

Version Highlights

1.0 Displays	
1.1 Display short cut menu	Carry out display operations by right clicking on tabs.
1.2 Indication row	Expanded display in the indications row.
1.3 Layouts	Show layouts are automatically saved,
1.4 Playback progress	AB cue sheet display shows the time count of the cue in progress.
2.0 DMX Input Patch	
2.1 DMX Input	Trigger macros and control fixture parameters from a remote workstation using DMX Input.
3.0 Editing objects	
3.1 Clearing the selection	Clear the fixture selection and idle the editor without clearing the editor.
3.2 Copying cues	For tracking mode! The Copy Cue dialog box lets you choose to copy the entire cue state or only the moves.
3.3 Loading, copying, pasting values	Load selected values from cues to the editor.
3.4 Pasting cues	Paste cues using the CUE ONLY option.
3.5 Renumbering cues	Renumber cues to eliminate point cues.
3.6 Selecting parameters	Add parameters to the selection without cancelling the current parameter selection. This feature is useful for setting fade times for multiple parameters.
3.7 Setting values using wheels	Use one wheel to simultaneously set values for multiple parameters
3.8 Try Cue	Preview a cue's fade without saving.
4.0 Fade times	
4.1 Using the slash key (/)	Enter fade times using the slash key to cycle through the options. This is especially important when working Vector's Channel Wing as it does not have a tool bar.
5.0 Fan	
5.1 Fan Group	The FAN GROUP button spreads the values among groups.
5.2 Fan Blocks	Apply fanned values to user defined blocks of fixtures.

6.0 Libraries	
6.1 Reference libraries	Program reference libraries that call other libraries. Selecting the reference library applies multiple libraries to a fixture selection. This is useful when certain libraries are consistently used together.
7.0 Loading	
7.1 Importing show objects and patch	<ul style="list-style-type: none"> • Improved, color coded dialog box • Options to import the matrix set, TOPO and snaps
8.0 Macros	
8.1 101 - 106	Store directly to these macro keys located on the console panel.
9.0 Master / Slave	
9.1 Improved functioning	Master/Slave now operates in parallel mode.
10.0 Media Server	
10.1 Hippotizer	Optional downloading of thumbnails.
11.0 Multi User	
11.1 First stage implementation	Up to eight consoles (1 master console and 7 nodes) can be used to program and run shows.
12.0 Playback	
12.1 Editor fade option	Automatically clear the editor when crossfading between the editor and the incoming cue on the master playback.
12.2 Changing output priority	Change the output priority of playback devices on-the-fly.
13.0 REM DIM	
13.1 REM DIM behavior	When the dimmer value is zr, it goes to ON value under REM DIM.
14.0 Settings	
14.1 New buttons on the General tab	ENABLE/DISABLE B.O. and ENABLE/DISABLE GENERAL MASTER moved to the General tab.
14.2 New button on the Behavior tab	MULTI EDITORS - Enable/disable storing information from all active editors.
15.0 Topo	
15.1 Topo display	Fixtures' text labels are displayed on the topo map.

16.0 Time line	
16.1 Event fade times	<ul style="list-style-type: none"> • Fade to cue events are executed in cue time. • GOTO events are in default GOTO time.
16.2 Improved functionality	Temp cue commands are stored.
17.0 Vector PC	
17.1 IP address field	IP address is a read-only field.
17.2 Keyboard equivalents	<p>ASCII keyboard equivalents for Vector's console keys.</p> <p>Attention:</p> <ul style="list-style-type: none"> • It is recommended to activate NumLock for fixture selections. • For French keyboards, the equivalent to the CUE key is A. • The function (F) keys do not work if the F Lock key (found on some new generation keyboards such as Microsoft Multi Media) is not on. The Pause key does work when the F Lock is OFF.
18.0 Wings	
18.1 Tool bar	Change wing mode to Extension mode or Stand Alone mode on the editor tool bar.

