

The logo for Compulite, featuring the word "COMPULITE" in a bold, black, sans-serif font. The text is set against a bright yellow background that has a rough, hand-painted or brush-stroke texture, tapering off to the right.

## Vector Release Notes

Enter syntax

<b>Release Date:</b>	<b>May 19, 2005</b>
<b>Real time version:</b>	<b>1.277</b>
<b>Windows version:</b>	<b>3.10</b>
<b>RT interface version:</b>	<b>1.18</b>

Information in this document is subject to change without notice and does not represent a commitment on the part of Compulite. Compulite assumes no responsibility for any printing errors that may appear in this document. No part of this document may be reproduced or transmitted in any form or by any means, for any purpose other than personal use, without permission from Compulite Systems (2000) Ltd.

Copyright 2004 Compulite Systems (2000) Ltd. All rights reserved.

Microsoft is a registered trademark and Windows is a trademark of the Microsoft Corporation.

All other trademarks are properties of their respective holders.

Vector version 3.10 Release notes

May 2005

This document was set up for two sided printing. So conserve trees and print on both sides

# Version Highlights - New Features

<b>1. Default times</b>	
• <b>System time</b>	Parameter values in the editor use this time.
• <b>Release time</b>	fade out time for released parameter levels and playback loads.
• <b>Library time</b>	Applied library values fade in time.
• <b>Sneak time</b>	The fade in or out time for levels operating under the sneak function.
<b>2. Delta</b>	
Update cues by pasting the values stored in the delta cue.	
<b>3. Effects</b>	
• <b>Pre-built effects</b>	Color Mix and Rainbow have been added to the pre-built effects.
• <b>Fixture grouping</b>	Spread the effect over groups of fixtures.
• <b>Base value</b>	The base value is now displayed with the active parameter.
• <b>Include Base</b>	The base value stored in an effect library overrides the value in the editor.
<b>4. Fixture mode</b>	
When fixtures are patched so there are not overlapping fixture numbers, you can select fixtures without specifying the fixture type.	
<b>5. Help</b>	
For on-line help, tap Help and choose Content, Index, or Search.	
<b>6. Home cue</b>	
Store fixture specific home values that override home values specified in the device definition.	
<b>7. Layout files</b>	
• <b>Grid properties</b>	Customized grid properties, such as font and color, are now saved in the *.cfg (layout) files.
• <b>Format and live mode</b>	now Saved in the *.cfg (layout) files.
• <b>Lock windows</b>	The lock icon has been added to the basic displays. The lock status is now saved in the *.cfg (layout) files.
<b>8. Libraries and groups</b>	
Generate color libraries and groups automatically.	
<b>9. Libraries</b>	
Improved functionality for bank filters	
<b>10. Loading show data</b>	
Selectively load the objects, sets, devices, or patch, using the Import item under the File menu.	
<b>11. Master/Slave</b>	
Improved master and slave switch over	
<b>12. Pan and tilt orientation</b>	
Access the pan/tilt patch from the Editor toolbar in parameter values mode.	

### 13. Parameter Grouping

Parameter grouping can be toggled on or off from the editor toolbar.

### 14. Playback

- **Global go and freeze commands** A rate mode for the Editor toolbar. Pause or restore all active chases and effects.
- **Playback control behavior** On/off has been implemented
- **Playback wing display** Improved playback wing display
- **Rate wheels** 3 wheels for global rate control

### 15. Release

- **Dedicated release time** Set a release time in the System Settings dialog box.
- **Release fixtures or parameters** Release fixtures or parameters from a range of cues.
- **Dimmer levels set to zero** New behavior in Compulite and tracking modes.

### 16. REM DIM

Isolate fixtures for identification and editing.

### 17. Selecting objects

- **Active** Select active fixtures without specifying the output source
- **Dim** Set *Dim* as the default numeric selection.

### 18. Store options

- **All Params If Active** Stores all parameters in the cue if there is no dimmer level.
- **All Params for Selected** Stores all parameters for the selected fixtures.
- **Default in Editor toolbar** The store options in the editor toolbar always revert to the default as defined in the System Settings dialog box.

### 19. Views and displays

New and improved displays for:

- **DMX ports** DMX port display now shows: port number/DMX channel (1 - 512)
- **Editor Toolbar** Buttons in the default (idle mode) toolbar have been changed.
- **Fixtures in TOPO** Fixtures in the topo map now show their DMX addresses also.
- **Last selection** The fixture names that part of the last selection are displayed in yellow in the live spot and channel displays.
- **LookAhead exam**
- **Show name and info** The show's name is displayed in the general window title bar. Show file information is displayed in the workspace's show node.
- **Tracksheet** View how a channel or spot tracks through the cues.

# Summary of Changes

FEATURE	DESCRIPTION
<b>Displays</b>	<p>An exclamation point sometimes appeared in the status bar for no reason. This does not happen anymore.</p> <p>The master playback cue sheet display did not refresh correctly. Now it does.</p>
<b>Fade times</b>	<p>Pressing <b>GOTO 0</b> did not work. Now it does.</p> <p>Pressing <b>GOTO 1.5</b> generated an error message. This does not happen anymore.</p>
<b>Ignite spots</b>	Sending an ignition (lamp on) command, when 2 types of devices were selected, generated an error message. This does not happen anymore.
<b>Loops and Links</b>	When loops and links were combined the playback did not function correctly. This has now been corrected.
<b>Master/Slave</b>	Updating cues on the master console caused some temporary cues to disappear on the slave console. This does not happen anymore. Thank you to the crew at Lisys and House of Tradition, Hungary.
<b>Matrix</b>	Incorrect data was displayed when switching views between 2 matrixes. This does not happen anymore. Thank you to Gerhard Feiner, Germany.
<b>New Shows</b>	The console data was not cleared properly when opening a new show. Now the warm data is cleared correctly.
<b>Park</b>	For channels, the parked icon was displayed only in the fixture name field and did not appear in the fixture number field. Now it appears in the fixture number field also.
<b>Patch</b>	<p>Proportional patch settings were cleared if more than one dimmer was patched to a logical channel. This does not happen anymore.</p> <p>The proportional patch settings and pan/tilt patched were not saved after shutdown even if the show was saved before exiting. Now this information is saved.</p>
<b>Selecting fixtures</b>	An <i>Illegal Set</i> message was generated when selecting a channel on the touch screen (in interactive mode) and attempting to select another channel by pressing + and selecting a number on the keypad. This does not happen anymore. Thank you to Gerhard Feiner.
<b>Update</b>	<p>When updating channels that were output from the master playback and were also loaded to a fader whose fader was at zero, the <b>MASTER PLAYBACK ONLY</b> button in the Update dialog box was not available. Now it is. Thank you Andy Stone at Stag-tec, Great Britain.</p> <p>Tracking only! When updating values whose source were libraries, the Update Library option did not appear in the Update dialog box. Now the libraries appear in the dialog box.</p>
<b>VL1000 device</b>	The home value, as defined in the Device Builder, for VL1000 rotating gobo rotation was incorrect. The home step is now defined as Stop, so the gobo wheel does not rotate when idle. Thank you, Gerhard Feiner.

## Limitations

1. Device Builder. Due to restructuring the manufacturer's ID, any operator defined devices may not appear under the correct manufacturer. To fix: go to the Device Builder and save your device again under the correct manufacturer.
2. The key function is not displayed in the key function filed for the A/B crossfader in the A/B view.
3. It is impossible to playback a timed or manual cue out of sequence when loading the cue using the select key.
4. To reset channels to zr, it is necessary to press **RESET** twice.
5. Snaps, from shows saved on older software versions, do not remember the level of the faders stored in the snap.
6. Not all keys stored in the macro are displayed when examining the macro.
7. The contrast and brightness controls for the touch screens are not working yet.
8. It is impossible to set the proportional patch level from the editor toolbar.
9. there is no way to disable the general master's blackout key (**B.O.**). This will be implemented in the future.
10. Green Vector only! After power up the general master level is not displayed. Workaround: move it a bit and it will be displayed.
11. The sequence **EXAM**, **SELECT** does not work yet.
12. The screen refresh command does not work in the TOPO view.
13. In the Topo view, dimmer levels for a device with a 16 bit dimmer does not display in percentage.
14. Cannot scroll down in the cue sheet.
15. Auto save for shows that are 8 megabytes and up may take longer than usual.

# Operating New Features

## 1.0 Default times

The various default fade times are set in the System Settings dialog box, Timing tab

System time	Speed at which levels fade in or out in the editor.
Release time	Speed at which released parameters fade out when released from the editor or from a playback device.
Library time	Speed at which library levels fade in or out in the editor
Sneak time	Speed at which levels fade in when using the sneak feature.

### To change default times

- 1 Open the Tools menu.
- 2 Tap Settings.  
The System Settings dialog box opens.
- 3 Go to the Timing tab.
- 4 Enter time values in the default time fields.
- 5 Tap **OK** to save and exit.

## 2.0 Delta

A delta contains absolute and relative modifications of spot parameter levels, channel intensity, and scroller frames. Delta is used to edit cues by pasting the levels in the delta to the target cue. The levels stored in the delta are grabbed from the editor. The delta feature uses the copy and paste functionality, therefore anything copied to the clipboard overwrites the delta. You can store a new delta at any point in programming sequences. Vector supports one delta.

### 2.1 Delta options

There are three options when pasting the delta:

- Relative - the toolbar always defaults to this option.
- Absolute
- Add new



Figure 1: Editor toolbar in delta mode

### 2.1.1 Relative

DELTA (as copied when editing a cue)		TARGET CUE	TARGET CUE AFTER PASTING DELTA
Channel 1	Absolute: 90 Relative: +30	Channel 1 @ 35	Channel 1 @ 65
Channel 2	Absolute: 90 Relative: +60	Channel 2 @ 50	Channel 2 @ FL
Channel 3	Absolute: 80 Relative: +30	Channel 3 @ 30	Channel 3 @ 60
Channel 4	Absolute: 30 Relative: -40	Channel 4 @ 80	Channel 4 @ 40

### 2.1.2 Absolute

DELTA (as copied when editing a cue)		TARGET CUE	TARGET CUE AFTER PASTING DELTA
Channel 1	Absolute: 90 Relative: +30	Channel 1 @ 60	Channel 1 90
Channel 2	Absolute: 90 Relative: +60	Channel 2 @ zr	Channel 2 90
Channel 3	Absolute: 80 Relative: +30	Channel 3 @ 30	Channel 3 80
Channel 4	Absolute: 30 Relative: -40	Channel 4 @ 80	Channel 3 30

### 2.1.3 Add New

DELTA (as copied when editing a cue)		TARGET CUE	TARGET CUE AFTER PASTING DELTA
Channel 1	Absolute: 90 Relative: +30	Channel 1 @ 60	Channel 1 @ 60
Channel 2	Absolute: 90 Relative: +60	Channel 2 @ not in cue	Channel 2 @ 90
Channel 3	Absolute: 80 Relative: +30	Channel 3 @ 30	Channel 3 @ 30
Channel 4	Absolute: 30 Relative: -40	Channel 4 @ 80	Channel 4 @ 80



### ***To copy the delta from the editor***

- 1 Select fixtures and adjust levels.
- 2 Press **@**.
- 3 Press **COPY**.

The absolute and relative values are copied from the editor to the clipboard and are ready for pasting.

**OR**

- 1 Select fixtures and adjust levels.
- 2 Press **UPDATE**.

The Update dialog box opens.

- 3 Tap **COPY NEW DELTA**.

The absolute and relative values are copied from the editor to the clipboard and are ready for pasting.

### ***To paste delta values***

Example: Update cues 5 through 9 by pasting the levels in the delta.

- 1 Press **CUE, 5, →, 9** to select cues 5 through 9.
- 2 Press **@**.
- 3 Press **PASTE**.

The cues are updated with the new values.

**Note:** Using this sequence assumes pasting the relative values in the delta.

**OR**

- 1 Select cues.
- 2 Tap **DELTA**.
- 3 Optional: tap **RELATIVE**, **ABSOLUTE**, or **ADD NEW**.
- 4 Tap **PASTE** on the delta toolbar.

The cues are updated with the new values.

## **3.0 Effects**

### **3.1 Base values**

The base value is now displayed next to the active parameter.

### **3.2 Effect dialog box position**

The default position for the effect editor dialog box is aligned left, so the Offset, Size, Rate, and Duty attributes appear above their control wheels.

**Note:** Vector remembers the dialog box's last position, therefore if it was moved it will not be aligned with the wheels next time it opens.

### 3.3 Fan param

The Fan Parameters option fans the effect over parameters. This allows control over the parameters in a single spot.

#### To fan parameters

Example: Apply a fan effect to cyan, magenta, and yellow in spot 1.

- 1 Select spot 1.
- 2 Select cyan, magenta, and yellow.
- 3 Press **EFFECT**.

The Effect Editor dialog box opens.

- 4 Select a primitive from the Pre-built, Basic, or Advanced tabs.
- 5 Go to the Advanced tab.
- 6 Tap **FAN PARAM**.

The Offset, Size, and Rate attributes can now be set for fanning parameters.

- 7 Adjust the Offset, Size, and Rate attributes as required.

### 3.4 Fixture grouping

Fixture grouping with offset determines how the offset is spread among the devices.

Example: An intensity step effect is running on spots 1 through 10. All 10 spots turn on and off at the same time. Set the fixture grouping to 2 and tap **WAVE**. Now the odd spots are on when the even spots are off and vice versa.

### 3.5 Include Base

Base values in effect libraries override the value in the editor.

### 3.6 Pre-built effects

Some effects have been added to the pre-built tab.

- Color Mix (Color Mix applies CMY, with an offset, from FL to zr.)
- Rainbow
- Dimmer Step
- Dimmer Fade
- Iris In Move
- Focus

## 4.0 Fixture mode

Patching fixture sets so there are no overlapping fixture numbers allows you to select fixtures without specifying the fixture type.

An example of fixtures patched with no overlap is:

FIXTURE SET	FIXTURE NUMBERS
Channel	1 to 100
Spot	201 to 300
Matrix	401 to 512.

When fixtures are patched with no overlapping fixture numbers, *Fixture* appears in the command line as the default numeric selection. **CHANNEL**, **SPOT**, and **SET** are, of course still active for examining fixtures, etc.

#### **To select fixtures in fixture mode**

Just choose the fixture's number on the keypad.

## **5.0 Help**

#### **To open help**

- 1 Open the Help menu.
- 2 Tap Context.

The on-line help file opens. Browse according to topic, index entries, or search.

**Note:** There are two books available in the help file: Action syntax and Enter (Broadway style) syntax. Choose the help for the syntax that you are using.

## **6.0 Home Cue**

Occasionally a parameter's home level, as set in the device definition, is not compatible with some fixtures because of, for example, their hanging positions. You can store a fixture specific home cue, which overrides home levels set in the device definition. Values for fixtures not included in the home cue go the values set in the device definition.

#### **To program the home cue**

- 1 Select the fixtures.
- 2 Select the parameters and set the parameter levels.
- 3 Press **STORE**.
- 4 Press **CUE**.
- 5 Press **HOME**.
- 6 Press **ENTER**.

#### **To delete the home cue**

- 1 Press **DELETE**.
- 2 Press **CUE**.
- 3 Press **HOME**.
- 4 Tap **DELETE** again or press **ENTER**.

## 7.0 Layouts

### 7.1 Grid properties

Grid properties that you have customized in the Grid Properties dialog box > Grid tab are now saved with your layouts.

You can customize the look for: specific display panes:

COLUMNS	ROWS	GRID LINES
<ul style="list-style-type: none"> <li>• Font</li> <li>• Font (foreground) color</li> </ul>	<ul style="list-style-type: none"> <li>• Font</li> <li>• Font (foreground) color</li> <li>• Background (field) color</li> </ul>	<ul style="list-style-type: none"> <li>• Row line weight</li> <li>• Column line weight</li> <li>• Line color</li> </ul>

#### To customize grid properties

Example: Customize the grid look for the master playback pane.

- 1 Point at one of the headings in the master playback pane and right click.
- 2 Choose Properties from the fly out menu.  
The Grid Properties dialog box opens.
- 3 Go to the Grid tab.
- 4 Tap Customize to enable the fields.
- 5 Set the fields.
- 6 Tap **OK** to save and exit.

These settings will be saved with your layout.

#### To return to default grid properties

- 1 Point at one of the headings in the master playback pane and right click.
- 2 Choose Properties from the fly out menu.  
The Grid Properties dialog box opens.
- 3 Go to the Grid tab.
- 4 Tap Customize to disable.  
All fields return to their factory default settings.
- 5 Tap **OK** to save and exit.

### 7.2 Formats and fixtures displayed

All display customization done through the Format menu or the Live Mode menu are now saved with layouts.

## 8.0 Libraries and groups - automatic generation

Through the Generate Libraries and Groups dialog box, Vector automatically generates:

- Color libraries

- Intensity libraries
- Image libraries
- Groups

You can choose to generate some or all of these objects for some or all of the devices used in the show.

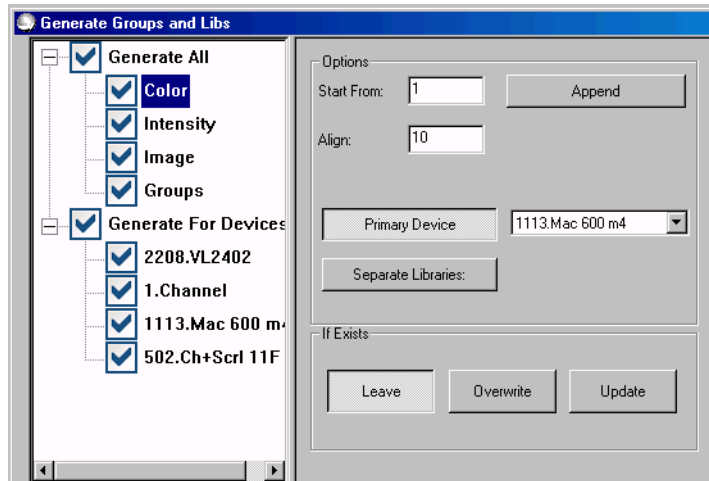


Figure 2: Generate libraries and groups dialog box

You can number the libraries and groups to your convenience in the dialog box's numbering area. The numbering option fields are:

- |            |  |
|------------|--|
| Start From | Store the first generated library or group to the number in this field and sequentially increment the libraries or groups.   |
| Align      | Choose an offset. Generally, it is convenient to choose an offset that corresponds to your display set up.<br><br>Example: Assume that you have sized the soft keys pane to show 5 soft keys per row. You choose to generate 5 groups for each fixture type. If the start number is 1 and the offset is 10, the generated groups will appear in every other row. |

If there are existing libraries and groups you can choose to:

- Leave them as is
- Overwrite them
- Update them

### **To open the Generate Groups and Libs dialog box**

Open the Tools menu and tap Generate Groups and Libs.

**OR**

- 1** Press **SET**.
- 2** Tap the **GENERATE GROUPS AND LIBRARIES** button on the Editor toolbar.

## 8.1 Generating libraries

Color and image libraries can be generated for one device or for multiple devices. When generating these libraries for multiple devices, you must select a primary device. Vector generates the libraries for multiple devices according to the primary device. Example: You want to generate color libraries that will be common to three devices. The primary device has a color wheel and the other 2 devices lack a color wheel, but have CMY color parameters. The libraries are generated according to the primary device's color wheel. For the other devices, Vector sets their CMY levels to match the primary device's color wheel.

You can also chose to generate separate libraries for each device.

---

**IMPORTANT!** To generate libraries the check box next to the library type must be checked and the library type **must** be selected. When selected the library type (or group) appears on a light field.

---

### *To generate common color or image libraries for multiple devices*

- 1 Open the Tool menu.
- 2 Choose (tap) Generate Groups and Libs.  
The Generate Groups and Libs dialog box opens.
- 3 Expand Generate All.
- 4 Make sure Color or Image are checked.
- 5 Tap Color or Image to select.  
The item appears on a light field.
- 6 Set the start number and the interval.
- 7 Select the primary device from the drop down dialog menu.
- 8 Make sure the devices are checked under the Generate for Devices list.
- 9 Select the behavior (Leave, Overwrite. or Update).
- 10 Tap **APPLY** or **OK**.  
The libraries are generated according to the primary device.

### *To generate separate color or image libraries*

- 1 Open the Tool menu.
- 2 Choose (tap) Generate Groups and Libs  
The Generate Groups and Libs dialog box opens.
- 3 Expand Generate All.
- 4 Make sure Color or Image are checked.
- 5 Tap Color or Image to select.  
The item appears on a light field.
- 6 Make sure the devices are checked under the Generate for Devices list.
- 7 Set the start number and the interval.

- 8 Tap **SEPARATE LIBRARIES**.
- 9 Select the behavior (Leave, Overwrite, or Update).
- 10 Tap **APPLY** or **OK**.

Libraries are generated for each device.

### **To generate intensity libraries**

- 1 Open the Tool menu.
- 2 Choose (tap) Generate Groups and Libs.  
The dialog box opens.
- 3 Expand Generate All.
- 4 Make sure Intensity is checked.
- 5 Make sure the devices are checked under the Generate for Devices list.
- 6 Set the start number and the interval.
- 7 Set the level increments in the % Step field.
- 8 Select the behavior (Leave, Overwrite, or Update).
- 9 Tap **APPLY**.

## **8.2 Generating groups**

The automatic fixture group options for spots per device, channels, and scrollers are:

- All
- Even
- Odd
- Every third - counting from the first fixture of a device type.
- Every fourth - counting from the first fixture of a device type.

### **To generate groups**

- 1 Open the Tool menu.
- 2 Choose (tap) Generate Groups and Libs.  
The dialog box opens.
- 3 Expand Generate All.
- 4 Make sure Groups is checked.
- 5 Expand Generate for Devices and make sure the devices you want organized into groups are checked.
- 6 Set the start number and the interval.
- 7 Select the type of group (Even, Odd, All, 3rd, 4th).
- 8 Select the behavior (Leave, Overwrite, or Update).
- 9 Tap **APPLY**.

## 9.0 Libraries

The functionality of the bank filters has been improved.

In some cases, you might want to store parameters in libraries that do not normally accept such parameters. For instance, you might want to store pan and tilt in a color library, which normally allows only parameters belonging to the color parameter type. When **BANK FILTER** is off, any parameter can be stored in a library.

The default is **BANK FILTER** on and the button has an orange field.

### *To store an unfiltered library*

Example: Store all parameters active in the editor in a color library.

- 1 Select the fixtures.
- 2 Set a dimmer level.
- 3 Adjust the pan and tilt.
- 4 Set color levels.
- 5 Press **LIB**.
- 6 Press **COLOR**.
- 7 Tap **BANK FILTERS**.

The button now has a blue background and library filtering according to parameter type is cancelled.

- 8 Store to a color library.

The color library contains dimmer, pan, and tilt, as well as the color parameters.

### *To store some active parameters in a library*

Example: Pan, tilt, dimmer, and color parameters are active in the editor. You want to store pan, tilt, and color settings in a color library, but not the dimmer.

- 1 Select the fixtures.
- 2 Set a dimmer level.
- 3 Adjust the pan and tilt.
- 4 Set color levels.
- 5 Press **POSITION**.

The position wheel bank is now available.

- 6 Press the parameter keys to select pan and tilt.

Pan and tilt are now selected (they appear in red) in the editor.

- 7 Press **LIB**.
- 8 Press **COLOR**.
- 9 Tap **BANK FILTERS**.

The button now has a blue background and library filtering according to parameter type is cancelled.



## 10 Store to a color library.

The color library contains pan, tilt, and the color parameters.

### 10.0 Loading specific objects and patch information

You can load selected objects or patch information from shows to Vector. This is useful, for example, if you want to reuse the patch or libraries from a previous show.

The objects you can load are:

- QLists - all or specific QLists
- Libraries - all or specific libraries
- Groups
- Snaps
- Macros

The patch information that can be loaded includes:

- Devices
- Sets
- DMX address patch

Numbering imported objects is customizable. The Numbering Options group in the Import dialog box allows you to:

Example: Your current show has QLists numbered from 1 to 5. You are importing QLists 4 through 6 from a previous show.	
Append	Start numbering imported objects from the next available number. As per the example: The imported QList 4 becomes QList 6, imported QList 5 becomes QList 7, and imposed QList 6 becomes QList 8.
Start From	Specify the start number for the imported objects. As per the example: Starting from 10, imported QList 4 becomes QList 10, imported QList 5 becomes QList 11, and imported QList 6 becomes QList 12.
Keep Original	The original object numbers are preserved. If there are objects in the current show with the same number, the imported object will not be loaded. As per the example: Only QList 6 will be imported.
Overwrite	The imported objects will overwrite the existing objects. As per the example: imported QLists 4 and 5 overwrite the current QLists 4 and 5.

#### To load specific objects

- 1 Open the File menu.
- 2 Choose (tap) Import.  
The Open dialog box opens.
- 3 Select the show and open.
- 4 Tap the object you want to load.
- 5 Select the numbering option.

6 If required, tap **SELECT** or **DESELECT** in the Select Range group, and select the range of cues or libraries, etc.

7 Tap **OK**.

## 11.0 Master/Slave

There have been some improvements in the master/slave function.

1. Editor levels are transmitted to the slave console.
2. There is improved runtime and windows synchronization between the master console and the slave console.
3. The rules governing master/slave switchover in the case of master console failure are:
  - a. If the master fails, the slave takes over in 100 milliseconds.
  - b. When the master is restarted, it is automatically set as the slave console. All data from the current master console (formerly the slave console) is loaded to the new slave console.
  - c. If the connection to the master is restored in less than 10 seconds after failure, it is re-established as the master console.

## 12.0 Pan and tilt orientation

A **PAN/TILT PATCH** button has been added to the Editor toolbar in selection mode. Tapping this button switches the Editor toolbar to pan/tilt mode.

Use the buttons in this mode to logically orient the pan and tilt directions to trackball movement. The buttons are:

**INVERT PAN** - Switch the full and zero values for pan.

**INVERT TILT** - Switch the full and zero values for tilt.

**SWAP PAN/TILT** - Pan becomes tilt and tilt becomes pan.

## 13.0 Parameter Grouping

When editing parameter levels, parameter grouping selects all parameters grouped together under the same parameter type. If, for example, you are setting levels for pan all parameters defined as part of the position parameter type are selected in the editor. Therefore, all parameters belonging to the parameter type will be stored in the new library or cue regardless if they have been assigned values or not.

By disabling parameter grouping, you can isolate a parameter from the other parameters belonging to the same parameter type. This allows you to filter libraries by storing only the selected parameter(s) in the library. Example: The color parameter type includes cyan, magenta, yellow, color wheel 1, and color wheel 2. To store a library that includes only color wheel 1, you set parameter grouping to off.

The parameter grouping default (enabled or disabled) is set in the System Settings dialog box. Parameter grouping can be toggled on or off from the Editor toolbar.

The **PARAMETER GROUPING** button is available on the Editor tool bar in fixture selection mode. **PARAMETER GROUPING** always resets to the setting in the System Settings dialog box.

### **To isolate parameters**

Example: Parameter grouping is enabled in the System Settings dialog box. You want to store a beam library that will contain only the iris levels.

- 1 Select the spots.
- 2 Tap **PARAMETER GROUPING** on the Editor toolbar.  
The command line displays: *Parameter Grouping Off*.
- 3 Set the levels for the iris.  
Only the iris is active in the editor.
- 4 Store a library using the usual procedure.  
The library contains the iris parameter only.  
The parameter grouping setting defaults to on.

## **14.0 Playback**

### **14.1 Global go and freeze commands for chases and effects**

Put all the playback devices under global control to freeze or restore effects and chases.

Pressing **RATE**, switches the Editor toolbar to rate mode. The buttons in rate mode are:

- **RESET RATE** -
- **FREEZE ALL** - toggles freezing and running all active chases and effects.
- **FREEZE CHASE** - toggles freezing and running all active chases.
- **FREEZE EFFECT** - toggles freezing and running all active effects.

### **14.2 Playback wing display**

- The fader level and fader priority are displayed together.
- When a fader is at its bottom stop, the fader level is displayed as zr.
- The indications symbols are displayed next to the PB page and number.

### **14.3 Using wheels for rate control**

You can control the rate for one or more than one playback device. Also, all playback devices can be globally put under rate control.

#### **To use global rate control (control all faders)**

Press **RATE**; The Editor toolbar is now in rate mode and the wheels also control rates. The wheels and the toolbar buttons affect all playback devices.

#### **To exit global rate control**

Press **SHIFT + RATE**. Playback device rates are reset.

#### **To put a specific playback device under rate control**

- 1 Press **RATE** (the large key next to **BEAT**).
- 2 Press **SELECT** for the specific playback device.

**Note:** To bring additional playback devices under rate control, press their **SELECT** keys.

- 3 Use the **CHASE RATE** wheel to control the fade rate for the selected chaser or use the toolbar buttons.

#### 14.4 On/Off playback device definition

You can define a playback device control key as an On/Off key. On initiates a Go command; Off releases the playback device's output. This is especially useful with QKeys where there is only one control key available.

On/Off is a toggle. One press initiates the go command. The second press releases the output.

##### *To define an On/Off key*

Example: Define the control key for Qkey 10 for On/Off.

- 1 Press **SETUP**.
- 2 Press the **SELECT** key for a Qkey 10. The Playback Properties dialog box opens.
- 3 Tap the Playback Definitions tab.
- 4 Click on the control key.  
The fly-out list shows the options.
- 5 Tap On/Off.
- 6 Tap **CLOSE** to exit the dialog box and save playback device settings.

### 15.0 Release

#### 15.1 Setting default release time

In the System Settings dialog box > Timing tab, you can set a default release time. This release time is used for parameters fading out after pressing reset and for fixtures and parameters released from cues.

#### 15.2 Releasing fixtures or parameters from cues

You can release fixtures or parameters from a range of cues.

##### *To release fixtures from a range of cues*

- 1 Press **RELEASE**.
- 2 Select the cues.
- 3 Select the fixture(s).
- 4 Press **ENTER**.

The selected fixtures are released from the range of cues and the cues are stored.

**OR**

- 1 Tap **EDIT CUE**.
- 2 Select the cues.

- 3 Select the fixture(s).
- 4 Press **RELEASE**.
- 5 Press **ENTER**.

The selected fixtures are released from the range of cues and the cues are stored.

#### ***To release parameters from a range of cues***

Example: Release the cyan and magenta from cues 1 thorough 6.

- 1 Press **RELEASE**.
- 2 If necessary, select the QList.
- 3 Select cues 1 thorough 6: **CUE 1 → 6**.
- 4 Select the fixture(s).
- 5 Press **COLOR**.

The color wheel bank is now available.

- 6 Tap **CYAN** and **MAGENTA**.
- 7 Press **ENTER**.

The selected parameters are released from the range of cues and the cues are stored.

**OR**

- 1 Tap **EDIT CUE**.
- 2 Select the cues.
- 3 Select the fixture(s).
- 4 Tap **CYAN** and **MAGENTA**.
- 5 Press **RELEASE**.
- 6 Press **ENTER**.

The selected fixtures are released from the range of cues and the cues are stored.

### **15.3 Releasing fixtures from cues when the dimmer level is zr**

Compulite mode! When a fixture's dimmer level is set to zr, it is released from the editor and not stored.

Tracking mode! When a fixture's dimmer level is set to zr, this is stored in the cue. If the dimmer level remains unchanged in the next cue, no longer appears. The level zr does not track.

Example: In Cue 1, channel 1 intensity is at 75, in Cue 2, channel 1 intensity is set at zr and it saved in the cue, in Cue 3 there is no change to channels 1's intensity therefore is no longer tracked and does not appear in cue 3.

## 16.0 Rem Dim

Another way to isolate a fixture for easy identification, is by using rem dim. This feature keeps the selected fixture or fixtures at stage values, while forcing all other fixtures to zero. **REM DIM** works on all output from the editor and from playback devices.

Since this is an editor function, all parameters and wheels are available for fixture editing while **REM DIM** is active. You can also apply a library to the **REM DIM** selection. You can store new cues while the Rem Dim function is active. All zero intensity values (zr) are stored in the new cue.

Exiting Rem Dim releases all unchanged values to playback device control. Parameter and dimmer values that were modified while **REM DIM** was active are retained in the editor.

### *To blackout all fixtures except the selected fixture*

- 1 Select the fixture(s).
  - 2 Tap **REM DIM** on the Editor toolbar.  
Only the selected fixture's dimmer remains on. All other fixtures are entered to the editor and forced to zr.
  - 3 Edit and store as a cue.
- Or*
- Tap **REM DIM** to exit.

### *To locate a fixture*

- 1 Select a starting fixture.
- 2 Tap **REM DIM** on the Editor toolbar.  
Only the selected fixture's dimmer remains on. All other fixtures are entered to the editor and forced to zr.
- 3 Press **NEXT** or **PREVIOUS** to advance.  
The active fixture's stage level is restored.
- 4 Tap **REM DIM** to exit and return the dimmer levels to all fixtures.

**Note:** **NEXT** and **PREVIOUS** cannot be used if a range of fixtures has been selected.

## 17.0 Selecting objects

### *17.1 Selecting fixtures using ACTIVE*

You can make selections without specifying a source. The fixtures selected depends on the console's current state. If the last selection is still active on the wheel, all fixtures in the last selection will be selected. If not all output will be selected.

### *To select without specifying a source*

Press **SHIFT + ACTIVE**.

## 17.2 Dim as the command line default selection

When dim is the command line default selection, Dim appears at the head of the command line. any numeric selection is recognized by Vector as a dimmer selection, without having to press dim before choosing the number.

### To set Dim as the default

Press **DIM** twice. *Dim* appears in the command line. Vector now recognizes the first number selection as dimmer selection, making it unnecessary to press this key before the number selection.

## 18.0 Store options

Default store options are set in the System Settings dialog box. The default settings can be overridden on the fly while programming your show.

### 18.1 All Params If Active

**ALL PARAMS IF ACTIVE** stores all parameters output from the editor to a new cue if the dimmer is active in the editor.

**Note:** If the dimmer level is set at zr, this is also considered as active parameter output.

#### To store a cue using All Params if Active

Scenario: The cue that is currently output contains spots 1 through 6. The editor contains spots 10 through 12. You want to merge the editor output and the cue output and store as the next cue. Use the **ALL PARAMS IF ACTIVE** option.

- 1 Select the spots.
- 2 Set levels for parameters.
- 3 Press **STORE**.
- 4 Tap **STORE OPTIONS** on the Editor toolbar.
- 5 Tap **ALL PARAMS IF ACTIVE**.
- 6 Press **ENTER**.

Fixtures in the editor output and the playback output are stored in the new cue.

### 18.2 All Params for Selected

**ALL PARAMS IF SELECTED** stores all parameters for the selected fixtures, even if the parameters are not active in the editor and even if there is no dimmer level set.

#### To store active and inactive parameters in a cue

Example: Spots 1 through 6 are selected. There are active parameter levels for pan, tilt, cyan, and magenta. Using **ALL PARAMS IF SELECTED** stores the active parameters and all other parameters (such as color wheel, gobo wheel, iris, etc) in the cue.

- 1 Select the spots.
- 2 Set levels for pan and tilt.
- 3 Press **COLOR** and set levels for cyan and magenta.

- 4 Press **STORE**.
- 5 Press **CUE** and choose a cue number.
- 6 Tap **STORE OPTIONS** on the Editor toolbar.
- 7 Tap **ALL PARAMS IF SELECTED**
- 8 Press **ENTER**.

All parameters are stored in the cue.

### 18.3 Default store options in the Editor toolbar

The store options in the editor toolbar always revert to the default as defined in the System Settings dialog box.

**STORE OPTIONS** is available on the Editor toolbar in select mode, parameter (levels) mode, and cue mode.

## 19.0 Views

### 19.1 DMX ports

DMX port display now shows: port number/DMX channel (1 - 512). Example: DMX universe 3, channel 124 is displayed as 3/124.

### 19.2 Editor Toolbar

Buttons appearing in the default (idle mode) toolbar have been changed.

**Note:** These buttons are available when the editor is idle and you are using Enter syntax.

BUTTON	FUNCTION
<b>EDIT CUE</b>	Go to the selected cue on a playback device and enter the levels to the editor. Include only the fixtures and levels stored in the cue.
<b>LOAD CUE</b>	Open the selected cue in the editor. Include only the fixtures and levels stored in the cue.
<b>LOAD STATE</b>	Open the selected cue in the editor. Include the fixtures and levels stored in the cue and all fixtures and levels that are tracking.
<b>LIBRARY</b>	Set Vector for library selection. <b>Note:</b> This button is available when using Enter or Action syntax.
<b>EDIT LIBRARY</b>	Open the selected library for editing.

### 19.3 Last selection

If the last fixture selection is still active, the fixtures are shown in yellow on the live spot and channel displays.

**Note:** The last selection is always active unless the editor has been completely reset by pressing **SHIFT + RESET**.

### 19.4 LookAhead exam

You can examine the LookAhead mask.



### **To examine the LookAhead mask**

- 1 Open the Workspace.
- 2 Expand the Show node.
- 3 Tap LookAhead Mask.

A list of spots in the LookAhead mask are displayed in the exam pane.

## **19.5 Topo**

In the patch manager and in hard copy, the fixtures' DMX addresses are displayed in a box under each fixture.

## **19.6 Viewing a QList track sheet**

QList track sheets show the cues, the fixtures used in the cues, and the parameter levels in each QList. You can view channels' dimmer levels or spots' parameter levels. You select what is displayed, by choosing the fixture type and parameter in the controls located in the view pane's header.

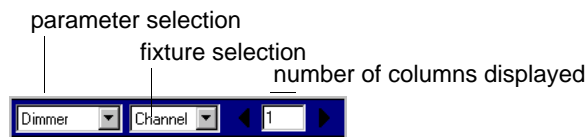


Figure 3: Track sheet controls in the pane header

---

**IMPORTANT!** To switch from viewing channels to viewing spot parameters, the view pane's header must be visible.

---

### **To view a QList track sheet**

- 1 Press **EXAM**.
- 2 Select a QList.
- 3 Press **ENTER**.
- 4 Tap the side tab labelled TSheet.

A list of cues, the fixtures in each cue, and the cues where the selected fixture is active is displayed.

- 5 To view channels, choose channels in the combo box list in the pane header. To view spots, select spots in the combo box list in the pane header. Select the parameter that you want to view in the combo box list in the pane header.