

NestDrop Changelog

Software Versioning Scheme – A.X.C.D

- *A: landmark release*
- *X: NestDrop edition (0 = Classic, 1 = Midnight , 2 = Midnight Pro)*
- *C: major release (new features)*
- *D: minor release (bug fixes)*

How to Update NestDrop

- *You can download the latest version by starting up NestDrop, open the Settings window (Info tab), and then click “download the latest version”.*
 - *This will download the “lean” ZIP archive, meaning that just the core NestDrop files are included. So the default presets, textures, and sprites are excluded.*
 - *Please read the <Update-Instructions.txt> within the ZIP archive.*
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2.X.1.8 - Public Release - July 24, 2025

- Fix: Changed the way that NestDrop starts up the SpoutSender and LivePreview to cope with Windows 11 (version 24H2), which crashed the NestDrop UI after 4 seconds with a Win32Exception.
 - After updating NestDrop to version 2.x.1.8, then start up NestDrop, and you will see 3 alerts from Windows (text below). Click "More Info" and then "Run Anyway" for the 3 alerts.
 - *"Windows protected your PC - Microsoft Defender SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk."*
 - *NestDrop.exe /// main NestDrop interface*
 - *NestDrop_SpoutSender.exe /// Milkdrop engine, Spout sender, Deck window*
 - *NestDrop_LivePreview.exe /// provides a live preview of buttons*
 - Then you will also see an error message from NestDrop saying that it could not start up the Spout Sender and Live Preview. Just close the error message and NestDrop will function properly. You will not see this error message the next time that you start up NestDrop.

2.X.1.7 - Public Release - June 1, 2025

- Fix: Presets in a queue window could have duplicate IDs in some circumstances, which caused issues when advancing the presets in sequential fashion. This caused the queue window to stop the sequence or loop only among a few presets.

2.X.1.6 - Public Release - May 5, 2025

- Fix: Presets in Folder Preview Mode didn't work after hitting the refresh button.

2.X.1.5 - Public Release - April 6, 2025

- Change: Drag Buttons from Folder Queue create copy without the need to press CTRL first.
- Change: Folder Queue can target different Decks.
- Change: Manage multiple Folder Queues targeting the same folder.
- Change: Show Preset/Image Sprite name in Queue if function activated.
- Change: Folder Queue sort files the same way as the Library.
- Fix: Empty Folder Queue can't refresh or Clear.
- Fix: UI Crash if the default Audio device is disconnected while in use.
- Fix: MIDI Map twice same action on different Decks.

2.X.1.4 - Public Release - March 24, 2025

- Change: Can copy Presets and Sprites from a File Explorer queue to another queue, Add Sprites from File Explorer Queue to Presets in another Queue.
- Change: Include NDI Sprites for changing last Spout Sprite FX via OSC and MIDI.
- Change: Add a OSC path to Activate a Preset via Queue position (not via individual ID).
- Change: Add a OSC message when the number of Item change in a queue after a Clear, Removing a single Item or the number of items changed after a queue Refresh
- Change: Add a OSC Refresh and Shuffle path for queue windows.
- Fix: Hotkey text box stays green when switching applications using ALT-Tab.
- Fix: OSC Hotkey Labels don't populate the OSC Path field when clicked on them.
- Fix: OSC Preset ID start at 1 instead of 0 in FileExplorer queue
- Fix: OSC Button ID doesn't reset to 0 after a queue window is cleared.
- Fix: OSC Messages for Sprite Status, missing a integer value when OSC global refresh

2.X.1.3 - Public Release - March 12, 2025

- New Feature: NDI Sprites. The NDI Sprites function just like the Spout Sprites but instead use an NDI video stream.
- New Feature: Toggle a favorite star of the Active Preset for Deck 1 by using a hotkey: Left-CTRL + Left-SHIFT + [1-5]
- New Feature: You can move the Deck Settings panels into an empty queue window. This is helpful for window management particularly when using multiple decks at once and you need easy access to the sliders and the magnet feature. Simply drag-and-drop the "Deck #" text (above the Time section) into an empty queue window and the Deck Settings panel will be moved over. To remove the Deck Settings panel from a queue window, click the Clear button in the queue window and it will reset.
- New Feature: Folder Preview Mode. Drag-and-drop a Windows folder containing presets into a NestDrop queue window and the queue window title will become <FolderName>. This allows you to easily test out presets without permanently adding them into the NestDrop library. The shuffle button is replaced with a refresh button and the Lock button is enabled to avoid adding/removing presets when in this mode. This works also for an Image Sprite folder!

- New Feature: Activate a Sprite for the Live Preview by using the hotkey: Left-ALT + Left-SHIFT + Left-Mouse-click on a Sprite (Image, Spout or NDI). A white dashed line will appear around the Sprite indicating it's now linked to the Live Preview. This feature is useful when using the "Update Previews" tool with Presets which require use of an Image Sprite or Spout Sprite (such as the Spout Jamming Preset Pack).
- New Feature: To enable the Milkdrop error messages, edit the <milk2.ini> file to include: bWarningsDisabled2=0. Restart NestDrop and now any error messages will be visible in the top-left of the Deck window (or when fullscreening via the Direct Output), but the error messages will not be visible in the Spout video stream or NDI video stream.
- Change: The Reset Slider buttons in the Settings window can now be MIDI mapped.
- Change: The "Update Previews" tool can now function within a queue window. This allows you to make previews even when testing out presets when using the technique mentioned above. When the "Update Previews" tool is executed then it will first process the library window and after that is completed then it will process the queue windows.
- Change: Made the Preset/Sprite IDs independent for the queue windows compared to the library window.
- Change: Tweaking the wording in the Settings window (Info tab) to be more intuitive: "Check the changelog" and "Download the latest version".
- Fix: Fix and add more OSC output messages (FX change, Text and Preset activate/deactivate).
- Fix: Individual Animation Speed on the Live Preview
- Fix: File.IO exception when saving. If NestDrop was installed into the <C:\Program Files> folder then it does not have admin privileges and so manually saving or auto saving was crashing the NestDrop GUI. Added safeguards and an error prompt to alert the user.
- Fix: Correct sorting of the Image Sprite subcategories.
- Fix: If the BPM is auto mode, it will not keep the value you enter manually with right-click, but it functions when it's already in manual mode from using tap tempo.
- Fix: When you have two queue windows (example: Q1 and Q2) suppose you set Q1 to be active, then close Q1, and Q2 becomes active as expected. But if you close Q2 and reopen Q1, the border of Q1 is not visible active but the presets are triggered as if the queue is active.
- Fix: If you leave NestDrop running continuously for multiple days (like at an installation for instance) then after 5-6 days many of the presets will stop responding to the music. This is because deep in the core Milkdrop engine there are several float variables which are 32-bit. Yet there isn't enough numerical precision when this variable is run for very long time periods. So we tweaked it to instead be a double variable in the core Milkdrop engine and then crop to a 32-bit float before sending to the shaders. Then to be extra safe and avoid the possibility of any presets being tweaked, these variables are reset every 250,000 seconds (2.89 days).
- Fix: If there is no "Default Audio" Windows device then NestDrop will crash. This would only happen if an audio driver was not installed.

2.X.0.23 - Public Release - December 8, 2024 [update only for Midnight & Pro editions]

- Fix: MIDI mapping on SETTING buttons.

2.X.0.22 - Public Release - November 27, 2024 [update only for Pro edition]

- Fix: OSC output on remote device not working.

2.X.0.21 - Public Release - November 24, 2024

- Change: Reset strobe cycle when changing strobe speed.
- Change: Disable strobe when strobe speed at 0.
- Fix: Random mode Auto-change wasn't working.

2.X.0.20 - Public Release - November 16, 2024

- Change: Small design adjustment of the BeatBar to be more intuitive. Added a BPM mode indicator so that it's obvious which mode is currently active (Auto, Manual, Ableton Link, MIDI Clock). This allows the Beat Threshold value to always be visible. Moved the location of the Enable/Disable Auto-change button to make better use of space. Also when the auto-change is disabled then it's a gray color and when enabled it's a green color.
- Change: Show the Beat Threshold value in the queue window title bar. This allows you to use the $\frac{1}{2}$ Beat Divider and x2 Beat Multiplier buttons and see the adjusted Beat Threshold value.
- Fix: Adjusting the Beat Threshold slider will affect all queue windows instantly and their respective selections for the $\frac{1}{2}$ Beat Divider and x2 Beat Multiplier.
- Fix: When the auto-change is active, the Beat Offset would pause when using a Beat Threshold of 2 and specific slider position.
- Fix: Make BPM mode to the previous mode when disabling Ableton Link BPM mode or MIDI clock BPM mode.
- Fix: If the Hotkey Text Box contained text, then it would continually steal the focus away from any hotkeys functioning until the Hotkey Text Box was cleared of text. Also fixed for the Manual BPM text box and Beat Threshold text box.
- Fix: Clicking on the section titles (and empty space) in the Settings windows will no longer spin up/down the sections. Instead click the arrows to spin up/down the sections, which matches the functionality of the arrows in the Library window. Accidental clicks were proving to be annoying since it would hide the settings.
- Fix: Instead of a continuously smooth slider, have the Wave Mode slider snap into positions that correspond to the different wave options.
- Fix: Right-clicking on the Save-As button also showed an extra but useless context window.
- Fix: MIDI Strobe Toggle button.

2.X.0.19 - Private Beta Testing - November 7, 2024

- New Feature: Added the 1/2 Beat Divider button and x2 Beat Multiplier button for queue windows. This allows you to divide or multiply the beat for the auto-change and now each queue window can react to different musical bar length.
- Fix: Crash when dragging the Beat Threshold slider.

2.X.0.18 - Private Beta Testing - November 2, 2024

- New Feature: Added the Beat Offset (Bof) for queue windows. This allows you to offset the beat for the auto-change. This allows for each queue window to react differently to the auto-change.
- Fix: Crash when drag-and-dropping the full Preset section into a Queue window.
- Fix: Use a higher resolution image for the NestDrop app icon. On high DPI monitors the app icon was half the expected size.

2.X.0.17 - Private Beta Testing - October 30, 2024

- New Feature: Magnetic Queues. This allows you to make queue windows to stick together when the Magnet icon is activated on a queue window. Together they can be moved and also be made top-most. Designed with window management in mind.
- Change: You can CTRL-click on the Pin and Lock icons on a queue window and it will enable or disable it for the magnet group of queue windows.
- Change: Small design adjustment of the queue windows. Removed empty space in between the buttons so that you can make smaller queue windows and still see the buttons in the queue window toolbar. Also when the queue window has a very small width then the "Beats" and "Deck" labels will be hidden.

2.X.0.16 - Private Beta Testing - October 22, 2024

- New Feature: OSC output feedback.
- Change: Added option for the NestDrop beat detection to adjust the Ableton LINK BPM.
- Change: Both a preset queue window and a sprite queue window can be active at the same time for a single deck
- Change: You can activate both a Settings Queue and Preset Queue for the auto-change. Hotkeys can also be shared between Settings buttons and Preset buttons.

2.X.0.15 - Private Beta Testing - October 19, 2024

- New Feature: A new Queue Window Type has been added: Settings Queue Window. This allows you to save Settings Snapshots into a queue window and easily perform with the many different possible settings at once.
- Fix: Force important prompt windows (save, quit, clear, etc.) to be top most.

2.X.0.14 - Private Beta Testing - September 15, 2024

- New Feature: Added an Auto Save option which saves the current user profile every 5 minutes. Can be disabled within the Settings window.

- New Feature: Clicking on the “S” button (within the P S T M part of the Queue window) will change all of the Sprites to use either the Overlay, Nested, or user selected state.
- Change: When you copy a Sprite into a queue window, then the selected Overlay/Nested state will be saved into the Queue window. This allows for more user selections to be respected when using the Auto Change.
- Change: Added 1/16 and 1/32 preview size options for the Video Decks.
- Change: Strobe On/Off button will change to green when the Strobe is enabled.
- Change: Sliders mode now has “MoveToPoint” enabled, which improves the experience for both mouse and touchscreen users.
- Change: Save the open/close collapsible state of the Category Sections to the user profile.
- Change: Settings window will open into the last known position at startup if it was open during the last save of the user profile.
- Change: Save the Active state of the Queue windows into the user profile.
- Change: New Queue windows will open with “Always on Top” enabled by default. This can be disabled within the Settings window.
- Fix: The Deck Settings Sections would collapse if you clicked in between the sliders.
- Fix: Change the Strobe Rate to correctly reset to 4 when right-clicked.
- Fix: New Queue windows will be opened in the center of the monitor where the Library window is located. Before it was unpredictable on multi-monitor setups.
- Fix: When the “Next Volume Peak” Auto Change Mode was enabled, it would reset the Transition Time to zero.
- Fix: Sprite buttons would get stuck on Nested/Overlay when holding Ctrl and using the mouse-wheel.

2.X.0.13 - Public Release - July 16, 2024

- Fix: If midi-mapped Presets were created in a Queue Window, then it would be saved into the user profile. But if midi-mapped Presets were created directly in the Library Window, then it would not be saved into the user profile.

2.X.0.12 - Public Release - June 7, 2024

- Fix: Transition Time was resetting to 0 when using AutoChange with Volume Peak mode

2.X.0.11 - Public Release - May 25, 2024

- Change: Set the Spout texture output to be DX11 (instead of DX9) for more compatibility. In prior versions, the Spout video stream that NestDrop output wasn't able to be used with some apps like Notch or Unreal since they expect a DX11 shared texture and not DX9. So now NestDrop outputs the shared final texture as DX11, yet the NestDrop core engine used for drawing the visuals is still DX9.
- Fix: Preset change mode remained in Volume Peak even when triggered manually

2.X.0.10 - Public Release - May 1, 2024

- Change: Multiple Sprites instance with OSC, using value 10 or 11. Send 0 or 1 to remove a single instance.
- Change: Add Strobe/LFO drop list in OSC controlled items
- Change: Set Queue windows Deck number via OSC, ex: "/Queue/Queue3/Deck", value 1-4
- Change: Force a Preset using specific Deck, ex: "/PresetID/32/Deck2"
- Change: Smooth/instant (with CTRL) transition of Decks sliders when drop a preset with saved settings
- Fix: Log Performance On/Off
- Fix: Transition Time was resetting to 0 when using AutoChange with Volume Peak mode
- Fix: Preset dashed line not changing color when used for 3 Decks at the same time
- Fix: OSC Sprites not loaded in Nested mode, now used value 0 for Overlay or 1 for Nested

2.X.0.9 - Public Release - March 10, 2024

- Change: Added user manual PDF into the ZIP archive
- Fix: Strobe Waveform per Preset not saved correctly

2.X.0.8 - Public Release - Feb 23, 2024

- Change: More flexible on the OSC path
- Fix: OSC Copy button don't works properly

2.X.0.7 - Public Release - Feb 21, 2024

- Fix: CC Midi button didn't trigger Presets

2.X.0.0 - Private Beta Testing - Dec 16, 2023

- New Feature: Always on Top for Decks
- New Feature: Merging two Deck using Alpha mask (circle, vertical/horizontal swipe, custom mask)
- New Feature: Brightness/Contrast control
- New Feature: RGB control, Hue wheel
- New Feature: Brightness/Contrast, RGB, or Hue wheel per Preset
- New Feature: Add a alpha channel slider for the Deck visuals
- New Feature: Add "Bass_att, Mid_att, Treb_att" in Animation Speed slider affected variables (many Preset speeds are based on those values).
- New Feature: Name of the Preset in the Title of the Video Deck.
- New Feature: Convert Milk Rating (0-5) to Preset Favorite Tag
- New Feature: CTRL+C will copy the path of the Active Preset of Deck1 into the clipboard
- New Feature: Locate/identify the presets the decks start up with
- New Feature: Support for OSC
- New Feature: Support for Ableton Link
- New Feature: ASIO device support

- New Feature: Add a volume level mixer
- New Feature: Mono L/R option
- New Feature: NDI output
- New Feature: Ability to lock a queue window
- New Feature: Beat Counter with more than 64 beats
- New Feature: Manually set the BPM with a constant value
- New Feature: Detection of dual GPU (such as a laptop) and ask the user if they prefer to use the Performance GPU instead of the default (integrated GPU) and set the Windows settings accordingly.
- New Feature: (user request) "Add touchscreen monitor support for scrolling"
- New Feature: (user request) Add a sidekick-app or new window for manipulating video with the intent of creating an alpha channel, which is useful when injecting video into a Spout Sprite. Include ways to automatically modulate the alpha channel, such as an LFO and maybe a beat follower. Allow the alpha channel slider to be MIDI mapped. Not sure whether it includes a video player or just accepts a Spout video feed input. It would be very interesting to take Deck 1 video, process it to add an alpha channel, and then inject it into Deck 2 via a Spout Sprite.
- New Feature: (user request) Add more preset control sliders (similar to the Zoom or Rotation sliders). Move all preset control sliders into a new dedicated window. Burn-on or burn-off. Maybe have NestDrop analyze the variables used in a Preset and then only show the relevant sliders.
- New Feature: (user request) "I'm having trouble mapping a single midi controller to Nestdrop in combination with any other program because every time a midi note is hit the midi queue makes another midi trigger square. Much Appreciated." *The new Queue Lock will block new MIDI buttons from being added.*
- New Feature: (user request) "I can take the favorites stars and drag them on a midi button, giving the button a nice colored header. (independent of the preset coloring) Really cool for color coding with my AKAI controller. But the border frame state is not saved and must be recreated each session. Persistent state would be awesome."
- New Feature: (user request) "I have 2 different midi devices, one with buttons and one with sliders and I would like to use them both with Nestdrop if possible. Much appreciated."
- New Feature: (user request) "When linking external MIDI clocks with AV programmes such as NestDrop, the standard MIDI combined start/resync signal allows users to start/reset a beat counter to zero on demand (just like Resolume's resync feature), allowing manual realignment to the start of musical bars/sections as it drifts over time. As far as I can see this seems to be missing from NestDrop, or at least it's not working in my setup (v23.15) (Resolume and the Thesys standalone MIDI sequencer are both working fine though). Any modification should remain independent of the current auto-change button on/off which will continue to ignore any such external MIDI start/resync signals. Linked to this, there seems to be another issue with the current syncing function. Every time a MIDI key is pressed or a sprite or preset clicked on my setup, the beat counter immediately resets to zero. Should it not continue to the end of

the count without interruption, unless an external MIDI start/resync signal is detected, or is this intended behavior? I don't understand the benefit of the current function - unless I'm doing something wrong maybe. Thanks." => Indeed, trigger manually a Preset is the way chooses to resync the counter, but I could look for start/resync external signal. *Now you can drop a MIDI control or button on the Beat bar (except on the slider, which will change the Beat threshold) to Resync the beat progress.*

- Change: Add 8 new waveforms (from Se7enSlasher)
- Change: Custom shapes and waves limit to 16 instead of 4
- Change: Update the Frequency Algorithm and use stereo (from Se7enSlasher)
- Change: .jif image texture support.(from Se7enSlasher)
- Change: Re-enable the constant uniform blend transition (from Se7enSlasher)
- Fix: UI crashed if no Preset, when creating Spout Sprite.
- Fix: Fullscreen output broken in Win11
- Fix: Can't use Sprite in Overlay if used in Nested on another deck
- Fix: User reported that they cannot can't remove Sprites from Deck3 since CTRL+Left ALT is a default key shortcut in Windows. But there is no way to discriminate since Right Alt becomes AltGrp (Alt+CTRL) on the European Keyboard. Setting the keyboard to US fixed the problem.
- Fix: "Overlay" text removed on Sprite button even if still used in another deck
- Fix: MIDI threshold not saved
- Fix: (user request) "I noticed that if I have a queue for spout effects and I want them to be nested then I can't auto play. Once it auto plays to the next it switches it from nested to overlay."
- Fix: (user request) "I am trying to use the entire Milkdrop Preset Pack , and load all its 47,983 presets into Nestdrop, but it is becoming unresponsive."
- Not implemented: Transition control between two Presets with a slider
- Not implemented: Preset editor (from Se7enSlasher)
- Not implemented: Presets Smashing with MIDI
- Not implemented: Milkdrop 1 effects, such as video echo and orientation, will not function while the 3D Anaglyph option is enabled.

1.X.23.15 - Public Release - Oct 28, 2021

- New feature: Add a Shuffle button in the Queue window to shuffle items
- Fix: Midi button mapped to control lost the tag name when saving
- Fix: UI crash if drag the upper part of the first bookend

1.X.23.14 - Public Release - Sept 13, 2021

- Change: Force a Midi Note "Depress" when receiving a Note Pressed with a velocity of 0. This is useful when using Resolume as the MIDI source.
- Change: There can now be one active queue window for each Video Deck. All of the queue windows will move to the next Preset when pressing spacebar, also when using auto-change. To remove a Deck from the auto-change, double click on the title bar of the active queue of this deck to toggle its Active Status.

- Change: You can map a MIDI button so that it toggle the active state of a specific queue window. Just drag-and-drop the MIDI note button on the queue title bar or background.
- Change: Midi Control Buttons can now trigger Presets and Sprites (using a MIDI knob)
- New feature: You can map a separate MIDI button for each deck for Spacebar, Backspace, and Delete. Just hold left-Shift, left-Alt, right-Alt, or right-Shift while dropping the MIDI Note button.
- Fix: Would not ask to save if you changed the preset order in any queue window.
- Fix: Wrong library window size was saved if the UI was minimized during the save.
- Fix: Presets in a queue mapped to a MIDI button were not saved and retrieved correctly at the next opening of NestDrop.
- Fix: When copying a MIDI button in the MIDI queue window, will now erase the original one instead of duplicating it.
- Fix: The MIDI mapping was not saved if the MIDI queue was closed during the save.
- Fix: The Video deck will not crash if you try to use an Audio Device with a duplicate name. Instead it will just use the first found.
- Fix: Drag-and-dropping a button was difficult (or wrong) if the CPU processing load was high.
- Fix: Current fullscreen didn't change if the monitor was not closed first.
- Fix: Fullscreen was not placed correctly if the scale of the monitor was not at 100%.
- Fix: Wrong MIDI hotkey identification on Preset button when loading.

1.X.23.12 - Public Release - May 10, 2021

- Fix: Possible wrong MIDI mapping after multiple load-edit-save.
- Fix: UI would crash if files are missing in the Plugins folder.

1.X.23.11 - Public Release - February 27, 2021

- Change: Updated text in the Settings window.

1.X.23.10 - Private Beta Testing - February 21, 2021

- New feature: Added "Render compatible presets in Anaglyph 3D" checkbox into the Settings window. Enabling this will apply a cyan/red stereoscopic filter for presets that do not utilize composite shader code.
- Fix: Optimize the anaglyph 3D code. At the origin, part of the image without movement will look at the screen surface and any movement will look nearer than the screen. So I shifted the two colors to distribute more uniformly, one half in the screen and the other half out of the screen. A few presets become worse, but a majority of the presets are greatly improved. I also limited the amplitude of the 3D because the stereoscopic separation was too extreme and was impossible for your brain to interpret realistically.
- Fix: Found a typo in the <mlk2_spt.ini> file. [img67] was accidentally named [img17]. Also added some helpful comments to the first few FX.

1.X.23.9 - Private Beta Testing - February 11, 2021

- New feature: Added an "always on top" button onto the Settings window.

- Change: NestDrop will now recognize if a Spout Sprite is being activated into itself to create a video feedback loop. In this case, the Spout Sprite Alpha slider values are rescaled so as to provide more accuracy on the high end of the slider. Feedback loops were very delicate to control in the past and this helps to tame it.
- Change: Added a -0.5 pixel offset in u and v on the position of the texture drawn for the Spout Sprites. This is since the texture position is calculated at the pixel center, not the left. So this fixes the issue of how a feedback loop would want to move in a specific direction.
- Fix: If a Spout Sprite is active and then the related Video Deck is turned off, then the Spout Sprite will automatically be deactivated.

1.X.23.8 - Private Beta Testing - February 10, 2021

- New Feature: Added an audio spectrum into the Library window toolbar. This allows you to see the incoming audio and know without a doubt that NestDrop is receiving the audio correctly. This audio spectrum preview uses the same engine as the Live Preview, so the audio spectrum preview is only visible when the user is not hovering over a Preset button. The audio spectrum preview has been installed into the background of the hotkey textbox just to save some space in the toolbar.
- New feature: On some computers when you plug a cable into the sound card or headphone jack then the system automatically changes the audio device selection in Windows. So we added a NestDrop alert prompt that informs the user of this change and asks if NestDrop should restart the Video Decks.

1.X.23.7 - Private Beta Testing - February 7, 2021

- New feature: The Animation Speed attribute can be set individually for each preset button. Hold CTRL and scroll the mouse wheel over a preset button to see a "Sp: ##%" overlaid. Hold CTRL+ALT to change the value at a faster rate.
- New feature: Added "Apply smooth transition to the deck effects" checkbox into the Settings window. This will allow NestDrop to ease between any values when the Deck effects sliders are moved.
- Change: Sprite buttons and Spout Sprite buttons can be activated individually. Previously they shared activation states and you needed to hold CTRL to activate multiple buttons at the same time. So if you left-click on a Sprite button then any already activated Spout Sprite buttons will be unaffected, and vice versa.

1.X.23.6 - Private Beta Testing - February 3, 2021

- Change: Increased the reliability and loading speed of video Decks.
- Change: Added a lock button to the "Number of Active Decks" slider, so that it can be protected from an accidental click while performing.
- Fix: rewrote how the Spout Sprite buttons were implemented. This fixes the issue with Spout Sprite buttons not being visible in a queue window when loading a user profile. Now the Spout Sprite buttons in the library window are always visible and remain greyed out until the related deck is active.

1.X.23.5 - Private Beta Testing - February 1, 2021

- New feature: Added "Home" and "End" hotkeys to push the scrollbar to the top/bottom of the Library window.
- New feature: Added a way to collapse each of the category sections of the Library window.
- New feature: Map a MIDI knob to control the last activated Sprite FX for a specific deck.
- New feature: Added an "always on top" button onto each queue window.
- Change: Split the "Animation Speed" slider into two different sliders: "Frame Rate" and "Animation Speed". This allows you to keep the frame rate constant and yet be able to tweak the animation speed by itself. The Animation Speed slider only functions if the preset utilizes code related to animation speed.
- Change: Moved the credits text into its own "Info" tab of the Settings window.
- Change: For any preset which does not have an associated preview image, the filename will be listed on the preset button.
- Fixed: Force the amount of active decks to match the correct deck #. In the past they mismatch if you stopped and started Decks multiple times. No more zombies!

1.X.23.4 - Private Beta Testing - January 31, 2021

- Change: Added Milkdrop version number (2.25c+) into the credits. The plus symbol indicates that we have fixed a few bugs and did some optimizations within the Milkdrop source code. The Milkdrop engine used within NestDrop is a fork of the original source code.
- Change: The default Audio Device is now visible right when you start NestDrop for the first time. Before it was just a blank selection, even though it was still using the Windows default audio output.
- Change: Delayed loading the queue windows until after all of the video decks have been initialized. This ensures that any Spout Sprite buttons will be visible within a queue window when opening a saved user profile.
- Fixed: The live preview zoom attribute could be very large according to regional language settings. Changed the thread setting to "en-US" mode which forces all settings to write a point as a decimal point and removed the possibility of using a comma.

1.X.23.3 - Private Beta Testing - January 28, 2021

- Change: The live preview Spout sender is now hidden to other applications. Only the main NestDrop UI can access it.
- Change: The fullscreen process is now using the Swapchain FlipEx mode to increase performance.

1.X.23.2 - Private Beta Testing - October 8, 2020

- Change: The auto-change Status and Beat trigger number is saved in the XML file.
- Change: When reopening a closed queue window and it's the only queue window open, set it as the Active queue.

- Fixed: When a MIDI button is mapped on a Preset, the MIDI hotkey text disappears when dragging this Preset from the Library window to a queue window
- Fixed: Spout Sprite section could disappear if the Live Preview is not working
- Fixed: Auto-change does not work if the beat count is set to 64 beats
- Fixed: Auto-change continues to select Presets which have been moved from a queue window into a different queue window.
- Fixed: Crash when opening the Settings window if the Direct Output selection is set to -1 in the XML file.
- Fixed: Update the control values in the Settings window upon loading a new XML file.

1.X.23.1 - Private Beta Testing - September 23, 2020

- Change: When fullscreening the visuals using NestDrop, the fullscreening process is now performed using the video deck application. Due to the render pipeline implementation there was an occasional frame stutter when the visuals were fullscreened using the prior method. More obvious at 60 fps and with some particular Presets.
- Change: Move the “Number of Active Decks” slider to the Decks Settings window.
- Change: If a deck is disabled then the related Decks Settings sliders will be hidden.
- Change: Select whether the auto-change uses an instant trigger or volume peak trigger.
- Fixed: When loading a User Setup XML file, the saved Spout Resolution will be used.

1.X.22.1 - Public Release - September 14, 2020

- Change: Automatically reconnect MIDI device to the MIDI queue window if the device is available and used in the new User Setup XML file.
- Fixed: When mapping another Preset on a Midi Button and then save, the change is not effective when loading the XML file if the first Preset is before the last Preset mapped in the Library order.
- Fixed: When mapping another Preset on a Midi Button, remove the Midi Hotkey on top of the previous Preset mapped.
- Fixed: Refresh MIDI button image after loading a new XML file.
- Fixed: Reset Sprites FX and MIDI mapping when loading a new User Setup XML file.

1.X.22.0 - Public Release - August 1, 2020

- New feature: Check for the latest version of NestDrop in the Settings window.
- New feature: Audio Device selection within the Settings window.
- New feature: Support for MIDI controllers. Added MIDI Settings tab.
- New feature: Queue windows now have different modes: Preset Queue, Text Queue, Sprite Queue, MIDI Queue. The queue mode is automatically determined based on whichever button is first drag-and-dropped into the queue window.
- New feature: Created technique to add multiple Presets into a queue window. Drag-and-drop a category title or subcategory bookend into a queue window. Functions with search results too.
- New feature: Added a ‘Clear’ button for queue windows.

- New feature: Spout Sprites. Deck visuals are available as Spout Sprites, allowing you to mix visuals directly within NestDrop. Also any Spout sender is available as a Spout Sprite, so you can send visuals from Resolume and have them affect the Milkdrop visuals.
- New feature: Added 'Sprite Alpha' slider into the Deck Settings window. Useful for layering different Deck visuals together, fading in/out, or finding the perfect balance that allows for a feedback loop.
- New feature: Sprite button is split vertically for Overlay & Nested options.
- New feature: Sprite number of instances indicator.
- New feature: Hold CTRL + mouse-wheel to dynamically change the Sprite Instruction number and see the result instantly if the Sprite is activated.
- New feature: CTRL-click on Navigator button scroll to the Active Sprite.
- New feature: You can add your own custom notes into the preset buttons.
- New feature: The custom notes are now included in the search results.
- New feature: Option to create a fullscreen output for each Deck, using the Spout feed.
- New feature: Add ENTER hotkey for Spacebar Hardcut to be used.
- New feature: Progress bar in the Windows taskbar represents the Preset/Sprite loading and the timeline and status of the auto-change once loaded.
- New feature: MIDI Output pass thru to another device so that you can daisy chain the same MIDI controller data to another app.
- New feature: Added option to choose the Deck window size within the Settings window.
- New feature: Changed the 'update previews' tool to use the live preview engine instead of Deck 1.
- New feature: Manual tap-tempo BPM (on the BeatBar text or on the Active Preset).
- New feature: Added Caps Lock hotkey to enable/disable the auto-change.
- Change: Implement the dark GUI style for the Midnight Edition.
- Change: Reordered the toolbar icons. This allows the most important icons to be visible on a small laptop screen.
- Change: Library toolbar will rearrange and stack when the window is resized.
- Change: Queue windows can now be resized by using any side.
- Change: In NestDrop_SpoutSender.exe, add a render stage to eliminate the alpha issue during transitions.
- Change: Right-clicking on buttons in the queue windows now matches the library window behavior.
- Change: Now hotkey acts on a key-down instead of a key-up (for a more instant action feel).
- Change: Loading Speed should be faster, now using more than one core.
- Change: Load the direct output window in a separate UI thread to avoid freezing when manipulating library windows or when the UI is busy loading Presets.
- Change: Add a checkmark in the locator context menu which will indicate in which Category you are presently within the Library.
- Change: Display native monitor resolution even if scaled by Windows in direct output listing

- Change: If there is a volume drop, the Deck will hold the current preset until the next volume peak, for the auto-change mode.
- Change: Added time stamp at volume peak. This improved the beat syncing for the auto-change feature.
- Change: If the "AUTO CHANGE ON" is MIDI mapped, it will act as a toggle ON/OFF.
- Change: Adjust the [P S T M] queue mode indicators to not nightlight when moused over.
- Change: the background art of the library window
- Change: Saving and auto reconnect MIDI device once mapped to a MIDI queue.
- Change: Empty queue can be made Active, and a new queue will be made Active if no other queues exist.
- Change: If a button has a note within the library window, and then you drag this button into a queue window, then the Note will be copied along with the button.
- Change: Added verbose error message in case of not opening + Diag log file of the SpoutSender
- Change: Added a sprites folder, so as to keep the sprites images separate from the texture images needed for the Presets
- Change: Add Ctrl+Mouse-wheel in Message Queue for FX (and change the Hotkey List)
- Change: Section Presets, Spout Sprites, and Image Sprites have a different Label than categories associated with folders.
- Change: Loop when FX scroll above FX:99 or below FX:00
- Change: Load Message FX from the ini file each time we send a text
- Change: Added PNG Sprites with native transparency support and it will be used for the alpha in blend more 4. Although there is still a bug when using blend mode 3 and the alpha instead appears solid white.
- Change: Now the Sprite FX are loaded at each call, facilitating the effect editing.
- Change: Remove the FX:00 from the Milk2_img.ini to use the default parameters if no FX are used. This is important for the Spout Sprites.
- Change: Spout Sprites FX in a separate file Milk2_spt.ini
- Change: Play counter field is now used for the Effects # of the Sprites and Text buttons.
- Change: Disable the default transparent colorkey (Black) if commented in the Milk2_img.ini
- Change: Automatically burn-in Sprites on termination even if Burn = 0
- Change: Re-enable the image resizing for preview image of Sprite to save a lot of RAM with many large images, but disable the default Cache option.
- Change: Able to open multiple instances of NestDrop at the same time and share control of the Decks.
- Change: Added link to the Reddit community within the Settings window.
- Fixed: Useless line in Comments and Effects Section in the XML when using Text object
- Fixed: UI Crash when a folder in Sprites have the same name than another in Presets
- Fixed: If the active queue window is closed, then all of the other queue windows will be given the active border.
- Fixed: Not overlaid when using Sprite is linked to Preset in queue Window

- Fixed: If loading a user profile XML profile that was originally created on a different computer, then the saved audio devices would try to be loaded, even if those audio devices didn't exist.
- Fixed: GUI crash when number of Presets is more than 4500.
- Fixed: GUI crash when the Textures Folder was missing.
- Fixed: Sprite scaling ratio vs Deck ratio (affect non 1:1 ratio). Old bug in the Milkdrop code.
- Fixed: Crash if the textures folder is missing
- Fixed: Search results will not clear when hitting ESC with the hotkey text box selected.
- Fixed: Display filenames in the queue windows.
- Fixed: More precise scrolling for the Locate Active Preset button and category navigation.
- Fixed: Issue in Milkdrop engine if multiple Sprites here used at once then a black square would appear in the visuals.
- Fixed: Removed the limitation of 5 simultaneous Sprites and 11 Sprites memory bank within the Milkdrop engine. Now you can use 30 simultaneous Sprites and 256 Sprites memory bank.
- Fixed: Issue in Milkdrop engine with the 'visualize text' freezing the visuals for 0.5 second.
- Fixed: Drop-down lists in the Setting window was crashing the GUI in Windows 7
- Fixed: If the auto-change was enabled when NestDrop was quit, then when it was restarted the volume peak trigger would be used instead of the instant trigger.
- Fixed: Live preview crashes on Windows 7 when NestDrop starts up.

1.X.21.0 - Public Release - April 1, 2020

- Fixed: If a preset had any uppercase letters in the filename extension then NestDrop would crash during startup.

1.X.20.0 - Public Release - March 2, 2020

- Change: Improved the startup loading speed of NestDrop.
- Fixed: Closed queue windows were not saving their deck number selection.
- Fixed: Added numpad key entry to more easily change the Spout resolution text boxes.

1.X.19.0 - Public Release - February 22, 2020

- New feature: Double-click on a queue window title bar and make it the active queue.
- Fixed: Optimized the frame rate of the Milkdrop engine to avoid dropped frames.

1.X.18.0 - Public Release - February 22, 2020

- NestDrop launched!