color when more than 2 points part of the swatch

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Known Limitations

- Percentage Stripe not available. Percentage Stripe will be converted to Absolute Stripe.
    - Workaround: None. Will be added in future Coloreel Studio release.
- The swatch editor can temporarily loose a "+", "x" and/or first color for the swatch intended to be edited.
    - Workaround: Solved by selecting another segment and returning the applicable swatch, selecting "Library" or something to refresh the user interface.
- Rendering can be inaccurate which can provide an incorrect representation of the final embroidery. Specifically, multi thread is rendered incorrectly for specific cases.
    - Workaround: None (awareness)
- Timeline: The representation of swatches in the timeline can be inaccurate. This has been seen for: small files with stripe effect.
    - Workaround: None (awareness). Correct in design overview.
- Keyboard shortcuts. Alt-Z. First segment in timeline is not possible to cut with short-command.
    - Workaround: functionality accessible by other means
- Multiple section selection: The multiple section selection does not always select/mark all swatches of the same instance.
    - Workaround: None (awareness)
- Section resize: When changing the section boundaries it can sometimes jump to the end point.
    - Workaround: Section is very small and can be accessed by the user (might need to zoom in on timeline). Undo can also be used to correct unwanted resizes.
- Response time: Coloreel Studio can sometimes be slow in response. Especially for designs with many sections.
    - Workaround: Close and start of program can increase performance (remove undo/redo possibilities that effect performance). HW (Computer) can also impact performance.
- Multithread: For a standard thread section a user can apply through menu "Insert/<swatch effect>" so that it seems as the section has an Coloreel thread effect applied to it. This effect is only visual in Coloreel Studio. Thread will be interpreted as a standard thread.
    - Workaround. Save of file and then close Coloreel Studio program and re-open file.