

Dlite Release Notes

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Panel version	7.2



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Dlite version 10.6R1 Release notes

March 2008

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Version Highlights

1.0 Art-Net support

To enable Dlite for Art-Net

- 1 Press **SETUP**.
- 2 Choose **SYSTEM OPTIONS**.
- 3 Tap **I/O**.
- 4 Tap **ETHERNET**.
- 5 Tap **ENABLE ART-NET**.

When enabled, the button has a dark field.

2.0 Display

2.1 Display views for external monitor

- Two display views have been added to the external monitor view options.
- Open an additional row in the live fixture display to show parameter fade times.

2.2 Examine cues and scenes

Examine the contents of cues and scenes.

2.3 Indications

- Playbacks operating as crossfaders are indicated by **XF** on external displays that include Ukeys.
- Parameter fade times (see, [“4.1 Parameter fade times” on page 2](#)) can be displayed or hidden.

3.0 Editing lighting objects

3.1 Copying levels

Copy and paste levels from stage output and editor.

3.2 Editing libraries

Improved procedure for editing libraries.

3.3 Locking context mode

Lock context mode for easy object selection.

ATTENTION! This feature is not included on Dlite Compact!

3.4 Merge levels

Merge editor levels into a range of cues in the QList running on the crossfader.

3.5 Recalling last level

One press recall for last parameter level.

3.6 Releasing parameter levels

Release parameter levels from the editor per parameter bank.

3.7 Renumber cues

Use the renumber feature to eliminate point cues.

3.8 Store and update options

- Set a default store option in System Settings.
- A new store option **UPDATE SOURCE** has been added.

3.9 Storing chase steps directly to playbacks

New procedure for Dlite Compact!

3.10 Updating lighting objects on a range of playbacks

Globally update lighting objects output from playbacks.

4.0 Fade times

4.1 Parameter fade times

Each parameter can be assigned a unique fade time that is independent of the scene, cue, or chase step fade time.

5.0 Playback

5.1 Linking QLists

Link Qlists to run sequentially.

6.0 Rem Dim

6.1 Isolate fixtures

Turn off all fixtures except the selected.

7.0 Setup

7.1 Name change in Behavior screen

TRACK is now **MAINT.(ain) LAST LEVEL**.

7.2 Crossfader as LTP

Set the crossfader to the same level in the priority hierarchy as the playbacks.

7.3 Default Store Options

See [“Store and update options” page 11](#).

7.4 Enable Art-Net

See [“Art-Net support” page 1](#).

8.0 Snaps

8.1 One press selection and triggering

Select and trigger the next or previous snap by pressing ↑ or ↓.

9.0 Test

9.1 Testing fixtures

Test channels and spots.

10.0 Text

10.1 Generic object names

The generic label of an object type is displayed on the touch screen.

10.2 Adding text tags

Enter text immediately after storing an object without selecting the object again.

Fixed bugs

- 1 . If the console was in fixture mode, playback LED did not update when moving a slider.
- 2 . In wide (fader) mode, storing a scene, step, or cue using the **INCLUDE FADERS** option froze the editor; all levels remained trapped in the editor and pressing **RESET** did not work.
- 3 . In context (fader) mode some times channels jumped in the editor after storing objects.
- 4 . It was impossible to park scenes.
- 5 . The **UPDATE** and **STORE** keys function were reversed when updating or storing groups.
When an effect was running, pressing **SHIFT + ACTIVE** call or **ACTIVE + ENTER**, changed base levels in the effect.
- 6 . Dlite PC only! The **SHIFT** key did not always work correctly.
- 7 . Dlite PC only! In Patch view, the scroll wheel did not work correctly.
- 8 . The Fly Out effect used to include pan., which was incorrect.
- 9 . The refresh rate, for the external monitor, has been improved. when scrolling using the scroll bar.
- 10 . When a playback fader was operating as a crossfader, library and effect indications were not displayed.

Limitations

- 1 . It is impossible to program a loop from a higher cue number to a lower cue number.
- 2 . Links do not work inside loops.
- 3 . In context mode and a fader is off zero, the object is retained on the fader after paging.
- 4 . The space bar on the external keyboard does not work.
- 5 . Locking context mode is not available on Dlite Compact.

Operating New Features

1.0 Art-Net support

To enable Dlite for Art-Net

- 1 Press **SETUP**.
- 2 Choose **SYSTEM OPTIONS**.
- 3 Tap **I/O**.
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- 5 Tap **ENABLE ART-NET**.

When enabled, the button has a dark field.

2.0 Display

2.1 Display views for external monitor

Two display views have been added to the external monitor view options:

- Spots, channels, QList - view 9
- Spots, QList, U(niversal) Keys - view 10.
To select view 10 using the keypad, Press **SHIFT** + ●.
- Display Parameter Time - When checked, opens an additional row in the live fixture display to show parameter time.

2.2 Examine cues and scenes

Use the **EXAM** button, which appears on the touch screen to view:

- Cues
- Scenes
- Chases
- QLists

The exam display is shown on the external monitor and is color coded.	
Color	What it means
Blue	Increasing levels.
Green	Decreasing levels.
Red	No change from previous scene, cue, or step.
The exam display has a green border and EXAM is shown in the title bar.	

To examine cues running on the crossfader

- 1 Press **CUE**.

The QList on the crossfader is automatically selected.

- 2 Optional: Select the cue number.

Note: If a specific cue is not selected, the contents of the first cue are displayed.

- 3 Tap **EXAM** or press **SHIFT + VIEW**.

The contents of the selected cue are displayed.

- 4 Navigate through the cues by pressing **NEXT** and **PREV**.

To examine cues

- 1 Press **SHIFT + QLIST** and select the QList number.

- 2 Press **CUE** and select the cue number.

- 3 Tap **EXAM** or press **SHIFT + VIEW**.

The contents of the selected cue are displayed.

- 4 Navigate through the cues by pressing **NEXT** and **PREV**.

To examine scenes

- 1 Press **SCENE** and select the scene number.

- 2 Tap **EXAM** or press **SHIFT + VIEW**.

The contents of the selected scene are displayed.

- 3 Navigate through the scenes by pressing **NEXT** and **PREV**.

To examine chase steps

- 1 Press **CHASE** and select the chase number.

- 2 Press **SHIFT + STEP** and select the step number.

- 3 Tap **EXAM** or press **SHIFT + VIEW**.

The contents of the selected step are displayed.

- 4 Navigate through the cues by pressing **NEXT** and **PREV**.

To examine QLists

- 1 Press **SHIFT + QLIST**.

- 2 Tap **EXAM** or press **SHIFT + VIEW**.

2.3 Indications

Playbacks operating as crossfaders are indicated by **XF** on external displays that include Ukeys.

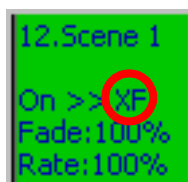


Figure 1: XF indicates Playback as Crossfader

3.0 Editing

3.1 Copying levels

Copy and paste all level or levels for selected parameters from stage output to the selected fixture.

To copy and paste all levels from the stage output

Example: Scenes 1 → 3 are output from faders. Copy the levels from spot 1 to spots 10 → 15.

Scene #	Output from fader	Output for spot 1
1	4	Dimmer F1, X @ 65, Y@35
2	5	Cyan @ 30, Magenta @ 25
3	6	Gobo wheel @ (step) 9

- 1 Press **COPY**.
- 2 Press **SPOT** and select spot 1.
- 3 Press **@**.
- 4 Press **SPOT** and select spots 10 → 15.
- 5 Press **ENTER**.

All output levels for spot 1 are copied to the selected spots.

To copy and paste a single parameter from the stage output

Example: Scenes 1 → 3 are output from faders. Copy the pan (x) level from spot 1 to spots 10 → 15.

- 1 Press **COPY**.
- 2 Press **SPOT** and select spot 1.
- 3 Select x by pressing its parameter wheel.
- 4 Press **SPOT** and select spots 10 → 15.
- 5 Press **ENTER**.

The levels for x and y are copied to the selected spots.

To copy and paste all levels from a parameter bank

Example: Scenes 1 → 3 are output from faders. Copy the all color bank levels from spot 1 to spots 10 → 15.

- 1 Press **COPY**.
- 2 Press **SPOT** and select spot 1.
- 3 Press **SHIFT + COLOR**.
- 4 Press **SPOT** and select spots 10 → 15.
- 5 Press **ENTER**.

All color bank levels are copied to the selected spots.

To copy levels from the editor

Example: Copy editor levels for x and y from spot 1 to spot 2.

- 1 Press **COPY**.
- 2 Press **SPOT** and select spot 1.
- 3 Press **@**.
- 4 Press **SPOT** and select spot 2.
- 5 Press **ENTER**.

The editor levels for x and y are copied to the selected spot.

3.2 Libraries

Load entire library to the editor for programming lighting objects.

To load library contents to the editor

This procedure loads entire library to the editor. You can then use this as a base for programming a new lighting object.

- 1 Press **F**, **C**, or **B** to select the type of library
- 2 Using the keypad, select the library number.
- 3 Press **ENTER**.

The library is loaded to the editor.

- 4 Optional - Edit the parameter levels.
- 5 Store as a new lighting object.

3.3 Locking context mode

Locking context mode allows selecting more than one lighting object via touch screen or the Ukeys. A double hit on **SCENE**, **CHASE**, or **QLIST** locks the touch screen display for the selected lighting object.

To lock context mode and select objects

- 1 Press **SCENE** or **CHASE** or **QLIST** twice.

S(scene) # or C(chase) # or QL(QList) # appears in the command line, indicating that the display is locked.

- 2 Select multiple objects by tapping the appropriate cells on the touch screen.

Note: Multiple objects can also be selected using the console keys [#→#].

To release the locked context mode

Press **SHIFT** + **SCENE** or **CHASE** or **QLIST**.

OR

Lock context mode for a different object selection by pressing another object key twice.

3.4 Merge levels to update cues

Update cues by merging editor levels to cues in the QList on the crossfader. The updated levels track through consecutive cues where the parameter level does not change. When encountering a change in the parameter level, the update stops.

Example:

Cues	Editor	Cues after update
Cue 1: Channel 1 @ 50 Channel 2 @ 50 Channel 3 @ 50 Channel 4 @ 65 (Cue 1 is output on the crossfader)	Channel 1 @ 40 Channel 2 @ 40 Channel 3 @ 40 Channel 4 @ 85	Cue 1: Channel 1 @ 40 Channel 2 @ 40 Channel 3 @ 40 Channel 4 @ 85
Cue 2: Channel 1 @ 50 Channel 2 @ 50 Channel 3 @ 30 Channel 4 @ 75		Cue 2: Channel 1 @ 40 Channel 2 @ 40 Channel 3 @ 30 Channel 4 @ 75
Cue 3: Channel 1 @ 50 Channel 2 @ 50 Channel 3 @ 20 Channel 4 @ 65		Cue 3: Channel 1 @ 40 Channel 2 @ 40 Channel 3 @ 20 Channel 4 @ 65

To update cues by merging editor levels

- 1 Set the levels in the editor.
- 2 Press **UPDATE**.
- 3 Press **→**.
- 4 Optional: Select an end cue number to limit the update. Example: Enter cue number 6 here to limit the update for cues 1 **→** 6.
- 5 Press **ENTER**.

Parameter levels are updated in all the cues in the QList or in the range of cues as designated in step 4.

3.5 Recalling the last level

One press recall for last parameter level.

To recall last level

- 1 Select the fixture(s).
- 2 Select the parameter by pushing its wheel.
Dimmer is the default selection.
- 3 Tap **LAST LEVEL**.
The parameter fades to its last editor level.

3.7 Releasing parameter levels

Release parameter levels from the editor per parameter bank.

To release levels per parameter bank

- 1 Press **F**, or **C**, or **B** to select the parameter bank.
Skip this step if one of the parameters in the bank is active (appears in red in the live fixture display).
- 2 Press **SHIFT** + **REL**(ease)

Or
Press **SHIFT** and tap **RELEASE**.

The levels in the selected parameter bank are released from the editor.

3.8 Renumber cues

Use the renumber feature to eliminate point cues or to move a range of cue.

When renumbering cues:

- Loops are deleted
- Links are saved.
- All fade time settings are saved.

To renumber all cues

- 1 Press **QLIST** and select the QList.
More than one QList can be selected.
- 2 Tap **RENUMBER**.
- 3 Optional: set the start number. If no start number is selected, the cues are renumbered sequentially starting at 1.
- 4 Press **ENTER**.
Confirmation is requested.
- 5 Press **ENTER** again to confirm the renumber command.

To renumber a range of cues

- 1 Press **QLIST** and select the QList.
More than one QList can be selected.
- 2 Press **CUE** and select a range of cues.
- 3 Press **SHIFT** to access the **RENUMBER** button.
- 4 Tap **RENUMBER**.
- 5 Optional: set the start number. If no start number is selected, the cues are renumbered sequentially starting at 1.
- 6 Press **ENTER**.
Confirmation is requested.

- 7 Press **ENTER** again to confirm the renumber command.

3.9 Store and update options

STORE OPTIONS provides added control over what is stored or updated in scenes, cues, and chase steps. Store options are available on the touch screen in store or update mode or in the Setup menu. The default behavior is configured in the Setup menu or a store option can be selected on-the-fly. Default settings are saved in the show file.



Figure 2: Store options

Store options	What is stored
Default (no selection necessary)	All levels that appear in the editor in red or white.
INCLUDE FADERS	Include output from the active faders.
INCLUDE ALL STAGE	The entire lighting state is stored in the cue.
ALL IF ACTIVE	<p>If the dimmer intensity for a fixture is more than zr, all parameter levels for the active spots (displayed in gray) are stored in the lighting the object.</p> <p>Note: If the dimmer level is set at zr, this is also considered an active parameter output.</p>
UPDATE SOURCE	<p>The update source option updates the output source only. See “use the Update Source option” page 12.</p> <p>Note: When UPDATE SOURCE is selected all other options are ignored.</p>
F (ocus libraries) C (olor libraries) B (eam libraries)	<p>Chose the default store option for each library type:</p> <p>BY FIXTURE - INCLUDE ALL -</p>

To change the store option default

- 1 Press **SETUP**.
The Setup menu opens.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **DEFAULTS**.
- 4 Tap **STORE OPTIONS**.
Store option buttons are displayed.
- 5 Tap a store option.
The button now has a dark field.
- 6 Press **ENTER**.
- 7 Tap **OK**.

8 Tap **OK**.

The selected store option is now the default behavior.

To use a store option on-the-fly

1 Use the editor, playbacks, and faders to set the lighting look.

2 Press **STORE** or **UPDATE**.

The store options are displayed in the touch screen.

3 Select a store option.

The button now has a dark field.

4 Continue and store the lighting object using the usual procedures.

The system reverts to the default store option as configured in the Setup menu.

To use the Update Source option

Dlite's current output is:

<i>Playback Device</i>	<i>Scene</i>	<i>Spot</i>	<i>Dimmer</i>	<i>Pan/Tilt</i>	<i>Cyan</i>
<i>Playback 2</i>	2	10	Full	50/50	
<i>Playback 5</i>	3	10			80

■ Update scene 2 (on playback 2) by changing the pan/tilt values to 60/60.

■ Update scene 3 (on playback 5) by changing the cyan value to 50.

1 Select spot 10.

2 Set the pan/tilt values to 60/60.

3 Set the cyan value to 50.

4 Press **UPDATE**.

The store options are displayed.

If **UPDATE SOURCE** is the default, press **ENTER** now to complete the command.

If **UPDATE SOURCE** is not the default, continue with steps 5 and 6/

5 Tap **UPDATE SOURCE**.

6 Press **ENTER**.

Cues are updated with the editor levels for the parameters active in each source cue.

The updated output is:

<i>Playback Device</i>	<i>Scene</i>	<i>Spot</i>	<i>Dimmer</i>	<i>Pan/Tilt</i>	<i>Cyan</i>
<i>Playback 2</i>	2	10	Full	60/60	
<i>Playback 5</i>	3	10			50

Note: The Update Source option is valid for scenes and cues. Chase steps are ignored.

3.10 Storing chase steps directly to playbacks

New procedure for Dlite Compact!

To store chase steps on playbacks

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **CHASE**.
- 4 Press **PB**.
- 5 Press the **SELECT** key for the playback.
The editor is stored as a chase step.
- 6 Follow steps 1 through 4 to store more chase steps.
Each step is stored to the next step number.

3.11 Updating lighting objects on a range of playbacks

Globally update scenes and cues, output from a range of playbacks, regardless of the type of lighting object. If the object is a chase step, this procedure creates a new step.

Example: Dlite's current output is:

<i>Playback Device</i>	<i>Lighting object</i>	<i>Editor levels</i>	<i>After update</i>
Playback 2	Scene 2	Channel 1 @ 85	Scene 2 is updated with the editor levels.
Playback 3	QList 5 cue 5	Channel 10 @ 75 Channel 21 @ 63	Cue 5 is updated with the editor levels.
Playback 4	Chase 6 step 6		Step 7, containing channel 1 @ 85, channel 10 @ 75, channel 21 @ 63, is stored.

To update lighting objects on a range of playbacks

Example: Update the objects on playbacks 2, 3, and 4.

- 1 Select fixtures and set levels.
- 2 Press **UPDATE**.
- 3 Press **PB** (playback).
- 4 Press **2 → 4** to select the range of playbacks.
- 5 Press **ENTER**.

The lighting objects output from playbacks 2, 3, and 4 are updated.

4.0 Fade times

4.1 Unique fade times for parameters

Each parameter can be assigned a unique fade time that is independent of the scene, cue, or chase step fade time.

Parameter time is indicated by *T*/ on the live display.

To set fade times for specific channels

- 1 Select the channel(s).
- 2 Set dimmer levels.
- 3 To set the fade in time, press **TIME** and.
- 4 To set the delay time, press **TIME** again.

Note: When pressing **TIME** to access delay time, the fade time that appears in the command line is automatically saved.

- 5 Enter the required fade time and press **ENTER**.
- 6 Store the scene, chase step, or cue.

To set parameter fade times for spot parameters

- 1 Select the spots(s).
- 2 Set the parameter levels.
- 3 Select the parameter receiving the unique fade time by pressing its wheel.
- 4 Press **TIME**.
- 5 Enter the required fade time.
- 6 Press **ENTER**.

Or

Repeat steps 1 through 5 for other fixtures and parameters. When complete, press **ENTER**.

- 7 Store the scene, chase step, or cue.

To set parameter fade times when editing lighting objects

- 1 Select the lighting object (**SCENE #**, **QLIST # CUE #**, or **CHASE # STEP #**).
- 2 Select the fixtures.
- 3 Set the parameter levels.
- 4 Select the parameter receiving the unique fade time by pressing its wheel.
- 5 Press **TIME**.
- 6 Enter the required fade time and press **ENTER**.
- 7 Press **UPDATE**.

To examine parameter fade times

- 1 Press **SCENE**.

2 Select a fixture.

3 Select a parameter.

The touch screen shows the parameter fade time.

4 Press **TIME** to display the delay time.

Note: If the parameter has no fade time, the general cue time is displayed.

To display parameter fade times on the external monitor

Press **VIEW** and check Display Parameter Time. Then click **OK**.

An additional row opens on the live fixture display, which shows the parameter fade time.

Note: If not checked, a parameter fade time is indicated by the letter T, in the parameter's cell.

5.0 Playback

5.1 Linking QLists

Linked QLists run sequentially. When linked, the last cue in a QList fades to the first cue in the linked QList when receiving the go command.

To link QLists

Example: Link QList 1 to QList 4.

1 Press **QLIST** and press 1 on the keypad.

2 Tap **LINK**.

3 Press **QLIST** and tap QList 4 on the touch screen.

Link Stored is displayed on the touch screen.

To clear linked QLists

Example: Clear the link between QList 1 and QList 4.

1 Press **QLIST** and press 1 on the keypad.

2 Tap **CLEAR LINK**.

Link Cleared is displayed on the touch screen.

6.0 Rem Dim

6.1 Isolate fixtures

The Rem(ainder) Dim feature that forces all active dimmers, excluding the selected fixtures, to zero allows you to isolate a problem fixture or turn off most of the fixtures when programming new lighting objects.

REM DIM behavior:

- If the dimmer of the selected fixture is higher than zero, it remains at that level and all other fixtures fade to zero.

- To blackout all fixtures except the selected fixtures***

- 1** Select the fixture(s).
- 2** On the touch screen, tap **REM DIM**.

The dimmers of the selected fixtures are entered into the editor at their stored level. All other fixtures are entered into the editor and forced to zr.
- 3** Tap **REM DIM** to restore previous levels and release the editor.
- 4** To select and isolate another fixture, repeat steps 1 and 2.

To locate a fixture

- 1 Select a fixture to start from.
- 2 On the touch screen, tap **REM DIM**.
- 3 Only the selected fixture's dimmer remains on. All other fixtures are entered to the editor and forced to zero.
- 4 Press **NEXT** or **PREV** to advance.

The active fixture fades to its stored level and the previous fixture is forced to zero.
- 5 To skip a large number of fixtures without exiting, just select a fixture and tap **REM DIM** again.

To store a cue using REM DIM

Example: Cue 10 has back light, a cyclorama color wash, and a special comprised of three fixtures. You want to quickly isolate the three-fixture special and store only the special as in cue 11.

- 1 Select the three fixtures.
- 2 Set an intensity level.
- 3 Tap **REM DIM**.
The back light and color wash are forced to zero.
- 4 Store a new cue.

Note: All zero intensity values are stored in the new cue.

7.0 Setup

7.1 Name change in Behavior screen

TRACK is now **MAINT.(ain) LAST LEVEL**.

MAINT.(ain) LAST LEVEL Enabled - When parameter levels are released from the editor or from a playback device, they remain at their last level.

Disabled - When parameter levels are released from the editor or from a playback device, they fade to their home levels.

7.2 Crossfader as LTP

The default priority hierarchy is the playbacks set at the same priority, therefore they work in LTP (Latest Takes Precedence) mode. The crossfader is at a lower priority, so crossfader output can always be overridden by output from the playbacks.

Enabling **CROSSFADER AS LTP** option sets the crossfader to the same level in the priority hierarchy as the playbacks, thus the crossfader output can override output from the playbacks.

To set the crossfader to LTP

- 1 Press **SETUP**.
The Setup menu opens.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **BEHAVIOR**.
- 4 Tap **CROSSFADER AS LTP**.
When enabled the button has a dark field.
- 5 Tap **OK** to store.
- 6 Tap **OK** to exit the setup menu.
- 7 To cancel the option, repeat steps 1 through 6.
When disabled the button has a light field.

8.0 Snaps

8.1 One press selection and triggering

When the editor is idle, pressing **PAGE DOWN** or **PAGE UP** triggers the next or previous snap. Example: Assuming snaps 9, 10 and 11 exist and the current snap is snap 10, pressing **PAGE DOWN** triggers snap 9 and pressing **PAGE UP** triggers snap 11.

ATTENTION! The snap is triggered according to the behavior set in **SETUP ► SYSTEM OPTIONS ► BEHAVIOR**

9.0 Testing fixtures

9.1 Setting the test level

Use wheel 1 to set the dimmer testing level.

To set the test level

- 1 Select a fixture.
- 2 Press **SHIFT + TEST**.
- 3 Use wheel 1 to set a dimmer level.
- 4 Use **NEXT** and **PREV** to cycle through the fixtures.

OR

- 1 Press **SHIFT + TEST**.
- 2 Select a fixture.
- 3 Use wheel 1 to set a dimmer level.
- 4 Use **NEXT** and **PREV** to cycle through the fixtures.

10.0 Text

10.1 Generic object names

The generic label describing the object type is displayed on the touch screen. When the object is given a more meaningful label, the generic name is replaced.

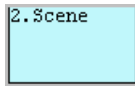


Figure 3: This object is a scene.

10.2 Adding text tags

Enter text immediately after storing an object without selecting the object again.

To attach a text tag

Example: Attach a text tag to a group

- 1 Store a group using the usual procedures.
- 2 Press **TEXT** and enter text in the text field using the keyboard or the touch screen keyboard.
- 3 Press **STORE** or **ENTER**.

The text tag appears in the group's cell on the touch screen.