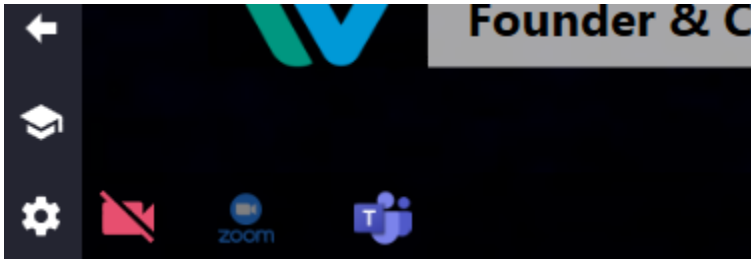
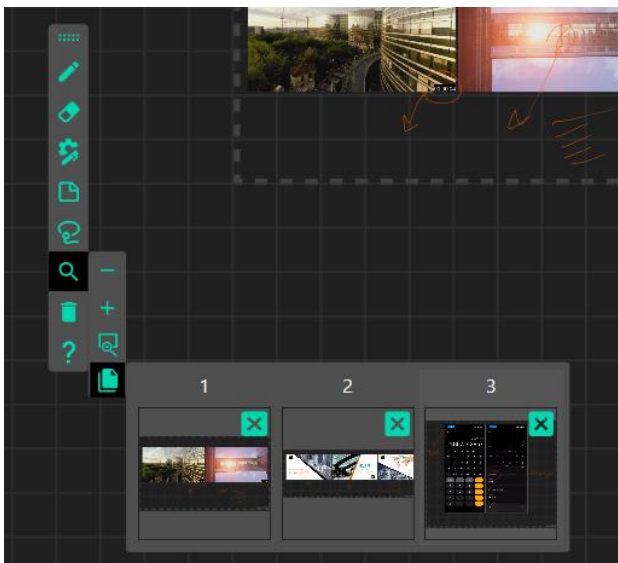


## R3.2 Change List

- PITCH toolbar has quick access camera control buttons to: Pause camera, Switch camera to Zoom, Switch camera to Teams

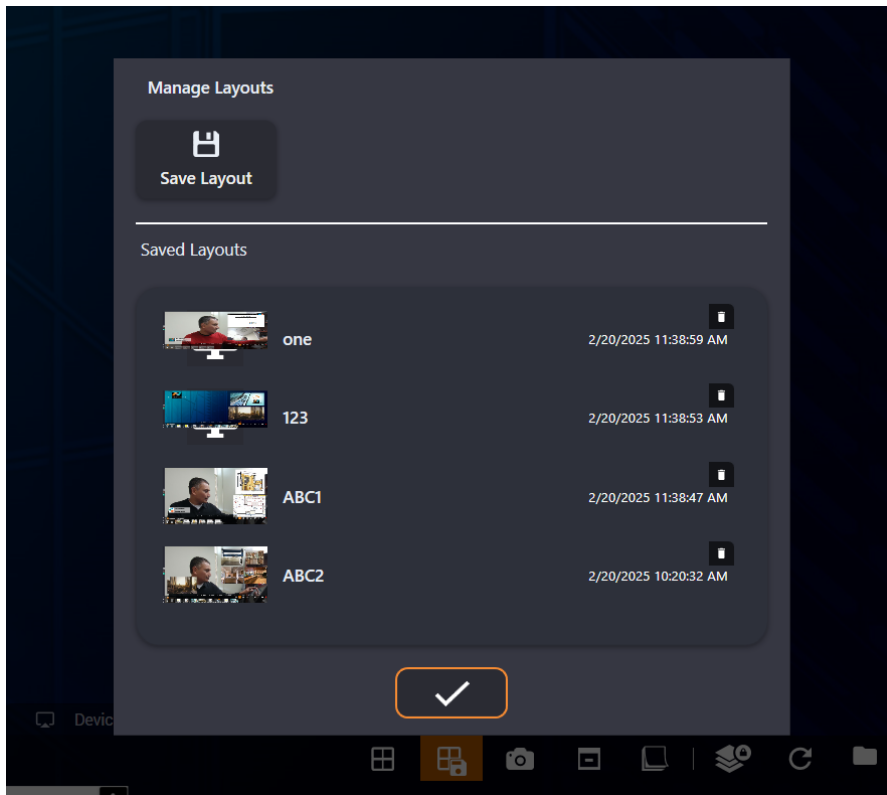


- Writing with a pen on a document does not change its Z order. This allows a user to write on multiple documents and maintain the hierarchy of the documents easily.
- SCRIBBLE allows you to 'zoom to' any page using this toolbar menu

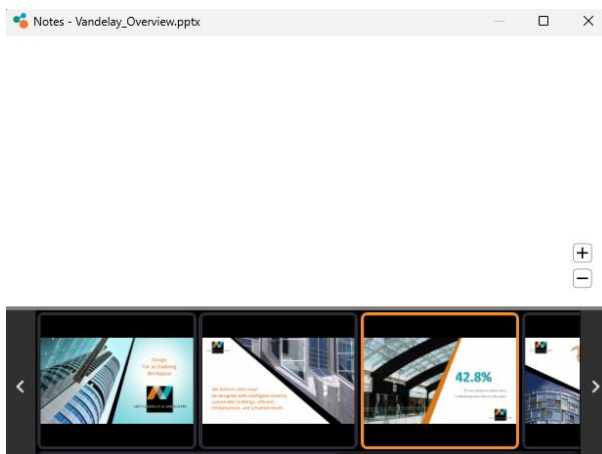


- STAGE\SCRIBBLE remember the last document size. When you open multiple documents, you don't have to resize each one to be the same as the previous. New documents are automatically sized to the last document opened.
- Grid Align in STAGE now aligns the documents based on position. The user has the ability to roughly arrange the documents and then align them, and the relative order of the documents is maintained.

- STAGE now allows users to save and load pre-defined layouts. User can quickly restore any layout of documents, devices, and cameras and jump from layout to layout.



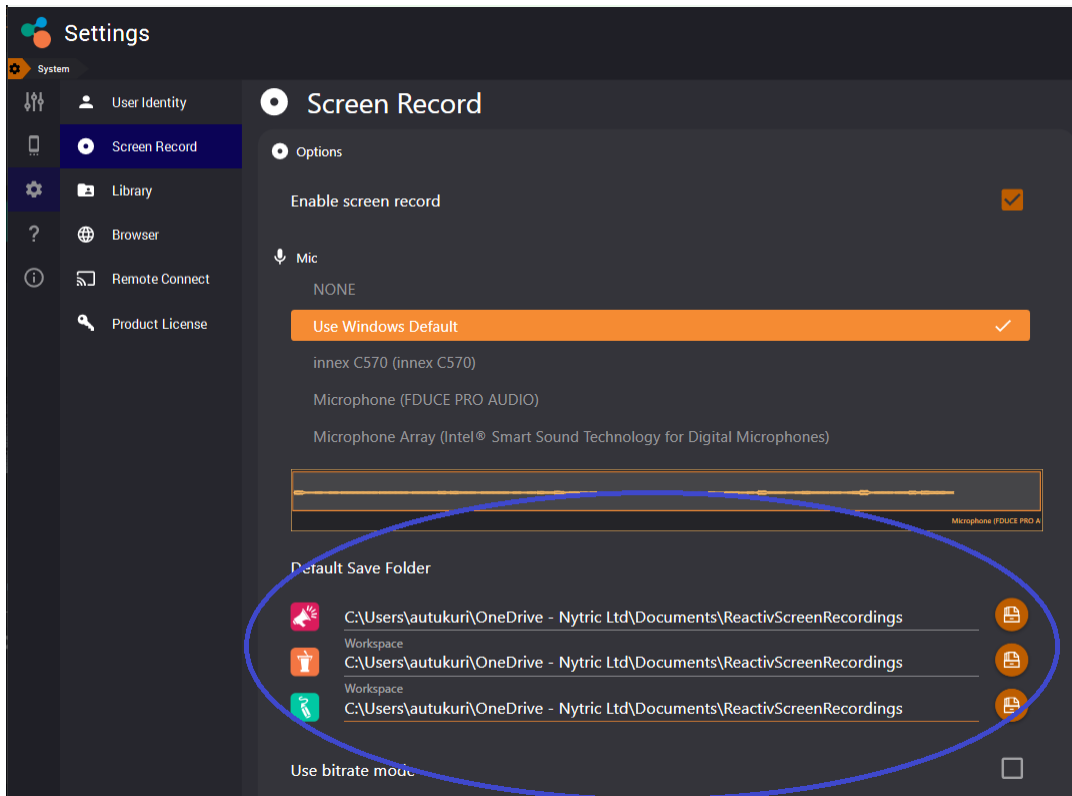
- PPT notes now show a filmstrip of all the slides in the presentation



- STAGE\SCRIBBLE allow for layer lock. When enabled, the Z order of the documents does not change. This makes it easy for the user to organize documents on top of each other, and not change the order when they are manipulated.



- Screen record menu allows user to select folder path for PITCH, STAGE and SCRIBBLE recordings separately. STAGE\SCRIBBLE default to saving to the local workspace, but this can be overridden by this menu



- When Reactiv SUITE main app is minimized, all CAST screens are minimized as well
- A/V Devices show a preview image in the workspace dock. Makes it much easier to select the right device to show
- Fixed problems related to blank spaces and missing characters when using cloud repositories like OneDrive and Box
- STAGE\SCRIBBLE presentations created in Read-Only folders handle errors and don't crash
- Rotated documents maintain their rotation state when in full screen
- Better camera handling to reduce crashes