

Affinity Designer 1.2

New Features, Improvements and Fixes

New Features

- Text-on-a-Path
- Corner tool
- German, Spanish, French and US English languages (and language selection)
- Force Pixel Alignment mode for accurate UI and Web design
- Added dashed line styles for Strokes
- History can be saved with documents
- Updated document compatibility with Affinity Photo beta
- Export slices to SVG, EPS and PDF formats
- Open .ase (Adobe® Swatch Exchange) colour palettes
- Import brushes automatically by double-clicking .afbrushes files

New Shortcuts

- Shortcuts added for outline/pixel/retina view modes (Cmd+Y/Alt+Cmd+Y/Shift+Alt+Cmd+Y)
- Shortcut added for Transparency tool (Y)
- Shortcut added for document Export (Shift+Option+Cmd+S)
- Shortcut added for Convert to Curves (Cmd+Enter)
- Shortcut for altering font size changed to Cmd+< and Cmd+>
- Number keys now work as shortcuts for selection opacity and brush opacity

Improvements and Enhancements

Design and Colour

- Rectangles can now also be rounded. The Ellipse is now also a Pie and Donut
- More accurate colours and colour controls that better respect device colour profiles
- Changed the way we deal with high-DPI documents, removing Retina checkbox
- Add, save and reuse new Document colour palettes
- Improved colour picker accuracy, including an extra fix for multi-monitor setups
- Pasted Hex RGB values work with or without the leading #
- Added 'Copy colour to clipboard as Hex' command to the Colour panel's menu
- Standard black and white swatches respect the current document colour model
- Black, White and No fill swatches fixed in the context toolbar > Fill flyout > Swatches tab
- Improved layer rasterization logic
- Better document resizing
- Divide Boolean operation geometry improved
- Context toolbar updates the fill correctly when ICC colour profile is changed
- New cat shape, using 2014's Affinity Cat competition winner
- More reliable scaling of stroke widths
- More reliable key entry for Hex colours
- Document Setup dialog correctly displays margins and DPI settings
- Improved handling of deletion of adjustment/mask children

File Import/Export

Export selected objects/layers from the Export dialog
Many PSD import and export improvements
Improved PDF export
Affinity's own EPS exporter implemented
Improved PDF import: better text handling
updated options panel
support for older Illustrator documents
support for soft masks added
support for strokes improved
Improved SVG export: less rasterization
viewport
width/height as percentage
cleaner code and output with fixes for line joins, caps, rectangles, ellipses, straight line segments and some other shapes
Improved SVG import supporting unfilled objects
Improved EPS compatibility with Cinema4D
New 'smallest size' EPS export option for much more compact files
Improved Freehand file import compatibility, and respecting 'fill unclosed' paths
CMYK JPG option available when exporting slices
Support added for 8-bit LAB TIFF files
Honour the orientation tag when loading images
Dashed line support added for import and export of all vector formats
DPI setting is preserved when loading/saving images
PNG DPI is read on import/open
For some file types, a DPI setting is estimated at import time based on content
Improved opening of interlaced GIFs and GIFs with per-frame palettes
Opening an image sets it as a locked layer called Background
Embedded document export improved for vector artwork
BMP import issue fixed
Slice names can now contain a broader range of characters
Warnings issued when exceeding file size limits of export formats

Brushes and Pressure

Made Import/Export Brushes more obvious
Brushes in Pixel Persona now support their own blend mode and wet edges settings
Added Ctrl+Option+drag modifier to quickly adjust pixel brush hardness and size
Recent colours now remembered in the Swatches panel for raster brushes
Intensity nozzles now support 16-bit depth
Improved reliability of highlighted brush status in Brushes panel
Single click with tablets using a brush tool results in a sensible nib size
Undo is improved for individual Pressure profile changes

Adjustments and Effects

New Blend Modes introduced (Lighter Colour, Darker Colour and Linear Light)
Added 'Preserve alpha' option to the Gaussian Blur effect
Improved quality for Bevel Emboss and 3D Layer Effects

- Fix for issue with blurs on masks
- Improved accuracy when blending objects with masks
- Removed artefacts when using blend modes on low-opacity layers
- Histogram and other UI improvements added to many adjustments
- Improvements to Lighter and Darker blend modes in CMYK
- Selective colour adjustment properly saved with documents
- Fix for inability to adjust sliders in Black and White adjustment

Typography

- Fonts can optionally be shown in document units or points
- Improved OpenType support and Typography panel tweaks
- Improved spell checking
- Insert Character menu changes
- Text context toolbar now offers live preview of Leading changes
- Kerning and tracking now support 1000th of a point adjustments
- Text tool mouse selection logic improved
- Text tool can now drag a text object by its frame
- Caret and text highlight now respect the baseline advance attribute
- Better display of justified text
- Fonts shown in the user's system language, and font traits are now localised
- Numerous other minor font UI fixes

Other Usability and UI Improvements

- Tab key can now hide/show the main UI entities
- Updated show/hide UI visibility option to be called Toggle UI
- Active document tab now light, inactive tabs are dark
- UI font size can now be increased in Preferences; Panel names now contract and expand
- Save and load selections
- Support added for Wacom Airbrush Stylus wheel as a controller
- New preference for mouse wheel zooming
- Improved reliability of Layer panel drag and drop and double-click operations
- New cursors for Gradient, Transparency, Vector Crop and Shadow Offset tools
- New preference for preferred behaviour when constraining aspect ratio
- Refreshed Welcome screen including new (downloadable) samples
- Edit All Layers is enabled by default
- New preference for hiding/viewing file extensions
- Visibility status of file extension no longer affected when overwriting files
- Improved marquee selection logic and accuracy
- Easier to select the rotation handle with slightly bigger hit test area
- Save As now uses current filename where available
- Better Assistant Manager with less intrusion when applying masks and adjustments
- Added Esc and Enter as key operators for many dialog boxes
- Document switching remembers each document's active Persona
- Fix for right-clicking in the Brushes panel
- Fixes for the Layers panel sometimes disabling, and sometimes allowing renaming
- Fix for the gradient fill drop-down not initialising with the correct gradient
- Fixes for studio tab logic causing incorrect placement of tabs and better tab sizing

- Fix for window not restoring to correct size after switching away from Separated Mode
- More reliable drawing of the Swatch strip
- More reliable nudging of objects including mixing arrow nudges and typed values
- Guides made visible if they were hidden when a new guide is added
- Node placement improved in Pressure fly-out panel
- Context toolbar option to reset selection box for transformed objects
- Stroke alignment options for inside/outside switched around
- More reliable reporting of the selected Stroke alignment setting

Performance and Other Fixes

Improved Performance

- Improved pan/zoom performance in pencil, vector brush and raster brush tools
- Greatly improved pixel brush performance
- Improved performance for documents with Layer FX on Retina machines
- Fix for a performance issue when copying a small portion of a large raster layer
- Performance improved for non-RGB8 documents
- User experience improved for very effects-heavy documents
- Colour profile transforms are now hardware-accelerated
- Font list draws more quickly and uses correct font names
- Launch speed improved for those with large font lists

Stability

- Improved saving and improved reporting of any document open/save issues
- Improved support for shared WebDav folders
- Fixed intermittent crash when closing documents or the app
- Fix for stability issues caused by Context toolbar changes
- Fix for fluctuating file sizes when saving unchanged documents
- Fix for a stability issue caused by selecting the first item in the History panel
- Fix for a stability issue during PDF import
- Fix for a stability issue caused by masks during PSD export

System and OS X Compatibility Improvements

- Improved Yosemite look and feel
- Improved support for 'Always show scrollbar' feature, scrollbar reliability improved
- Fix for dragging/dropping layers to the system Trash Can to delete
- Stability improvements in OS X Lion when exporting vectors
- Fixes for the Character panel affecting OS X Lion
- Temperamental Yosemite zoom performance fixed
- Better handling of read-only documents and volumes e.g. NTFS
- Redraw issue for Lion (sometimes Yosemite) for Layers and Effects panels fixed
- Fix for intermittent Space bar functionality for pan/zoom operations
- System highlight colour is used, not overridden

Detailed Change Logs for Each Beta Build

1.1.2.23784 (RC3) 17/03/2015

- Fix for slow startup experienced by users with many fonts
- Fix for 'baking' corners affecting the start/end node of closed curves in the node tool
- Fix for selective colour adjustment not correctly saving itself with the document
- Fix for problems with WebDav shared folders causing inability to save over existing files
- Fix for many clipped translated strings
- Fix for some PSD export issues - crashes caused with masked areas
- Improved EPS loader so that it tries to identify CMYK/RGB documents
- Show the modified document before asking if the user would like to save its changes
- Fix for some incorrect states shown in the Select Tool's context toolbar
- Fix for EPS export of CMYK JPEGs used in the document (they were becoming inverted)
- Failing to read DPI information from a PNG should default to 72 DPI
- Fix for Black & White adjustment not allowing slider changes
- Attempted fix for disappearing tab bar when multiple documents are opened
- Added a check next to the current view in the Views->View menu
- Fix for some issues seen in Path Text

1.1.2.23562 (RC2) 10/03/2015

- Fix for 'text in points' logic error
- Automatic panel resizing logic added to cope with translated strings that were becoming cropped
- Performance improvement for non-RGB8 colour formats
- Fix for Transform panel changes ignoring 'nudge' adjustments previously made with the arrow keys
- Improved cursors for Gradient Tool, Transparency Tool, Vector Crop Tool and shadow offset tools
- Path Text tweaks - support for filler text, many speed improvements
- Removed visible 'focus' highlight on the line page style buttons
- Reduced the level of danger implied by the warning given when saving history with documents
- Completely changed the way we deal with high-DPI documents. There is now no 'retina' checkbox and all documents for physical devices are specified in points with a given DPI.
- Fix for hit-testing issues with the colour wheel and 'recent' colours in the Swatches panel
- Fix for a few Layers panel issues - Shift-Click on a thumbnail works as expected to multi-select the rows again and dragging a layer to the New Layer button now duplicates the layer again.
- Text context toolbar now has live preview enabled for its Leading control
- Correctly read DPI information from PNG files when we load them
- Hopefully improved the speed of opening the Character panel when you have many fonts installed
- PDF import improvements
- Fix for Divide boolean operation creating the wrong results and/or crashing
- Fix for Pixel Persona menu items being in a different order to the Draw Persona menu items
- Fix for changing a line's pressure profile not remembering each Undo step correctly
- Fix for entering a Hex colour not always producing the correct colour
- Improved the user experience when dealing with documents which take a long time to draw (typically very effect-heavy documents)

1.1.2.23308 (RC1) 03/03/2015

- Improved Corner Tool UI, plus miscellaneous bug fixes
- Improved Ctrl+Option drag-resizing in the brush tools
- View Tool and Zoom Tool double-click behaviours added (zoom to fit and zoom to 100%, respectively)
- Introduced top-level 'Text' menu item, which replaces the old 'Format' menu and removed vector-related operations from the menus in Pixel Persona
- Added the ability to Save/Revert document defaults
- Fix for 'None', 'Black' and 'White' fill not working on the swatches page in the fill flyout
- PDF import now supports multitone bitmaps with an arbitrary number of channels
- Floating studio panels now have a close button
- Increased contrast of the view tab's close button when multiple documents are open
- Performance improvements for Path Text
- Paragraph Leading is now available on the text context toolbar
- Fix for moving objects after nudging them causing the wrong results
- Starting to fix localised strings not fitting in some panels - still more to do...
- Improved Freehand import
- Fix for SVG export not correctly exporting simple lines
- Fix for vector export
- Fix for changing presets in Document Setup not correctly setting DPI and retina checkbox
- Fix for some adjustments going wrong in CMYK
- Miscellaneous other fixes and improvements

1.1.2.23074 25/02/2015

- Path Text initial height can be specified by dragging in the Art Text Tool while over a selected curve
- Fixes for issues surrounding read-only documents and read-only volumes (NTFS for example)
- Edit all layers is enabled by default
- Added Path Text menu item
- Path Text can be created from curves with corners. Similarly boolean operations now operate as expected with corners
- Fix for corners artificially being limited in size when applying to objects
- Support for 8bit LAB TIFF files
- Corner Tool UI simplified to avoid clutter
- New cat shape (it's now the shape provided by our competition winner!)
- SVG export now outputs ellipses as ellipses, rather than outputting as paths - this saves space and makes the file more readable. Also output straight segments as lines
- Fix for stroke widths appearing incorrectly when set to scale with object in certain circumstances
- Fix for double-clicking an item in the Layers panel not zooming to it

1.1.2.22997 23/02/2015

- Fix for swatch strip rendering incorrectly
- Improved Yosemite look and feel
- Remember recent colours for raster brush tools in the 'recents' area
- Fix for colour picker occasionally returning the wrong colour
- Single-click with tablets in brush tools now creates a more sensible sized nozzle stamp

- Support for Airbrush Stylus wheel as a controller
- Always pass key events to the main view unless you were in a text field - this should resolve some issues seen with Cmd+Space apparently not working.
- Fix for redrawing issues seen in Lion (and occasionally Yosemite) with the Layers panel and Effects panel
- Fix for opening bmp files
- Added ability to set kerning and tracking of text in 1000th of the pint-size
- Intensity nozzles can now be 16bit, just like full-colour nozzles
- Improved SVG export of rectangles
- Typing 0->9 now affects the opacity of the selection. Typing '4' will set 40%, '45' will set 45%, etc. In raster tools it will set the opacity you are about to paint with.
- Added shortcut for Convert To Curves (Cmd+Enter)
- Improved PDF import of strokes
- Improved PSD import
- Improved EPS import
- Fix for CMYK 'Darker' and 'Lighter' blend modes
- Added Preferences item for choosing the default method of constraining aspect ratio
- Allow all characters as valid slice export filenames, with the exception of / and :
- Ensure context toolbar fills show correctly after the document's ICC profile is changed
- Swapped the stroke alignment icons inside/outside as they were wrong
- Correctly use the system highlight colour rather than overriding it

1.0.22824 16/02/2015

- Included German, French, Spanish and US English translations
- Fix for pixel brush tools not starting at the beginning of the drawn curve
- Fix for problems with masks drawing incorrectly since last week's beta
- EPS export should have greater compatibility with Cinema 4D
- Enabling 'smallest size' in the EPS export options should now significantly reduce file size
- Improved Freehand import - some documents which previously reported being corrupt can now be opened
- Small tweak to PSD import of text when dealing with carriage returns
- Honour the orientation tag when loading images
- Replaced 'show/hide UI' with 'Toggle UI' and removed 'Show All UI'
- Increase/decrease point size of text now increments in sensible units and changed shortcuts to Cmd+< and Cmd+>
- Fix for moving the pen away from any attached tablets and back causing unexpected tool switching
- Miscellaneous fixes for studio tabs

1.1.2.22384 04/02/2015

- Preparation for Affinity Photo Beta - you will need this beta version of Affinity Designer if you intend to use the 'Edit in Designer' option in Affinity Photo Beta when it is released
- Added top-level 'Force Pixel Alignment' mode to help UI/Web designers and removed some of the overly-complicated options in the snapping setup
- File -> Export can now export just the selection, if desired
- Slice export can now export SVG, EPS and PDF formats
- Improved SVG import and export

- Added CMYK JPEG option for slice export
- New welcome screen has downloadable samples (and a couple of new samples from Neil Ladkin)
- Added Spanish translation (first phase)
- Added language chooser in Preferences
- Improved accuracy when blending objects with masks and also removed artefacts when blending low opacity layers with blend modes
- Fix for some panels having strange transparent glass backgrounds in Yosemite (snapping)
- Speed improvements with bitmap brushes
- Fix for brushes not appearing in non-English locales
- Resizing your document should now be more reliable
- Fix for issues appearing when attempting to close an unsaved document
- PDF import improvements
- Added shortcut for File->Export (Shift+Cmd+Option+S)
- Improved opening of interlaced GIF images
- Fix for current brush occasionally losing its highlight state in the Brushes panel
- 'Show All UI' now moves the view correctly rather than adding a strange offset
- Guides now become visible if they were hidden and the user creates one
- Small tweak to placement of nodes in the pressure profile flyout window
- Docking studio tweaks
- Miscellaneous panel tweaks to cope better with large fonts/translations
- Improved performance when trying to copy a small piece of a large raster layer
- Fixes for scrollbars not working properly
- Numerous other fixes and improvements.

1.0.21861 15/01/2015

- German and French translations - first phase. Spanish will be arriving shortly.
- Greatly improved performance of pixel brushes.
- Added Ctrl+Option pixel brush tool drag modifier to quickly adjust hardness and brush size.
- UI font size can be increased in Preferences -> User Interface.
- The Beta version can now be used during the Trial period. If no purchased version is found, a Trial period will automatically start.
- Hardware-accelerated colour profile transforms.
- Rectangles are now Rounded Rectangles - they just have their radii set to zero. An Ellipse is now also a Pie and a Donut shape, simply by dragging the handles.
- PSD import and export improvements.
- EPS export fixes.
- SVG export fix for different line joins and caps causing malformed SVGs.
- SVG import of unfilled objects.
- PDF import improvements and fix for import of very old Illustrator documents causing crashes.
- Fix for History panel crash when choosing the first item.
- Miscellaneous fixes for studio panel resizing logic.
- Importing documents from non-native formats now attempts to set a likely DPI for the document, based on the content found in it.
- Better logic when resizing documents.
- Fix for justified text drawing incorrectly.

- Font UI changes - the font should be shown in the language the user's system is set to and font traits are now localised.
- Fixes for stroke alignment property not always maintaining itself in the UI.
- Importing brushes will now import all brushes, not just those for the current Persona.
- Updated PDF import options panel and fix for options panel causing deadlocks.
- Fix for Layers panel disabling when opening a document that is already opened via drag-drop.
- Fix for Layers panel occasionally allowing items to be renamed.
- Performance improvements for objects with Layer Effects on Retina machines.
- Fix for object nudging occasionally nudging a seemingly random amount the first time.
- Default black/white colours in Swatches panel are now correct for the current document's colour format.
- Numerous other fixes and improvements.

1.0.21458 19/12/2014

- Colours used in the document should now match those shown in the UI and output.
- Colour picker now picks the correct colour from the document.
- Fix for stability issues caused by context toolbar changes.
- Fix for Layers panel sometimes not allowing drag operations.
- PSD export improvements.
- Fix for Pan/Zoom spacebar functionality being intermittent, especially when using shortcuts to change tools.
- Fix for right-click in brushes panel, etc.
- Fix for missing histograms in the adjustment dialogs.
- Improved Layer -> Rasterize logic.
- Fix for document save logic that inadvertently caused an unmodified document to grow in size when saved.
- Text highlight and caret now respect baseline advance.
- Fix for many font UI-related issues.
- Fix for gradient fill flyout menus not initialising with the correct gradient fill.
- Added 'preserve alpha' option to Gaussian Blur effect.
- Fix for studio tab logic causing incorrect placement of tabs.
- Fix for window not restoring to correct size after switching away from Separated Mode.
- Numerous other small fixes and tweaks.

1.0.21212 11/12/2014

- New Blend Modes - Lighter Colour, Darker Colour and Linear Light.
- Fix for OS X Yosemite bug which causes terrible zoom gesture performance after clicking in certain types of controls (like the Layers panel).
- Greatly reduced the time taken to show the fonts list, even with many fonts.
- First implementation of our own EPS exporter.
- Much improved SVG export - including the option to not rasterise unsupported elements.
- Tab key can now hide/show all UI.
- Added preference options for allowing mouse wheel to zoom the view and for allowing file extensions to be hidden/visible.
- Fix for colour picker on multi-monitor setups.
- Colours should always be reflected complete with their colour profile conversions in all cases.

- Font list now shows the correct font name.
- Font size can now be displayed in points or in document units.
- Typography panel tweaks.
- OpenType improvements - we no longer stop enumerating Stylistic Sets as soon as one is unsupported.
- Fixed over-enthusiastic PDF export of dashed lines.
- Spell-checking fixes.
- Selecting items by marquee selecting their bounds is now more accurate - particularly for objects which do not fill their bounds fully like pentagon shapes. Also improved this operation when strokes have inner or outer alignment specified.
- Freehand file import now supports the 'fill unclosed' property of Freehand paths.
- Correctly honour the 'always show scrollbar' system option.
- Fix for character panel not working on OS X Lion.
- Fix for drag-dropping a layer to the system trash can to delete it.
- PDF import of text items is now less aggressive at combining objects to form one text object.
- Export now limits the file sizes to be those imposed by the file format and provides warnings to this effect if they are exceeded.
- Fix for issues with blurs on masks.
- Fix for OS X Lion issues with the export dialog causing deadlocks when exporting vector formats.
- Save As now uses the default filename if one is available.
- Fix for opening GIFs with per-frame palettes.
- Brushes in Pixel Persona can now specify their own blend mode and wet edges properties.
- Insert Character menu changes.
- Support for .ase files.
- .afbrushes files will now auto-install if you double-click them.
- Opening an image names the layer 'Background' and locks it.
- Fix for invalidation issues when deleting adjustment/mask children applied to objects.
- Save and load the selection with the document.
- Fix for Margins disappearing in the Document Setup dialog and DPI getting doubled for Retina documents.
- Improved reporting of failed document open/save issues.
- Many PSD import and export improvements.
- Preserve DPI information when loading/saving images.
- Added Escape (and sometimes Enter) as methods to close/confirm many dialog boxes.
- Less intrusive auto-generating of structure when adding/applying masks and adjustments.
- Fix for vector format export of embedded documents.
- Improved mouse-interaction selection logic in the Text Tool.
- Text Tool can now drag a text object via its frame.
- Improvements to Bevel Emboss and 3D layer effects quality.
- Resizing documents now correctly resizes Frame Text objects.
- Improvements to adjustment UI - however, many of them will show a blank area where a histogram should be which is currently disabled.
- Active document view tab is now light and inactive ones are dark.
- Changing between documents should now maintain the Persona you were in in each document.
- Added shortcut keys for toggling view modes (outline/pixel/retina pixel).
- Numerous other small fixes and tweaks.

1.0.20213 04/11/2014

- Added dashed line styles and support for their import and export with all vector formats
- Added Document palettes
- Fix for intermittent crash when closing documents/application
- Improved pan/zoom performance in pencil, vector brush and raster brush tools
- Increased the hit-test area for rotation handles slightly
- Made Import/Export Brushes more obvious
- Fix for some colour controls not drawing with correct colour profile for the current doc
- Ensure the document's 'hide extension' property remains unaffected when overwriting files
- Fixes for some SVG export issues and also added SVG viewbox export and width/height as percentage to allow for resizing to fit containers in HTML.
- Hex RGB strings can be pasted to the hex colour control with the leading '#' still in place.
- Added a 'Copy colour to clipboard as Hex' menu item to the colour panel's menu