

# ***D***Lite USB Release Notes

<b>Console Type</b>	<b>USB</b>
<b>Release Date</b>	<b>11.07.2010</b>
<b>Software Version</b>	<b>50.0R03</b>
<b>Help File Version</b>	<b>1.0R01</b>
<b>OS Version</b>	<b>1.2</b>
<b>Panel Version</b>	<b>7.2</b>
<b>Firmware Version</b>	<b>2.1.1 1.1.0 (Depending on hardware)</b>
<b>SMS</b>	<b>1.2 (with firmware 1.1.0 only)</b>

There are minor changes between the USB and floppy versions, these changes are in capacity, some features that are supported only on the USB version and of course the supported media for saving the show files and devices (USB). The limitations section (in this document) lists the specific limitations for each console type (USB)

The Dlite PC version, offline editor (which is compatible with the USB/Floppy versions) can be run in USB mode or Floppy mode (difference in the number of fixtures, shows, show size etc.)





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Dlite USB version 50.0R03 Release notes

11/07/2010

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## Version Highlights - New Features

<b>1 Trigger PB</b>	Cues running on cross-fader can have up to 4 triggers that activate or de-activate playbacks
<b>2 B.P.M</b>	Beat per minute. Different units to measure rate of playbacks B.P.M has a “Teach” function enabling to tap on <b>PB SELECT</b> key instead of turning the wheel B.P.M is applicable only for Chases
<b>3 New Dlite PC and Remote panels</b>	Dlite PC - the panel of the Dlite PC was updated Dlite Remote - A PC software offering remote access to Dlite console while away from the console itself.
<b>4 View options</b>	
<b>4.1 Display color schemes</b>	There are more display color themes available
<b>4.2 New Library display options</b>	Different variances of parameter and library names and numbers
<b>4.3 Auto-resize Fixture/Qlist</b>	Auto resize for columns of spots/extra live view and Qlist
<b>4.4 20 channel per row</b>	Display 20 channels in a row
<b>4.5 Format display</b>	Dlite can now display parameter values not only in percent but also in decimal values (0-255 or 0-65535)
<b>5 Highlight/Lowligh custom values</b>	You can customize the parameter values of highlight and lowlight
<b>6 GO in specific time</b>	You can run cues in temporary time
<b>7 Enhanced Error messages</b>	To improve usability, error messages have been added, clarified or made more noticeable
<b>8 New show</b>	Dlite enables to start a new show using empty show or with default patch
<b>9 System Options Behavior/Defaults enhanced</b>	Clearer and more intuitive System options, enabling easier access and settings
<b>10 External monitor indication bar</b>	The external monitor indication bar informs the user the status of the console
<b>11 “Context mode” for Dlite Compact</b>	We have added an option to turn off the context mode for Dlite compact to enable easier work on the compact console

<b>12 Patching and dimmer views enhancements</b>	<ul style="list-style-type: none"> <li>Enhanced display of recently patched fixtures on touch screen</li> <li>Clearer background grid colors of fixtures on the external monitor</li> <li>Color display enhancements for dimmer properties</li> <li>More sequences for patching from keypad</li> <li>Enhancements for port navigation while in patch view</li> </ul>
<b>13 Interactive Help</b>	Dlite now offers <b>colored</b> interactive help for all the console's keys, including notes and different sequences showing "how to use a key". This helps the user to quickly recall or learn the required functionality of that key
<b>14 Feature improvements</b>	
<b>14.1 Auto Save Show</b>	<ul style="list-style-type: none"> <li>When a user loads a show the console automatically saves it in the AutoSave show #120</li> </ul>
<b>14.2 Operating 2 wheels simultaneously</b>	It is now possible to operate two wheels at the same time
<b>14.3 Trackball &amp; Wheel fine sensitivity improved</b>	The trackball and wheel sensitivity and fine sensitivity have been improved
<b>14.4 Max devices per show</b>	Maximum devices has increased to 36 devices per show on USB consoles and PC USB
<b>14.5 Update Device</b>	Detailed message for devices that failed to update.
<b>14.6 Parameter selection by tapping</b>	Now you can tap a parameter directly on the touch screen, to select it
<b>14.7 CE key functionality enhanced</b>	Improved the CE key functionality
<b>14.8 Loop and Link Enhancements</b>	
<b>14.8.1 Changing loop count</b>	A new procedure to change the loop count using the console keys only.
<b>14.8.2 Exit a loop using the GO key</b>	You can now exit a loop using the GO key
<b>14.8.3 New sequence for clearing a loop or link</b>	The procedure for clearing a loop/link has been improved to support the DELETE key
<b>14.8.4 Backward link</b>	Dlite now supports linking cues backward

<b>14.9 Submaster enhancements</b>	<ul style="list-style-type: none"><li>• Separate color in live view</li><li>• New sequence to update a submaster</li><li>• New sequence to release fixtures from submaster</li><li>• Add a name tag to a submaster playback</li></ul>
<b>14.10 Qlist display color</b>	QList now has a new display color (dark turquoise)
<b>14.11 Last stored cue</b>	We improved the functionality of “last stored cue”. Dlite remembers the last stored cue and adds to it, even if this is not the largest cue in QList
<b>14.12 RATE functionality</b>	We improved the accuracy of rate functionality (for rates larger than 200% or for fine tuning of rate)
<b>14.13 Edit object’s name on playback</b>	Dlite enables you to edit an object’s name directly on the playback
<b>14.14 Blind editor enhancement</b>	<ul style="list-style-type: none"><li>• When entering the blind editor, regular editor values are incorporated into the blind editor.</li><li>• By exiting blind editor using <b>SHIFT + BLIND</b>, will merge the Blind values into the regular editor</li></ul>
<b>14.15 Mouse Mode enhancements</b>	<ul style="list-style-type: none"><li>• PAGE LCD was added in mouse mode - enabling to page the LCD at any point</li><li>• Mouse mode LED blinks and echo-line showing [MOUSE]</li></ul>
<b>14.16 Desktop shortcut</b>	A shortcut was added to the console operating system desktop, enabling the user to re-run Dlite application
<b>14.17 NEXT or PREV after ending a sequence</b>	Pressing <b>NEXT</b> or <b>PREV</b> after a sequence is ending (using <b>FULL</b> , <b>STORE</b> etc.) will select the next or previous fixture after the last fixtures that were modified
<b>14.18 Warning when memory is low</b>	When user modifies an object in the show, Dlite checks the available left memory in the show and warns below 10%
<b>14.19 Floppy to USB support</b>	Dlite now supports using a USB to Floppy device, to help migrate shows from Dlite floppy console to Dlite USB console

## Fixed bugs

### PATCH

1. The VC patch was not saved correctly and therefore did not load correctly.
2. The update device message appeared only on the LCD touch screen and not on the external monitor.
3. DELETE a patch from a fixture - sequence of [CH, #, ->, #, DIM, DELETE] was not working from IDLE, it now clears the patch for those fixtures
4. Patching fixtures using the keypad was not available with all sequences when in the **PATCH BY DIMMER** or **PATCH BY FIXTURE** menus
5. Could not define a range with 2 digits in PARK. [PARK, FIXTURE, #, ->, ##] Park data was not stored correctly in the warm data or show file
6. If there were “gaps” in patch, the editor did not recognize a range selection of fixtures when the range spanned the gap in the patch.
7. On the Dimmer view, there was no label on the external parameter cell.
8. When two types of fixtures, in the same fixture set were selected and one type of fixture did not have pan and tilt parameters, when trying to move the fixtures together the trackball did not work correctly.
9. Patching non sequential fixtures through the keypad [FIXTURE, 2, FIXTURE, 4, FIXTURE, 6, DIM, #, /, #, ->, STORE] gave wrong results
10. When using DMX input, sometimes the fixture parameter order was swapped on the live view
11. When patching a dimmer using the following sequence (that includes overwrite) [DIM, #, FIXTURE, #, ENTER, OVERWRITE] - the display jumped to PORT 4
12. When modifying the pan/tilt patch orientation using the trackball from **PATCH BY FIXTURE** screen - the console didn't output accurate values.

### I/O

1. Previously, VC and Art-Net were transmitted to any IP on the network (using broadcast). Now VC and Art-Net are transmitted only to the same subnet (using **multicast**).  
**Example: If the console IP is set to 91.x.x.x, the ePort IP must also begin with 91.**  
**The console subnet mask must be 255.0.0.0 for VC or Art-Net to work properly**  
**Verify that your network configuration is set up correctly.**
2. On some occasions saved shows was not shown in the display grid, this was fixed so now all the shows are displays correctly
3. In case the warm data is corrupted Dlite will prompt the user and let him select if he wants to load the auto-save show or cold start the system
4. Load a show or starting a new show cleared the **REMOTE CONTROL** flag
5. Loading a show from an empty Floppy/USB was loading the show from the internal hard drive instead of promoting the user for it
6. On some occasions when saving a show, the console prompt “Saved Successfully” although the show was not saved. This has been fixed and Dlite now checks that the show was saved properly
7. Saving/loading or deleting a show from an external device (USB/Floppy), if the device was ejected, on some occasions, the console did not allow accessing the internal hard drive. Now it automatically displays the internal hard drive
8. DMX rate was slowing down on certain operations



## Loops\Links

1. In views that show QLists (views 3, 8, 9 and 10) there was no indication for infinite loops.
2. When overwriting a loop, no warning message was displayed.
3. Editing a loop while the loop is running used to place Dlite at the beginning of the Qlist, now Dlite continues running with the updated loop
4. When programming a loop and the last cue in the loop was not specified (**CUE #, LOOP, STORE**) the selected cue was incorrectly looped to cue 0, now an error message is displayed.
5. When linking a cue to itself, the link was pointing to cue 0 (Zero), now the link points to the cue itself.

## Cues/Chasers/Scenes

1. Chaser in cut was not fast enough
2. Store on existing object (cue, scene, step, effect, lib, group) did not provide accurate notification that object exists
3. Message for newly stored steps in existing chases was not informative about the step number, this was fixed to show the chase and the step number every time.
4. Invalid sequences to lighting objects, like [CUE,#,ON] was not prompting correctly for invalid sequence
5. It was difficult to overwrite a chase auto-generated “empty step”. This is now fixed and the system will behave as it should be.
6. When “include all stage” option is ON, STORE + was ignoring it and therefore was not saving tracking values.

## Misc.

1. On an external keyboard when writing a text to an object - the space bar could not be usedText screen for naming objects has clearer indication for “space” sign
2. Echo line on external display didn’t show the “thru” (->) icon correctly
3. Empty buttons on LCD on some screen used to cancel the sequence, they are now disabled
4. The trackball exhibited inconsistent behavior in fan mode.
5. The trackball did not respond correctly to fast moves.
6. If you saved a show to the USB stick and then disconnected the device, it was sometimes impossible to access the files on the internal flash disk.
7. When a menu or a dialog box was open, the live view behind did not refresh.
8. The Desklight intensity wheel option was displayed on all Dlite models. Now it is displayed only on models that support this feature.
9. User needed to clear last entry by pressing **CE** twice.
10. The buttons on touch screen for setting up REMOTE CONTROL, MASTER, SLAVE under [SETUP, SYSTEM OPTIONS, I/O] were not behaving as radio buttons
11. After exiting the exam view, the console did not return to the original view before entering the EXAM view
12. Added an OK soft button to copy/move screen for sequences such as [COPY/MOVE, OBJECT, #, @, #, OK] When selecting pre-built groups - there was no indication of the selection on touch screen grid

## **Snap**

1. After storing a new snap - Dlite did not automatically activate the new snap. Now every time you store a snap, this snap will be the active snap.
2. If a user deleted the active snap, the console cleared the playbacks and caused a B.O on stage. Now when deleting the active snap, the playbacks are not affected

## **Advanced programming**

1. Highlight/Lowlight of a range with gaps did not behave correctly
2. After releasing fixtures from Highlight/Lowlight function, all the parameters stayed on the editor. Now only the Pan and Tilt will remain in the editor after exiting Highlight/Lowlight
3. There are clearer function names and label changes on the effect screen

## **Playbacks and the Crossfader**

1. If a parameter has a level from a PB, then the PB is released (parameter is now on grey value), fade to a cue on the crossfader with similar parameters used to JUMP to the cue level from the grey tracking instead of fade to it
2. Chases can not be saved on the crossfader, any such attempt displays "illegal playback"
3. Assigning non-existing Chase to playback now correctly producing standard error message "Record not found"
4. A playback with scene set as x-fader behavior -was changing the PB cell text color to cyan making it difficult to read the text (now will stay white)
5. PAUSE function is fixed to stay in the pause screen (on the touch) when the user holds down the pause key.
6. When editing a Submaster PB, irrelevant behavior options were displayed on the touch screen. We moved them, because submaster can work only as an intensity master
7. When updating existing submaster - Dlite mistakenly replaced the playback contents with a scene

## Client bugs

1. System crashed when loading a snap in wait mode- Thank you Ralf Grobelnik, Academixer Kabarett, Leipzig Germany
2. When the console is on “SnapWait Mode”, and the user reloaded the same snap again, the next GO was fading to cue 0(Zero), instead of fading to the cue stored in the snap.Thank you Gerhard Feiner, Feiner Lichttechnik Germany
3. When console is in “Snap Wait Mode”, after replacing the snap - crossfader displayed the wrong cue number Thank you Gerhard Feiner, Feiner Lichttechnik Germany
4. Loading snap always activated the playback regardless if the playback was active or not when the snap was saved,.Thank you Catalonia TV, Barcelona Spain & Sasi Garcia Earpro Spain
5. PB behavior was inverted to default every time you load a snap or patch a new fixture. Thank you Gerhard Feiner, Feiner Lichttechnik Germany
6. Storing cue values when “include all stage” option is set, was not storing accurate values from PB's+faders+editor at certain conditions. Thank you David Wellens Belgium and David Coyle, Ireland
7. On Dlite Compact, the option **FLASH LEVEL OF PB's** has no meaning. We hid this button while console starts up Thank you Gerhard Feiner, Feiner Lichttechnik Germany
8. On Dlite Compact, Snap 60 and above was not visible Thank you Gerhard Feiner, Feiner Lichttechnik Germany
9. On Dlite Compact (with Context mode ON) - faders behaved wrong, not waiting for matching when switching to Playback mode. Thank you Emil Maczewski LTT Poland
10. In Wide or 2-Preset Mode, the faders LED's displayed incorrect colors after certain operations.Thank you Yan Ratsby Israel
11. In Wide or 2-Preset Mode, faders were releasing after storing a scene/cue. Thank you Gerhard Feiner, Feiner Lichttechnik Germany & Guliarme Ribeiro Commercial, Brazil
12. In Dlite's View # 9- For QList larger than 10 cues - the last cue on the Cue list was not displayed.Thank you Johannes Schindler, Feiner Lichttechnik Germany
13. Deleting scene 60 and onward was impossible Thank you Carlos Ochando & Sasi Garcia. Ear-Pro Spain
14. CLEAR button was referring to 3 different functions in the patch, now each function name is more explicit **DELETE FIXTURES**, **CLEAR ADDRESS**, **DELETE DEVICE**. Thank you Gerhard Feiner, Feiner Lichttechnik Germany
15. Certain text characters where causing errors. Now the console will check every text character that is entered.Thank you Enosh Cohen Israel
16. When crossfader is on the last cue and you copy a cue to the end of the Qlist, the next GO advanced to the first cue in the Qlist instead of the new copied cue. Thank you Ralf Grobelnik, Academixer Kabarett, Leipzig Germany
17. Qlist had wrong name after powering up the console - Thank you Ralf Grobelnik, Academixer Kabarett, Leipzig Germany
18. GM/RATE levels after restart was always 100% (regardless of slider position) Thank you Ralf Grobelnik, Academixer Kabarett, Leipzig Germany
19. Warm data -console outputs wrong faders In 2-preset and wide modes right after reboot and before pressing the first RESET Thank you Emil Maczewski, LTT poland
20. Clear a loop or a link from a cue using CLEAR LOOP SK (or Clear link) was not immediately applied. Thank you Ralf Grobelnik, Academixer Kabarett, Leipzig Germany
21. In context mode, when updating an record that is currently active on one of the faders, was affecting the fader immediately. Thank you Jaime Barreiro Catalonia TV, Barcelona Spain & Sasi Garcia EarPro Spain

22. In context mode in scene/chase mode, if the same object (scene or chase) exists on both PB and the faders when you free the object from the PB it was also clearing the fader output.  
Thank you Sasi Garcia EarPro Spain
23. When spinning parameter wheel to zero the parameter was released from the editor if one of the parameter steps value was zero in the device. Thank you Emil Maczewski, LTT Poland and Gerhard Feiner, Feiner Lichttechnik Germany, Stacheneder Stefan Austria
24. If any of the systems internal folders - "shows", "devices" or "Dlite" are missing - Dlite automatically creates them. (This typically happens after a re-install process) . Thank you Gino Deleo SpotLight Italy
25. When PB is assigned with scene as X-FADE behavior, when pressing on the PB SELECT key levels jump instead of fade in scene time, Thank you Itali Catalonia TV Barcelona Spain

## Limitations

1. Do not connect more than one remote panel or iControl to the console at the same time.
2. Faders on the new PC panel and the new remote panel will be reset on every run (after a restart)
3. On Dlite PC new Panel, entering TEXT to an object from the PC keyboard will work only if the panel hotkeys are disabled.
4. When changing "View Options" - the grid column headers are reset to default size
5. When in Context mode and object mode (for example SCENE,SCENE) - can not load/delete save a show greater than 72
6. In context mode, if a fader is on any level but ZERO, the object is retained on the fader after paging, taking the fader down will not change it's content.
7. Links do not work inside loops.
8. The USB stick interferes with Dlite's start up! Work around: Make sure the USB stick is not plugged in before starting up Dlite.
9. An external USB hub requires an external power supply.
10. When loading information to a USB stick, it is required to place shows in a folder named "Shows" and devices in a folder named "Devices". If you do not use these exact folder names, Dlite will not recognize the files.
11. In some cases, the mouse may not function after start up. If this occurs, disconnect and then reconnect the mouse.

## Operating New Features

### 1 Trigger Playback

For each cue **running on the cross-fader**, a user can trigger (start or stop) up to 4 playbacks when the cue is fading-in. The “trigger function” can be managed as following:

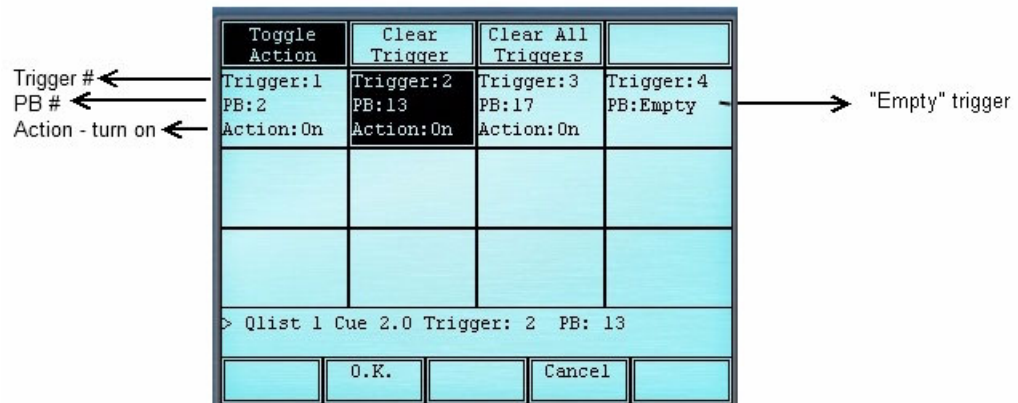


Figure 1: Trigger PB screen

- **TOGGLE ACTION** toggle the PB trigger ON or OFF (default is ON)
- **CLEAR TRIGGER** is visible only after selecting a trigger, tapping it clears the trigger. This is saved only after tapping **OK** or **ENTER**
- **CLEAR ALL TRIGGERS** clears all the triggers. Tapping it prompts the user for approval and updates the data immediately.
- Trigger data is stored in the cue. The triggers are activated **only** when the cue runs on the cross-fader

#### To Enter the “trigger screen” (handles all actions on triggers)

- 1 Press **QLIST** and select the QList
- 2 Press **CUE** and select a cue
- 3 Press **SHIFT**, tap on the **TRIGGER PB:** button to access the trigger screen

### To set a trigger for PB 17

- 1 In the Trigger screen (see previous sequence), tap **TRIGGER:1** on the touch screen
- 2 Press **SELECT PB 17**  
  
*Or*  
Press **17**  
The label on the touch screen soft key changes to **ACTION:ON**  
(Playback will be turned ON while the cue fades in)
- 3 Optional: to toggle the trigger to OFF - tap **TOGGLE ACTION**.  
To toggle back ON, tap again **TOGGLE ACTION**
- 4 Tap **OK** to confirm

### To clear a trigger

- 1 In the Trigger screen, tap **TRIGGER:1** on the touch screen
  - 2 Tap **CLEAR TRIGGER**
  - 3 Optional: to clear **all** triggers, tap **CLEAR ALL TRIGGERS**
- Note:** :Changes will take effect immediately
- 4 Tap **OK** to confirm

## Notes regarding Trigger Playback functionality:

- Trigger functionality is available only for cues running on the cross-fader.
- Each cue can trigger up to 4 playbacks.
- Trigger can turn playback ON (i.e. start running the PB) or OFF. This action is accomplished by **TOGGLE ACTION** button in the trigger screen
- The trigger occurs whether the playback assigned or empty. Later if playback is assigned it will be triggered.
- A trigger can be activated when the cue is running forward or backward using **BACK** or **GO** keys.
- The trigger for each cue running on the cross-fader can be viewed on the QLIST View (example view # 9) in the TriggerPB: column.

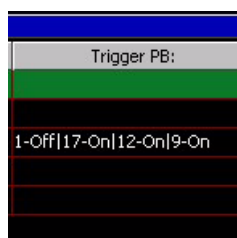


Figure 2: Trigger PB: column on the QLIST View displays all the triggered Playbacks. Here - PB 1 is turned OFF while PB 17,12,9 are turned ON

- Only after tapping **OK** button, the trigger data is stored and displayed in the QLIST view, the command line echo *TRIGGER DATA UPDATED*.
- If the user changes the trigger information (e.g. **TOGGLE ACTION** or **CLEAR TRIGGER**) and exits the Trigger PB: screen by tapping **CANCEL**, the triggers are **not** modified and the command line echo *Operation cancelled*.

### Additional sequences to store, update and clear triggers:

#### *To store trigger using the keypad*

- 1 Press **QLIST** and select the QList
- 2 Press **CUE** and select a cue
- 3 Press **SHIFT + TRIGGER PB:**
- 4 Press **1/,10** (where 1 is the trigger number and 10 is the playback number)
- 5 Optional: Tap **TOGGLE ACTION** (to set the trigger as turning the playback OFF)
- 6 Tap **OK**

*Or*

Press **STORE**

*Or*

Press **ENTER**

#### *To clear trigger 1 from a cue using DELETE key*

- 1 Enter the Trigger screen
- 2 Tap **TRIGGER:1** on the touch screen
- Or*  
Press **1**
- 3 Press **DELETE**  
Dlite prompts the user  
*Are you sure you want to delete trigger? (#1)*
- 4 Tap **YES/NO** to confirm

*Or*

Press **DELETE**

**Note:** Changes will take effect immediately



### To clear all triggers using DELETE key

- 1 Enter the Trigger screen
  - 2 Press **DELETE**  
Dlite prompts the user  
*All triggers will be cleared. Are you sure?*
  - 3 Tap **YES/NO** to confirm
- Or**
- Press **DELETE**

## 2 B.P.M options

B.P.M (beat per minute) options are simply different units to measure tempo/rate of a chase (instead of percent(%) which is used to measure the regular RATE)

**ATTENTION!** B.P.M options apply only to playbacks that run chases. These options do not apply to QLists, Scenes and Effects

Upon pressing **RATE** key the touch screen menu changes to **RATE** screen, the top row changes as following:

Update Snap/Cue	All	B.P.M Options	Reset Rate
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Tap the **B.P.M OPTIONS** button, the Menu changes to the following:

	Teach B.P.M		Percent B.P.M
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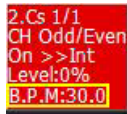
Tap **PERCENT B.P.M** button (B.P.M option is highlighted) it provides B.P.M options in the **RATE** screen.

Upon selecting **RATE** for a playback that has a chase running on it, the units above wheel 1 will change from RATE to B.P.M. The **RESET RATE** soft button will change to **RESET RATE/B.P.M**

The rate in the touch screen PB view is also displayed in B.P.M

Update Snap/Cue	All	B.P.M Options	Reset Rate/BPM
1.	6.	11.	16.
2.	7.	12.	17.
3. ▶ C1 60.0 BPM	8.	13.	18.
4.	9.	14.	19.
5.	10.	15.	20.
Rate]: 100% , [A\B Effect Rate]: 100%			
B.P.M		Effect Rate	% Fade

The respective RATE display options (of a chase) in the PB view changes to B.P.M.



B.P.M is calculated as following:

[Number of cycles in a minute] \* [How many steps in each cycle]. In other words: ***How many steps in a minute***

For example: A chase with 3 steps

- Step 1 - 1 second
- Step 2 - 1 second
- Step 3 - 3 seconds

Total time - 5 seconds (for one chase cycle)

**The B.P.M is: [60 seconds / 5 second per chase cycle, which is 12] \* [3 steps in a cycle] = 36**

Meaning there will be a total of 36 steps in 1 minute.

**Note:** Like the RATE display for minimum rate (hold) or for maximum rate (cut).

When B.P.M rate is min (zero) - Dlite will display *hold* on the touch screen and monitor

When B.P.M rate is max (full) - Dlite will display *cut* on the touch screen and monitor

The B.P.M view is global for all chases.

## 2.1 Teach B.P.M

Teach B.P.M mode gives the user the ability to tap on the PB according to the music tempo and the console will modify the rate of the PB accordingly.

Teach B.P.M feature works in both B.P.M and RATE Display.

It enables to specify B.P.M (or rate) by tapping on the **PB SELECT** key instead of turning the wheel. The console listens to the taps on the **PB SELECT** key and adjust the rate/B.P.M accordingly.

So if a song is played, the Dlite user can tap 3 times on the **PB SELECT** key, the console will calculate the average of the taps and will change the rate/B.P.M accordingly.

The console also “counts down” (3,2,1,) how many taps left to re-calculate on the ECHO-LINE. (for example after one tap it shows 2 taps left and after two taps it shows 1 tap left)

Each time the console re-calculate the Rate/B.P.M it also advance the chase in one step to sync with the Bit of the music.

**Note:** As long as the user is within “Teach B.P.M” mode, any 3 taps on the **PB SELECT** key will re-calculate the chase rate/B.P.M (means that user can keep tapping until the user gets the exact Rate he needs)

- While the “Teach B.P.M” mode is ON (highlighted), you can teach any chase that exist on any PB (no need to select it before)
- You can use “Teach B.P.M” on a single chase at a time. (You can only tap on 1 PB at a time, but you can switch to another PB whenever you like...)

**To toggle *PERCENT/B.P.M* view**

- 1 Press **RATE**
- 2 Tap **B.P.M OPTIONS**
- 3 Tap **PERCENT/B.P.M** toggle button  
The selection is highlighted

**To use *TEACH B.P.M***

- 1 Press **RATE**
- 2 Tap **B.P.M OPTIONS**
- 3 Tap **TEACH BPM**
- 4 Press **PB SELECT** once to select the playback.
- 5 Press **PB SELECT** at least 3 times
- 6 Optional: Press on a different **PB SELECT** to select the playback and tap (at least) 3 times to re-calculate the B.P.M for that playback
- 7 Tap **TEACH B.P.M** to exit the **TEACH B.P.M** mode  
or  
Press **RESET**

### 3 New Dlite PC and Remote panels


Dlite PC – the panel of the Dlite PC was updated

Dlite Remote – A PC software offering remote access to Dlite console while away from the console itself.

#### 3.1 Dlite PC

The New Dlite PC panel has many new features like:

- New Look
- Separate Faders wing – to control faders
- Hotkeys - operating Dlite PC Panel using an external keyboard
- You can now link both cross-fader or preset faders together
- Playback Wing Skin as Standard wing or Compact wing
- Running Dlite PC in USB or Floppy compatible mode



The screenshot displays the Dlite PC software interface, which is divided into four main sections labeled with numbers 1 through 4. Section 1, the 'Dlite PC Panel', is the central control area featuring a menu bar (Options, Wing, Hotkeys, PC Mode, Help), a '2-Preset' mode selector, a 'Wide' context menu, and a large grid of buttons for 'Update Snap', 'All Off', 'Cut All Off', and 'Active'. It also includes a 'TIME' display and various playback controls like 'Select', 'Undo', 'Reset', 'Patch Setup', 'Edit', 'Group', 'Lib', 'Effect', 'Move Copy', 'Store', 'Update', 'Full', 'Time', 'On', 'Rel', 'Zero', 'Shift', '0', 'Clear', 'CE', 'Enter', and 'Mouse'. Section 2, 'Faders preset 1 wing', shows a row of 24 faders numbered 1 to 24. Section 3, 'Faders preset 2 wing', shows another row of 24 faders numbered 25 to 48. Section 4, 'Playback wing', shows a row of 20 faders numbered 1 to 20. The interface is designed for precise control of lighting faders and playback sequences.

No	Panel control
1	Dlite PC panel
2	Faders preset 1 wing
3	Faders preset 2 wing
4	Playback wing

### 3.2 Dlite Remote

The new remote panel looks similar to the Dlite PC but has a darker “skin”

The remote panel is used to control the console from a remote location.

The panel echo line is red when disconnected and turns momentarily to green after successful connection. Dlite remote is more limited than the regular Dlite PC or console. It functions as a remote **without an external monitor** (to view output).

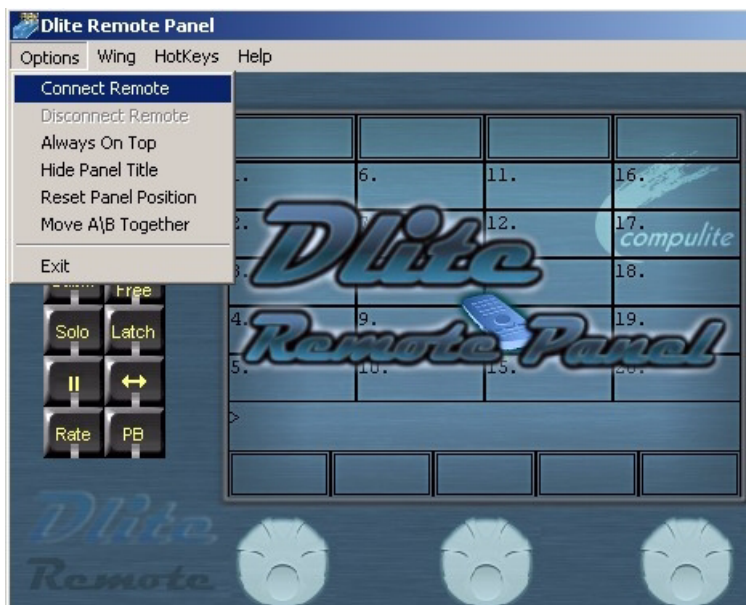
---

**ATTENTION!** The Remote Editor and Dlite PC Panel cannot run at the same time

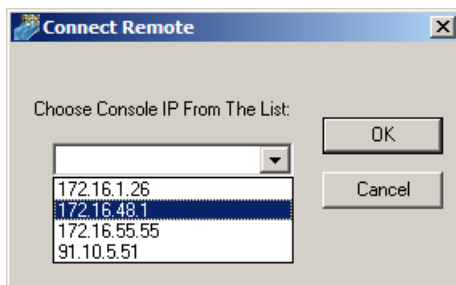
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### 3.3 To Connect the Remote Panel

From the “**Options**” menu – click “**Connect Remote**” or right click anywhere on the panel.



The connect remote dialog opens displaying a list of available Dlite Consoles on the network.



In order to control your console remotely, you first need to enable the following settings:

- The Remote Flag
- And match the IP's and Subnet

#### **To Enable the REMOTE flag on the console**

- 1 Press **SETUP**
- 2 Tap **SYSTEM OPTIONS**
- 3 Tap **I/O**
- 4 Tap **REMOTE CONTROL**
- 5 Tap **OK**

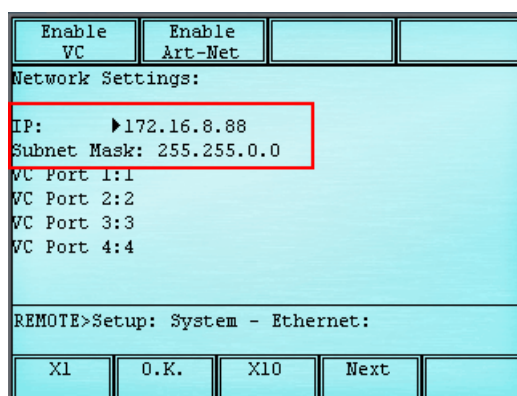
#### **To check the Subnet mask and IP of the Console**

- 1 Press **SETUP**
- 2 Tap **SYSTEM OPTIONS**
- 3 Tap **I/O**
- 4 Tap **ETHERNET**

The console IP and Subnet Mask is displayed on the touch screen.

- 5 Optional: Change the appropriate IP address and Subnet mask of the console to match the remote PC IP address.
- 6 Tap **OK**
- 7 Restart the Console for changes to take affect.

#### **3.3.1 Example for an appropriate IP**



If the remote PC IP is: **172.16.1.2**

and the subnet mask is: **255.255.0.0**

The Console IP should be: **172.16.##.##**

and the subnet mask should be: **255.255.0.0**

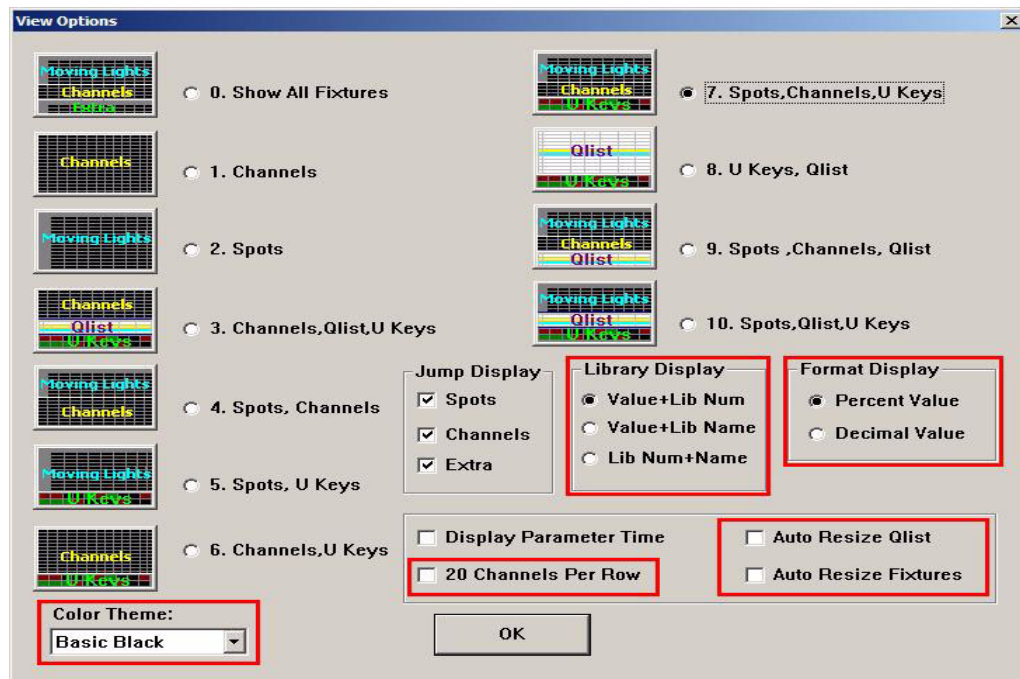
### 3.3.2 Disconnect remote

To disconnect the Remote panel from the console - close the remote panel or press on the **Disconnect remote** in the **options menu**

## 4 VIEW OPTIONS

The “View Options” screen has been enhanced

See the rectangles marking the new enhancements



### 4.1 New color themes

8 exciting new color themes were added (bringing it to total of 10 color themes)

This enables a user to customize the look of the Dlite interface.

#### Color Themes:

- Basic Black
- Gloomy Gray
- Cream
- Windows White
- Turquoise Bay
- Navy Blue
- Deep Ocean Blue
- Deep Purple
- Dark Magenta Rose
- Wine Red



## 4.2 New “Library Display” options

A 3 options selection (radio button) enabling to view different library indications on the live view.  
(When values are coming from libraries.)

**Note:** This option is for position library only.

- **Value + Lib Num** – display the parameter value + the library number (This is the same as previous versions)

Spots	Dimmer	Pan	Tilt	Shutter	Cwhl	Cwhl 2
1. AlphaSpot575+	25	50 (F1)	52 (F1)	FL.OPEN	14.RED	8.O.W.
2. AlphaSpot575+	25	50 (F1)	52 (F1)	FL.OPEN	14.RED	8.O.W.
3. AlphaSpot575+	25	50 (F1)	52 (F1)	FL.OPEN	14.RED	8.O.W.
4. AlphaSpot575+	25	50 (F1)	52 (F1)	FL.OPEN	14.RED	8.O.W.
5. AlphaSpot575+	25	50 (F1)	52 (F1)	FL.OPEN	14.RED	8.O.W.

- **Value + Lib Name**– display the parameter value + the library name

Spots	Dimmer	Pan	Tilt	Shutter	Cwhl	Cwhl 2
1. AlphaSpot575+	25	50.my focus	52.my focus	FL.OPEN	14.RED	8.O.W.
2. AlphaSpot575+	25	50.my focus	52.my focus	FL.OPEN	14.RED	8.O.W.
3. AlphaSpot575+	25	50.my focus	52.my focus	FL.OPEN	14.RED	8.O.W.
4. AlphaSpot575+	25	50.my focus	52.my focus	FL.OPEN	14.RED	8.O.W.
5. AlphaSpot575+	25	50.my focus	52.my focus	FL.OPEN	14.RED	8.O.W.

- **Lib Num + Name**– display the library number + the library name (without the parameter value)

Spots	Dimmer	Pan	Tilt	Shutter	Cwhl	Cwhl 2
1. AlphaSpot575+	25	(F1)my focus	(F1)my focus	FL.OPEN	14.RED	8.O.W.
2. AlphaSpot575+	25	(F1)my focus	(F1)my focus	FL.OPEN	14.RED	8.O.W.
3. AlphaSpot575+	25	(F1)my focus	(F1)my focus	FL.OPEN	14.RED	8.O.W.
4. AlphaSpot575+	25	(F1)my focus	(F1)my focus	FL.OPEN	14.RED	8.O.W.
5. AlphaSpot575+	25	(F1)my focus	(F1)my focus	FL.OPEN	14.RED	8.O.W.

## 4.3 Additional view options

- **20 Channels Per Row** – currently the channels live view is divided as 12 channels per row matching the faders layout of 12 faders in a row. With this option on the channels live view is divided as 20 channels per row. (thus enabling more channel entries in a row)  
(on the compact console the default is 10 per row, when this flag is on it will be changed to 20 as well.)
- **Auto Resize Qlist** –will auto resize the columns of the Qlist live view continuously to fit the displayed text.
- **Auto Resize Fixture** –will auto resize the columns of the Spots and Extra's live view continuously to fit the displayed text.



#### 4.4 Format Display for parameter values

You now have the option to select the format of displaying the parameter values.

- **Percent value** - displays the parameter values in percentage format (0-100%).
- **Decimal value** - displays the parameter values in decimal format (0-255 or 0- 65535 depending on the parameter)

**Note:** The format displays also affects EXAM view and BLIND editor.

#### 5 Highlight/Lowligh custom values via “Highlight/Lowligh scene”

You can customize the parameter values of highlight/lowlight values to suit your preference

This is done by creating a highlight or lowlight scene that contains the fixtures (for which we want customized values). Dlite will first use the highlight or lowlight parameter values from the fixtures participating in these scenes. If a fixture parameter values are not part of the highlight/lowlight scenes - Dlite will use the system global default values.

This is similar mechanism to Dlite’s home scene that enables to create custom values for home values for parameters using a regular scene as a “home scene”.

The scenes that are designated as highlight/lowlight scenes are regular scenes that included fixture and their parameters.

##### To designate scene 5 as a highlight scene

- 1 Select fixtures and set their desired parameters values (for highlight)
- 2 Press **STORE, SCENE, 5, ENTER**
- 3 Press **SETUP**
- 4 Tap **SYSTEM OPTIONS**
- 5 Tap **DEFAULTS**
- 6 Tap **DEF SCENE VALUES**
- 7 Tap **HIGHLIGHT**
- 8 Tap **SCENE 5**  
Command line displays *Highlight scene: 5*
- 9 Tap **OK**

### ***To designate scene 6 as lowlight scene***

- 1** Select fixtures and set their desired parameters values (for lowlight)
- 2** Press **STORE, SCENE, 6, ENTER**
- 3** Press **SETUP**
- 4** Tap **SYSTEM OPTIONS**
- 5** Tap **DEFAULTS**
- 6** Tap **DEF SCENE VALUES**
- 7** Tap **LOWLIGHT**
- 8** Tap **SCENE 6**  
Command line displays *Lowlight scene 6*
- 9** Tap **OK**

While editing in Highlight or Lowlight mode, the echo line indicates to the user that he is editing in this mode. i.e. [HIGHLIGHT]

## ***6 GO in a specific time:***

This is an option to override the cue fade time without changing the cue data itself using a “temporary” time. This feature works on the crossfader or playbacks

**Note:** Fading to cue with the temporary time and replacing the Qlist can only be done with the crossfader.

### ***To fade in cue using "temporay" time on the crossfader***

- 1** Press **CUE #**  
  
*Or*  
Press **QLIST # CUE #**
- 2** Press **TIME 7** (assigning the cue time as 7 seconds)  
You can also use the wheels to set the time
- 3** Press **GO** (the cross fader will go to cue # in 7 seconds regardless the cue time)

### ***To fade in cue using “temporary” time on the playback***

- 1** Assign the Qlist to the PB
- 2** Press **QLIST # CUE #**
- 3** Press **TIME 7** (assigning the cue time as 7 seconds)  
You can also use the wheels to set the time
- 4** Press **FLASH FOR PB**  
(That acts as GO for a PB with Qlist)

## 6.1 Run Cue in cut time

You can also force a cue to run temporarily in “cut” time, using **SHIFT+GO** or **SHIFT+BACK**

This will only work on the cross-fader

### To run next cue in CUT time on the cross fader

- 1 Press **SHIFT+GO**

### To run previous cue in CUT time on the cross fader

- 1 Press **SHIFT+BACK**

## 7 Error Messages

Now, Error messages on the external monitor are more noticeable, the echo line color is displayed with red color making the error clearly visible and highlighted



Additionally - many error messages were enhanced and elaborated to make them more informative to the user.

## 8 New Show

**NEW SHOW** menu item was added. Dlite now enables to start a new show in one of 2 options:

- **EMPTY SHOW** - start a new empty show without any show data.
- **EMPTY SHOW + DEFAULT PATCH** - Start a new empty show with a default patch (similar to cold start)

Dlite prompts the user: *Current Show Data Will Be Deleted. ARE YOU SURE ?*

When the user approves, Dlite completes the operation.

## 9 System Options Behavior/Defaults enhanced

### 9.1 Setup ► System Options ► **BEHAVIOR**

Modified the soft buttons positions on the touch screen and added few more buttons

**MAINTAIN LAST VALUE** and **DEFAULT HOME VALUE** were separated to 2 buttons (earlier was **MAINT LAST VALUE** enabled/disabled)

**MAINTAIN LAST VALUE** - When parameter levels are released from the editor or from a playback device, they remain at their last value.

**DEFAULT HOME VALUE** - When parameter levels are released from the editor or from a playback device, they fade to their home values.

**CLEAR EDITOR** was moved to top section of the touch screen

**SNAP MODE** -Dlite now opens another screen of 5 buttons, 3 for the “Snap mode” options and another 2 buttons for “snap update options”.

**FORCE** - The current playbacks content are released and the incoming snap playbacks content are loaded to all target playbacks.

**MERGE** - The current playbacks content in the active snap are not released. Assigned playbacks in the incoming snap are loaded and override the active snap.

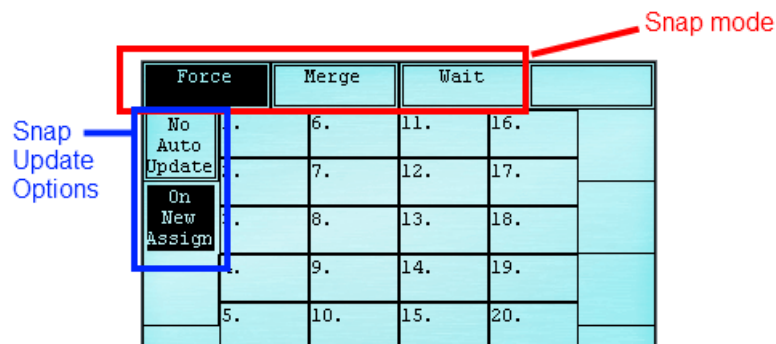
**WAIT** - When playbacks are active (ON), the incoming snap assigned playbacks wait until the target playback is not active or user press on the playback select key and then replace the playback content.

In addition we added 2 new flags for “snap update options”:

To give the user the ability to control whether the console will automatically update the snap or only the user updates the snap.

**ON NEW ASSIGNMENT** (only) - Every PB assignment automatically store the active snap (the default behavior as it was on earlier SW versions)

**NO AUTO UPDATE** - Dlite does not store the snap automatically, only the user initiates it (when storing or updating a snap)



## 9.2 Setup ▶ System Options ▶ **DEFAULTS**

### 9.2.1 **PLAYBACK DEFAULTS**

**Note:** Moved from the System Options ▶ behavior section into System Options ▶ Defaults ▶ Playback defaults

A user can select one of three options as the default for any newly-assigned playback:

- PB's Jump Off Zero
- PB's As X-Fader
- Intensity Master

They are elaborately documented in the updated user guide

In Short:

**PB JUMP OFF ZERO** - when the fader slides up:

Dimmer - fades

Parameters (that are not intensity) Jump to their level

There is no need to press the **SELECT** key

**PB AS X-FADER** - when the fader slides up. All parameters are fading

- If a Qlist is loaded - sliding up and down fades the cues one after the other.
- If a scene is loaded - all parameters are fading

There is no need to press the **SELECT** key

**INTENSITY MASTER** - Moving playbacks off their bottom end (0) does not automatically turn on the playback. You must press the **SELECT** key to turn on the playback.

The fader functions as intensity master (controlling the dimmer parameter).

Parameters (that are not intensity) fade to their level.

**Note:** Chases do not support X-FADER behavior, when X-FADER is set as default -chases will use the JUMP OFF ZERO behavior.

A user can also edit the individual behavior per each assigned playback

#### ***To change an existing playback default behavior***

A user can also edit the individual behavior per assigned playback

**1** Press **EDIT**

**2** Tap **PB #** on touch screen

***Or***

Press the **PB SELECT** key

**3** Select the behavior from the options on the touch screen

**4** Tap **OK**

**5** Optional: Store the current snap to save these changes in the snap.

### **9.2.2 TIME**

We combined the previous **OBJECT TIME** & **SYSTEM TIME** to a single new **TIME** screen, inside this screen, all the previous 5 Time options are available:

- Cue TIME
- Scene TIME
- Chase TIME
- Chase Step TIME
- System TIME

**Note:** The Default chase step time has also been changed to 1 sec.

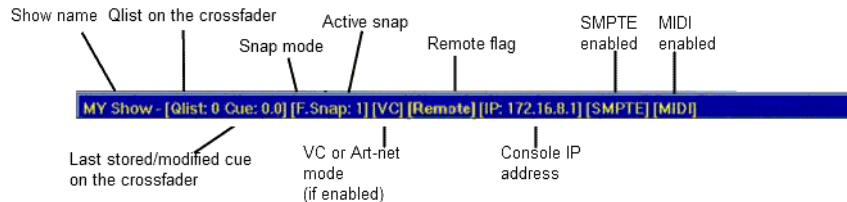
### **9.2.3 DEF SCENE VALUES**

**DEF SCENE VALUES** contains default values for Home scene, Highlight scene and Lowlight scene  
See [“Highlight/Lowlight custom values via “Highlight/Lowlight scene”” page 21](#)

## 10 External monitor indication bar

The External monitor indication bar now shows basic information about the show and console settings:

Dlite external indication bar sample:



The following fields are displayed in the indication bar:

- **Show name** - Display the current show name. (if show name is too long to display - Dlite will shorten the show name and add "..." to indicate it)
- **QList number** and **Cue number** - the last **modified** QList and Cue number related to the crossfader
- **Snap mode** + **snap number** - snap mode can be **F** - force; **W** - Wait; **M**- Merge and the number of current active snap
- **VC** or **Art-net** - if enabled in the current show
- **Remote** or **Master** or **Slave** - if one of those is enabled

**Note:** If the Remote control flag is enabled then the indication bar will display *[Remote]*, but, if an external device is connected then the indication bar will display *[Rmt Connected]*.

- **IP** - console current IP
- **PARK** - if park exists in the show
- **SMPTE** - if enabled
- **MIDI** - if enabled

If one or any of these options are enabled then it will be displayed in the indication bar.

## 11 “Context mode” for Dlite Compact

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**ATTENTION!** This section applies to Dlite Compact only

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Dlite Compact has always worked in Context mode (playback change their context according to the recent pressed lighting object) and the user did not have the option to disable it.

Previously, in context mode, a user used the following sequence to store a scene on a PB:

CHANNEL 1-->5, FULL, STORE, SCENE, **PB**, PB SELECT

This was confusing for users who previously worked on non-compact Dlite models (that didn’t require pressing the **PB** key in the sequence).

We have added an option to disable the context mode to enable easier work on the compact console.

Now, the above sequence is similar to any Dlite model (with the Context flag set to OFF)

CHANNEL 1-->5, FULL, STORE, SCENE, PB SELECT

The flag to enable/disable Context mode was added in the System options-behavior screen for Dlite compact model only.

To work in Context mode (as in previous versions) a user needs to turn the flag ON.(The flag will be highlighted)

The “Context mode” flag replaces the **FLASH LEVEL ON PB**, (which has no function in the Dlite compact)

The “Context mode” flag status is saved in the warm data and show data

Bellow is a table that lists how Dlite sets the “context mode” flag when loading shows from old SW versions. After loading the show, you can modify the flag according to your preferences.

This table also explains the flag status when starting a new show.

Show version	Compact console	Non-Compact console
Loading show from older version than 50.0R#	ON	OFF
Loading show from version 50.0R# onward	As it was saved before	As it was saved before
Starting a “New Show”	Save flag as current status	Save flag status as OFF



## 12 Patching and dimmer views enhancements

### 12.1 Enhanced handling of patched fixtures

The screen following the patch wizard has been enhanced, which includes more options to change the newly patched fixtures.

DLite now automatically selects the recently patched fixtures.

The user can directly configure the recently patch fixtures: **PAN/TILT PATCH**, **DIMMER PROPERTIES**, **EXTERNAL PARAMETER** or clear the current selection using **CLEAR SELECTION** button.

**Note:** The below screen will only be visible after a fixture has been created using the patch wizard.

Pan/Tilt Patch	External Parameter	Dimmers Properties	Clear Selection
25.a5 0473	26.a5 0001	27.a5 0030	28.a5 0059
29.Ec 0088	30.Ec 0094	31.Ec 0100	32.Ec 0106
33.G4 0112	34.G4 0124	35.G4 0136	36.G4 0148
> Wizard: Select: Spot 33-36			
	O.K.		Page

### 12.2 More patching sequences

In previous software versions, the sequence for patching depended on the patch menu you were in. Now all patch sequences are supported in the following patch menus:

- **PATCH BY DIMMER**,
- **PATCH BY FIXTURE**,
- **DIM** view,
- **FIXTURE DIM** view.

To patch a Fixture you can use sequence starting with fixture key or DIM key

#### To patch a fixture starting with Fixture

- 1 Press **SPOT #**
- 2 Press **DIM #**
- 3 Press **STORE**

#### To patch a fixture starting with DIM

- 1 Press **DIM #**
- 2 Press **SPOT #**
- 3 Press **STORE**

### 12.3 Additional keypad patching sequence

We added a patch sequence starting with the **STORE** key.

[STORE, CHANNEL, 38, -,40, DIM,420, ENTER]

### 12.4 Background colors of grid for Dim view and Fixture Dim View

DLite now shows different grid background colors for each fixture, helping to distinguish the parameters for each different fixture

Fixture DIM view

Fixture	Source Device	Main Patch	Extern Patch	Swap P/T	Invert Pan	Invert Tilt
1	AlphaSpEAS12	1/1(1)		no	no	no
2	AlphaSpEAS12	1/19(19)		no	no	no
3	AlphaSpEAS12	1/37(37)		no	no	no
4	AlphaSpEAS12	1/55(55)		no	no	no
5	AlphaSpEAS12	1/73(73)		no	no	no
6	AlphaSpEAS12	1/91(91)		no	no	no
7	AlphaSpEAS12	1/109(109)		no	no	no
8	AlphaSpEAS12	1/127(127)		no	no	no
9	AlphaSpEAS12	1/145(145)		no	no	no
10	AlphaSpEAS12	1/163(163)		no	no	no

color 1  
color 2  
color 1

Dim View

	1st fixture				2nd fixture							
DMX	3/1	3/2	3/3	3/4	3/5	3/6	3/7	3/8	3/9	3/10	3/11	3/12
Fixt #	37.sb	37	37	37	37	37	37	38.sb	38	38	38	38
GM/Max	No/00	No/00	No/00	No/00	Yes/FL	No/00	No/00	No/00	No/00	No/00	No/00	Yes/FL
Curve					Linear							Linear
Param	Mov-Spd	Cyan	Yellow	Magenta	Dimmer	Iris	Dimmer	Mov-Spd	Cyan	Yellow	Magenta	Dimmer
Dimmer	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036
DMX	3/13	3/14	3/15	3/16	3/17	3/18	3/19	3/20	3/21	3/22	3/23	3/24
Fixt #	38	38	39.sb	39	39	39	39	39	39	40.sb	40	40
GM/Max	No/00	No/00	No/00	No/00	No/00	No/00	Yes/FL	No/00	No/00	No/00	No/00	No/00
Curve							Linear					
Param	Iris		Mov-Spd	Cyan	Yellow	Magenta	Dimmer	Iris		Mov-Spd	Cyan	Yellow
Dimmer	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048
DMX	3/25	3/26	3/27	3/28	3/29	3/30	3/31	3/32	3/33	3/34	3/35	3/36
Fixt #	40	40	40	40	41.sb	41	41	41	41	41	41	
GM/Max	No/00	Yes/FL	No/00	No/00	No/00	No/00	No/00	No/00	Yes/FL	No/00	No/00	
Curve		Linear							Linear			
Param	Magenta	Dimmer	Iris		Mov-Spd	Cyan	Yellow	Magenta	Dimmer	Iris		
Dimmer	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060
DMX	3/37	3/38	3/39	3/40	3/41	3/42	3/43	3/44	3/45	3/46	3/47	3/48

empty address

## 12.5 Dimmer properties enhancements

In the Dim View, the following dimmer properties display has been enhanced to distinguish them (when non-standard)

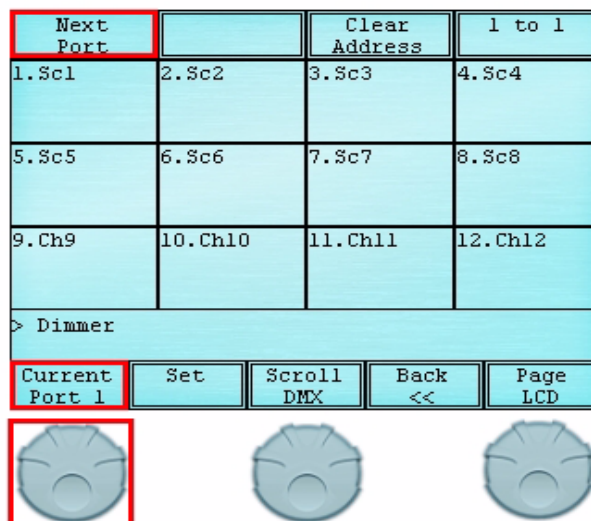
- If the proportional patch is less than FULL - the color of GM/Max row in the DIM view will turn yellow to highlight the difference.
- If the GM is disabled for this fixture - the color of GM/Max row in the DIM view will turn yellow to highlight the difference.
- If dimmer curve that is NOT according to the default curve- the color of the curve row will turn yellow to highlight the difference.

DMX	1/1	1/2	1/3	1/4
Fixt #	1.Ch	2.Ch	3.Ch	4.Ch
GM/Max	No/FL	Yes 92%	Yes/FL	Yes/FL
Curve	Linear	Linear	Linear	Inv
Param	Dimmer	Dimmer	Dimmer	Dimmer
Dimmer	1	2	3	4

## 12.6 Patch's "Current Port" display and port navigation enhancement

While in Dim view (for example, after pressing **DIM**) - Dlite LCD touch screen displays dimmer addresses

Now, the View also displays Current Port number (left bottom corner)



You can change the Port number in any of the following ways

- Tap the **NEXT PORT**
- Tap the **CURRENT PORT**
- Turn the first wheel

## 13 Interactive Help

Dlite now offers interactive help for the console keys. The help screen contains a short help text of “how to use a function”, its different sequences and few examples.

The interactive help uses a color scheme that highlights the function name, provides few explanations about the key (which may be used in different ways) and provides different sequences demonstrating the major functionality of that key.

The interactive help opens on the external monitor.

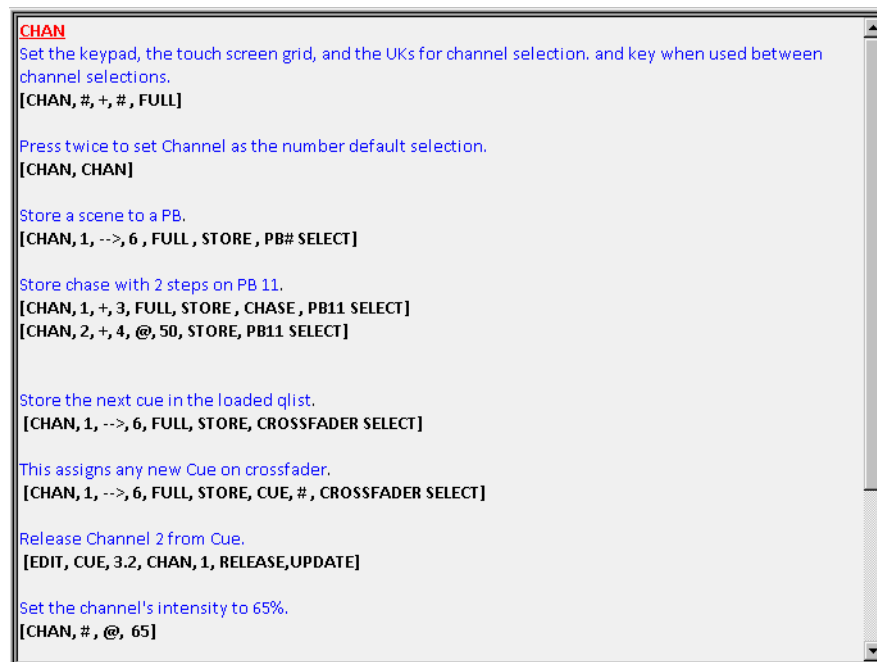
### To open the help for a key

- 1 Press **HELP** (**HELP** key is an “on/off” toggle)

LED is turned on

- 2 Press the required **KEY** (or **SHIFT** +**KEY**), for example **CHAN**

The following screen opens up:



### To exit Help mode

- 1 Press **HELP**

LED is turned off

## **14 Mini-features and feature improvements**

### **14.1 AUTO-SAVE SHOW (Show # 120)**

- After loading a show the console will automatically save a back-up to show # 120 (Called AUTO SAVE)
- Any change to the show data (UPDATE, STORE) - will trigger a save to show # 120, which occurs every 10 minutes.
- A user can not save a show on #120 (it is reserved)
- The usual load procedure can be used to load show # 120.

### **14.2 Operating 2 wheels simultaneously**

It is now possible to operate two wheels at the same time; for example, the wheels controlling cyan and magenta color parameters of a spot.

**Note:** N/A for Dlite PC

### **14.3 Trackball & wheels sensitivity improved**

The Trackball sensitivity and fine sensitivity have been improved.

Wheel fine sensitivity improved to allow accurate fine tuning of parameter value.

To use fine wheel or trackball resolution press the wheel and turn it or press and hold SHIFT while turning the wheel (or trackball).

### **14.4 Max devices per show**

Max devices on USB and PC USB consoles per show Maximum devices has increased to 36 devices on USB consoles and PC USB consoles.

### **14.5 UPDATE DEVICE, list of damaged devices**

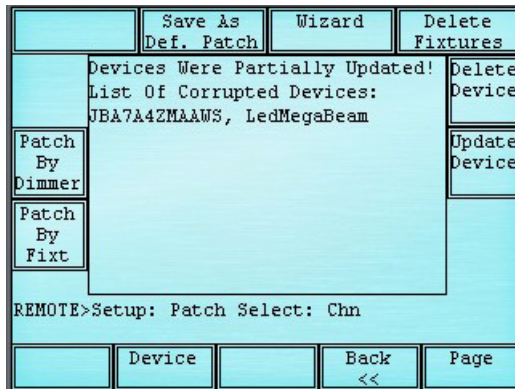
Detailed message for failed updates of devices.

Now a user can update the device library inside the console and receive the exact devices whose files are corrupted and failed to update.

#### **To update a device**

- 1** Insert USB device in Dlite USB port.
- 2** Press **SETUP**
- 3** Tap **CREATE AND PATCH**
- 4** Tap **ADVANCED**
- 5** Tap **UPDATE DEVICE**

If some devices failed to update, the console provides a list of failed/damaged devices  
The following image display an example of 2 failed devices:



The Example displays 2 failed devices JBA7A4ZMAAWS, LedMegaBeam

**Note:** Dlite searches for devices in the “devices” directory on the external device, and **only if** the directory is not found, Dlite will look in USB/Floppy root directory itself.

**Note:** N/A for Dlite PC

#### 14.6 Parameter Selection by tapping

Now you can tap a parameter directly on the touch screen (above the wheels)

Previously you had to **PRESS THE WHEEL** or **TURN THE WHEEL** to select a parameter.



#### To select parameter

- 1 Press **SPOT 1**
- 2 Tap **PAN** on the touch screen
- 3 Press **@ 65**

## 14.7 CE key behavior streamlined

CE is meant to “Clear an Entry” in the command line while editing a sequence

The CE key is now more accurate and clears accurately the respective last element (It now handles well cases when editing numbers with decimal points and doesn’t require unnecessary additional pressing of the key to “step back” in editing)

CE now clears last entries gradually enabling to accurately edit the command line.

### *To Clear Entry when selecting several fixtures*

- 1 Press **CHANNEL 1+3+5+7**
- 2 Press CE one after the other  
Dlite clears entries “element by element”

### *To Clear Entry when selecting fixtures range*

- 1 Press **CHANNEL**
- 2 Select a range **1->8**
- 3 Press **CE**  
Dlite modifies the range to 1->
- 4 Press **FULL**
- 5 Press **CE**  
CE cleared the value of intensity parameter.
- 6 Press **@, 60**

CE now clears after the dot in a decimal number correctly. It enables to edit a number after the decimal point

### *To Clear Entry (CE) after a decimal point*

- 1 Press **EDIT, CUE**
- 2 Press **3.2**
- 3 Press **CE**
- 4 Press **4**  
Command line will display *CUE 3.4*

## 14.8 Loop and Link Enhancements

### 14.8.1 Set Loop count using the numeric keypad

Dlite enables to set loop count for cues on a QList using the keypad

#### *To set a loop count of 5 from cue 1 to cue 3*

- 1** Press **QLIST # CUE 1**
- 2** Press **->**
- 3** Press **3**
- 4** Tap **LOOP**
- 5** Press **5**
- 6** Press **STORE**

### 14.8.2 Exit a loop using the GO key

An option was added to Exit a running loop by pressing the **GO** key, which will then fade to the next cue after the loop.

### 14.8.3 Clearing a loop or Link

The procedure for clearing a loop or link has been enhanced to support the **DELETE** key.

#### *To clear a loop using DELETE key*

- 1** Select the first cue in the loop.
- 2** Tap **LOOP**.
- 3** Press **DELETE**.

The message *Loop Cleared* is displayed.

The same procedure can be used to clear links. Just tap **LINK** instead of **LOOP**

### 14.8.4 Backward Link

Dlite now supports linking cues backward; for example from cue 6 to cue 3



## 14.9 Submaster enhancements

The submaster has been improved to easily update or release fixtures from an existing submaster playback. There is also an option to add a name tag to a submaster playback.

- Submaster has a separate color to distinguish it from scene running on a playback

Sub Master	Scene	
1.SUB MASTER Level:0%	2.Scene 2 scene2 On >>Int Level:0% Rate:100.0%	3.Scene 7 Off Jump Level:0% Rate:100.0%

- New sequences to update fixtures on a submaster playback: **CHANNEL, 1, SUBMASTER,PB SELECT** will prompt on touch screen to overwrite or update the submaster, Update will add channel 1 to the submaster.
- **CHANNEL, 1 UPDATE, PB SELECT** will immediately update the submaster
- **CHANNEL, 1, STORE,PB SELECT** will prompt on touch screen to overwrite or update the submaster  
Update will add channel 1 to the submaster

New sequences to release fixtures from submaster:

### To release fixture from a submaster

For a submaster on PB 1 that controls channels 1->6, releasing channel 1

- **CHANNEL, 1,RELEASE, UPDATE, PB SELECT** (where submaster exists)

Command line will prompt *SubMaster updated*

Submaster now controls channels 2->6

- **CHANNEL, 1, RELEASE, STORE,PB SELECT** will prompt on touch screen to overwrite or update the submaster. Update will release channel 1 from the submaster
- **CHANNEL, 1, RELEASE, SUBMASTER,PB SELECT** will prompt on touch screen to overwrite or update the submaster. Update will release channel 1 from the submaster

We also added the option to add a name tag to a submaster, See [“Edit object name on Playback” page 38](#)

## 14.10 QLIST display color

QLIST display color in the playback view is changed from blue to dark turquoise when inactive.

13.Qlist 1 Cue 0.0 Cue 0.0 Level:0% Jump Rate:100.0%
--

### 14.11 Improved **STORE** & **STORE+** **CUE** behavior

When storing a cue that is not in ascending order (e.g. storing cue 20 and later storing cue 1 and cue 2).

The **STORE+** or **STORE** and **PB SELECT** will store the next cue after the last stored cue (in this example cue 3 will be stored)

### 14.12 More accurate **RATE** and **RATE** fine tuning

- Adjusting the **RATE** for a PB is now more accurate for rates over 200%
- **RATE** can be adjusted in a fine measurements (after the dot) using **SHIFT+** Wheel

#### *To adjust a fine **RATE***

- 1 Press **RATE**
- 2 Press **PB SELECT**

*Or*

Tap the playback cell on the touch screen

- 3 Press and hold **SHIFT**
- 4 Turn wheel 1 (labeled **RATE**)

### 14.13 Edit object name on Playback

It is now possible to add or rename an object that is assigned to a PB (or crossfader), directly on the PB itself:

#### *To edit a name tag on a playback with scene 10*

- 1 Press **EDIT**
- 2 Press **PB SELECT 5**
- 3 Press **TEXT** (Dlite displays *Edit: scene 10 Text*)
- 4 Type the text (the new name of the object)
- 5 Tap **OK**

When editing an object on the PB, the following name tags are edited:

- Scene - text tag is for scene
- SubMaster - text tag is for SubMaster
- Chase - text tag is for Chase (not steps)
- Qlist - text tag is for active cue in the Qlist (for PB and cross-fader)

### 14.14 Blind editor enhancements

Dlite has 2 editors: Blind editor and Regular editor.

We now provide more flexible ways to retain, override or merge parameter values when switching between the editors.

- Blind editor contents is kept as long as the console is running or until a user cleared the show/ started a new show or loaded a different show.
- The regular editor is also not cleared when entering Blind mode, so when **exiting** Blind mode (to return to regular editor) -the original contents of the regular editor is restored.
- When entering the Blind editor, if the blind editor is empty, the Regular editor values populates theBlind editor.
- Exiting the blind editor with **SHIFT + BLIND** merges the Blind editor and Regular editor. Similar fixtures from both editors get their values from the Blind editor (blind editor is “stronger”)

#### 14.15 Mouse mode enhancements

- As it was impossible to scroll pages on touch screen contents in some view - We added in the Mouse mode a new wheel option (wheel 3 named PAGE LCD). It gives the user the ability to scroll pages on any system state.
- When “Mouse mode” is on the LED now blinks and not just turned ON and the echo-line now shows [MOUSE] when you are in mouse mode.

#### 14.16 Desktop Shortcut

We added a shortcut to the console operating system desktop, enabling the user to re-run Dlite application (using an external mouse).

**Note:** N/A for Dlite PC

#### 14.17 NEXT or PREV after ending a sequence

Pressing **NEXT** or **PREV** after a sequence is ending (using FULL, STORE etc.) will select the next or previous fixture after the last fixtures that were modified

Example:

**CHANNEL, 1, ->, 6,FULL,RESET, NEXT** will select channel 7

#### 14.18 Warning when memory is low

Each time a user modifies an object in the show, Dlite checks the available left memory in the show.

In case the show memory has less then 10% of free memory, Dlite warns the user on the touch screen (after every save/update/delete/copy or move) “*System Memory Almost Full!*”

*Please consider reducing Objects From your Show”*

#### **14.19 Floppy to USB converter**

A Floppy to USB converter enables you to convert information from an external Floppy drive to USB. This enables you to load shows that were previously stored on a Floppy disk to the Dlite USB console using the USB connector.

**Note:** If a USB stick and the Floppy to USB converter are connected at the same time, the console will ignore the Floppy to USB converter and load from the USB stick only.

