

# Vector Release Notes

**Release Date:** July 20, 2009

**Real time version:** 3.17.R03

**Windows version:** GC3.17.R03

**RT interface version:** 3.17.R03

Firmware file updates are required for:

- MIDI, MSC, SMPTE
- Motorized playback wings (Vector Red and Vector Blue)
- Motorized external playback wings
- Vector editor panel (all Vector consoles)

The firmware files are available for download on the Compulite web site

## ATTENTION!

Two console panel keys have been changed.

**SET** shares the **GROUP** key and is accessed using **SHIFT**:



**M.SERV (MEDIA SERVER)** shares the **MATRIX** key and is accessed using **SHIFT**:



Note: If there is no matrix patched the **MATRIX** key defaults to **MEDIA SERVER**.

**Please contact your local Compulite distributor for replacement keys.**



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Vector version 3.17

May 2009

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## Version Highlights

<b>1 Display</b>	
<b>1.1 Command line</b>	Blind mode and ScrollWin indications appear on an orange field.
<b>1.2 Cue sheet</b>	The new Param Time field, displayed on the cue sheet, shows the fade progress of the parameter with the longest fade-in time.
<b>1.3 Desktop</b>	Create Desktop displays and populate them with short cuts for quick operation of many console functions.
<b>1.4 Device headers</b>	A title bar graphically separates device types in the live display.
<b>1.5 Full screen view</b>	When switching to Full Screen view, an info message with instructions for exiting the Full Screen view, is displayed.
<b>1.6 Grid editing</b>	These values can be edited directly in the grid format: <ul style="list-style-type: none"> <li>• QList modes and text</li> <li>• Cue properties can be edited directly on the cue sheet</li> <li>• Library properties</li> <li>• Time line values</li> </ul>
<b>1.7 Menus</b>	Icons in the menus have been upgraded.
<b>1.8 Parked dimmer display</b>	There is a dedicated display for parked dimmers.
<b>1.9 Scrolling</b>	You can use the mouse to scroll views even if they are not active.
<b>1.10 Touch screen brightness</b>	Control the light level on the integral touch screens.
<b>1.11 Workspace</b>	Workspaces are additional display screens that provide additional display areas. Workspaces are accessed via tabs in the general window pane. Each window can contain up to 7 workspace tabs.
<b>1.12 Workspace tree</b>	The Workspace tree opens automatically each time a new tab is added to a pane.
<b>2 Editing</b>	
<b>2.1 Chasers with animated gifs</b>	The <b>CREATE CHASER</b> tool on the Matrix screen, automatically programs chasers for animated gif files
<b>2.2 Highlight/Lowligh</b>	Cycle through fixtures without exiting highlight/lowlight mode.
<b>2.3 Updating cues during their fade</b>	A set of rules govern how cues updates behave during fades.
<b>2.4 Releasing parameter time for Enter syntax</b>	The procedure used to release parameter fade times has been improved.

<b>3 Media Server</b>	
<b>3.1 Arkaos</b>	Support for Arkaos.
<b>3.2 Hippo version 3</b>	Support for Hippotizer V3.
<b>3.3 Catalyst</b>	Improved support for Catalyst V4.
<b>4 MIDI</b>	
<b>4.1 MIDI</b>	<ul style="list-style-type: none"> <li>• MIDI tables have been expanded.</li> <li>• MIDI functionality has been improved to include more MIDI notes.</li> </ul>
<b>4.2 MSC</b>	<p>MIDI Show Control (MSC) functionality has been improved.</p> <p><b>Note:</b> MSC (and SMPTE) require a hardware upgrade.</p>
<b>5 Patch</b>	
<b>5.1 DMX input patch</b>	New procedure to clear the DMX input patch.
<b>5.2 Matrix</b>	Drag and drop a range of fixture to selected matrix cells.
<b>5.3 Parked display</b>	Park now has a dedicated display.
<b>5.4 Playback input patch</b>	Operate Vector playback devices through an external console.
<b>6 Playback</b>	
<b>6.1 Flash indications</b>	<ul style="list-style-type: none"> <li>• The playback device's LED blinks while its flash is active.</li> <li>• The flash level is displayed in orange in the Playback display Fader Level field.</li> </ul>
<b>6.2 Goto time</b>	Specify time-in when fading to a selected cue on the master playback and other playback devices.
<b>6.3 Latch flash key</b>	The flash key can be locked for continual flashing until it is released.
<b>6.4 Master playback indication</b>	The master playback display has green bars to differentiate it from the other playbacks.
<b>6.5 Playback selection</b>	Select multiple playbacks for global control.
<b>6.6 Playback wing displays</b>	<ul style="list-style-type: none"> <li>• Each playback key has its own field.</li> <li>• There are three options for the QList field display: QList number and name, Qlist number only, Qlist name only.</li> </ul>
<b>6.7 Step mode playback</b>	Stepping through cues now works with QLists also.

<b>7 Show file conversion</b>	
<b>7.1 Sabre &amp; 4D file names</b>	The names of show files that were converted from Sabre and 4D consoles, specify the source of the converted file.
<b>8 System Settings</b>	
<b>8.1 Art-Net</b>	When Art-Net is enabled, the IP Subnet setting defaults to 0.
<b>8.2 Operation mode and syntax settings</b>	Compulite mode and Action syntax are automatically set when loading shows converted from Sabre or 4D.
<b>8.3 System Settings tabs</b>	The Communication tab has been replaced by three new tabs: DMX Protocol, Network, and MIDI/SMPTE.
<b>8.4 Timing</b>	Default system time is automatically entered in the Time field if the <b>CUT</b> button is disabled.
<b>9 Topo</b>	
<b>9.1 Topo display</b>	<ul style="list-style-type: none"> <li>• The zoom and show/hide grid tools are always available on Topo views.</li> <li>• Change stage element text.</li> <li>• Show/hide stage element text.</li> <li>• Show/hide the fixture name for fixtures hung on stage elements.</li> <li>• New icon for a stage element.</li> </ul>
<b>10 Vector PC</b>	
<b>10.1 Command line indications</b>	If the panel is disconnected an indication is displayed in the command line.
<b>10.2 Hot keys</b>	Some laptops have a graphic card that uses ALT+CTRL+F1 to toggle through screens when multiple screens are open. For this hot key sequence to be available on Vector PC, disable them in the graphic card settings.
<b>10.3 Messages</b>	Attempting to close the panel, GcConsole, or real time generates a warning message.

## Bug Fixes - Vector software 3.17

### Graphical Users Interface - Windows

1. **APPLY** did not work in the System Settings dialog box.
2. In the Patch Manager, the **APPLY** button erroneously remained active after tapping it to apply patch changes.
3. Topo did not print correctly.
4. When adding or releasing parked fixtures, the park exam did not refresh and did not show the new data.
5. Catalyst thumbnails did not work correctly.
6. In the PB display, the text for Submaster was Temp Cue. Now the text is: Submaster.
7. No progress bar was displayed when the console was busy opening a show.
8. Adding a channel to the patch, in a show converted from Sabre, overwrote existing channels. Thank you to the crew at Moulin Rouge.
9. Scrolling cues on the soft key display did not work correctly. Thank you to the crew at Karkov Opera House, Poland.
10. The park exam and the DMX Out exam in the Patch Manager, did not display channels with four digits correctly. Thank you Christof Leuba, France,
11. The data displayed in cue sheets did not refresh. Thank you to the crew at Hed Com, Finland.
12. The digit 2 was not recognized when defining fixture range under the Every selection command (**EVERY, 2/#**). Thank you to the crew at Hed Com, Finland.
13. The Matrix Grid and Programmer display set up was not saved with the layout.
14. When using certain display formats (Time, Library, PB, etc.) in the live channel display, resizing the side header column did not work correctly.
15. In the Desktop right click menu, the option to cancel transparent was missing.

### Real Time

1. If you paged the playbacks while flashing a playback, the output was stuck on stage. Only returning to the original page allowed release. Now a flashing playback is immediately released when paging.
2. When starting the console, the proportional patch was not loaded. Thank you Andy Stone at Fuzion, Great Britain.
3. If fixture was parked, soft patching it did not park its dimmer.
4. Enter syntax only! On completing a playback set up, the command line was not cleared and the editor did not return to selection mode. Thank you Stephen Plotkin, CBC, Canada
5. Enter syntax only! After pressing **DELETE** and then a bank key, the command line showed *Delete* twice. Thank you Stephen Plotkin, CBC, Canada
6. Enter syntax only! When setting fade time, the system returned an *Invalid Sequence* message when trying to type a number before pressing **ENTER** to validate the time.
7. Clearing events on an active time line did not generate a warning message.

8. Pressing **RELEASE** did not stop the flash function.
9. When flashing a dimmer, pressing **FL** or **ZR** generated an *Invalid Sequence* message.
10. Exiting a picker by tapping **CLOSE** did not return the editor to idle (fixture selection mode). Attempting to select a fixture changed the parameter value instead.
11. After running a test on a dimmer from port that has no patched fixtures at all, pressing **RESET** did not release (zero) the dimmer.
12. Enter syntax only! If a group was used to select fixtures, the control parameter did not work and an *Invalid Sequence* message was generated.
13. If a time line was active before shut down, it did not return after starting up the console. Note: Make sure the time line is stored before shut down. A time line that was not stored will not return. Thank you to Roberto (Jerry) Romani, Italy.
14. When a dimmer was parked, clearing its patched fixture also cancelled the dimmer's park level.
15. When patching a fixture to a dimmer that was parked, but not patched, the dimmer it kept its parked value.
16. In blind mode, setting an absolute value for a parameter originating from the editor or stage and then moving the parameter wheel, bumped the parameter to its original value. Thank you to the crew at Dutch View Studios, Amsterdam, Holland.
17. The system capacity for events has been corrected for 1024 events. Thank you to the crew at Moulin Rouge, Paris.
18. When pasting a value into a cue, a dialog box with the Overwrite All option selected was erroneously displayed. Thank you to Andrew Stone, Fuzion, Great Britain.
19. There were fader matching issues when using a non- motorized Playback Wing with a Vector console equipped with motorized wings or with Vector PC. Thank you to Paul Grant, Canada.
20. Sometimes opening a new show did not clear all objects.
21. Pressing **SEQ** after loading a cue to a playback device (using the sequence **QLIST #, CUE #, SELECT**) jumped to cue 0. Thank you to Gino De-Leo, Spotlight, Italy.
22. Import did not download all the selected data. Thank you to Klaus Bolte, Germany.
23. After pressing **UNDO** to restore deleted macros 101-106, the LEDs for **MACRO 101 → MACRO 106** did not work.
24. Left and right mouse buttons did not work on the Editor Wing in mouse mode. Thank you to Klaus Bolte, Germany.
25. Keypad equivalents did not work on the Editor Wing in ScrollWin mode. Thank you to Klaus Bolte, Germany.
26. Updated values were ignored when updating a cue after it was flashed and then released on a playback. Thank you to Andrew Stone and Jonathan Cole (Speedy), Fuzion, UK.
27. Flash did not work in cut time with solo.
28. When the command line was too long the head of the command line was not displayed correctly.

29. In blind mode, editing cues using the long editing procedure (**CUE #**, values, **STORE** or **UPDATE**, **ENTER** for enter syntax) updated the cue immediately. Now, completing the sequence by pressing **STORE** requires reloading the cue using: **CUE #**, **GO** or **BACK** and **GO**, or **GOTO**. Note: The changes are output immediately when completing the sequence by pressing **UPDATE** instead of **STORE**.
30. Active playback device output faded to zero if new fixtures were patched in the Patch Manager.
31. Effects jumped instead of fading between cues.
32. Sometime effects stopped running while fading to the next cue.
33. Playback device priority was not saved in snaps.
34. When **TEACH MACRO** was active the key's LED did not blink.
35. **SHIFT**, **FREE** was not stored in time lines.
36. If DMX input was enabled the console also listened for Art-Net, even if Art-net was not enabled. This caused a lot of extraneous traffic on the network.
37. When editing a fixture that was also under submaster control, pressing **@** and then moving the dimmer wheel set the value calculated by the submaster level instead of capturing the stage value.
38. Control values that are infinite did not run more then 12 hours. Thank you to Raphael, Crystal, France.
39. Taking the grand master to zero faded RGB parameters to zero along with the dimmer parameter. Now this occurs only when there is no dimmer parameter on the RGB device. Thank you Andy Stone, Fuzion, Great Britain.
40. It was impossible to release fixtures from a submaster. To release fixtures from submasters use the sequence: Fixture **#** → **#**, **SUB**, **SELECT**, and tap **UPDATE** or **OVERWRITE** in the Object Exists dialog box.
41. If two groups were selected using the soft keys, directly after selecting a group and applying a library, parameter values could be set for only the last group in the selection. thank you Vini, Israel.
42. Sometimes when examining the first cue in a Qlist the parameter values color code was incorrect. Thank you, Vincent Criulanscy, Eclalux, France.
43. When context soft keys were set for groups, the setting was lost after using the dimmer wheel. Thank you Matthias Kern, Switzerland.
44. The Every function was limited every ninth fixture. this prevented selections such as 18/12. Thank you Matthias Kern, Switzerland.
45. It was impossible to release a fixture from a submaster. Thank you Andy Stone, Great Britain.
46. Highlight levels were not consistent when applying highlight to fixtures output from a submaster where the submaster fader was not at 100%. Thanks you Vini, Israel.
47. After pressing **PB RELEASE** and then flashing a playback device, the playback output was stuck on the stage. Thank you, Brian Wagg, Canada.
48. Storing a mark cue, which included a device that did not have a dimmer parameter, crashed Vector. Thank you, David Bishop at Tin fusion, UK.



49. The **CUE ONLY LIST** option, in the Playback Properties dialog box ►Assignment Properties tab did not work.
50. The Exclude From Lib(rary) setting in the device definition, was ignored when storing libraries manually or generating automatic libraries. Thank you Gino De-Leo at Spotlight, Italy.
51. Updating a cue during its fade out restarted the fade to the cue that was fading in. Thank you Gerhard Feiner, Germany.
52. For VxWorks systems only! After restarting windows primitive effects and profiles did not work unless the show was reloaded. Thank you, David, Canada.
53. If a snap contained a released playback, the playback's LED lit when triggering the snap. Thank you Stephen Plotkin, CBD, Canada.
54. Single cue mode (**QLIST #**, **CUE #**, Select) did not work when set through Settings ►Default PB Definitions.
55. Go commands via playback sliders were ignored when teaching time lines. Thank you Sasi Garcia, Earpro, Spain.
56. Libraries, in shows converted from Sabre or 4D consoles, contained all parameter banks in each library. Thank you to the crew at Moulin Rouge.
57. Effects stored in blind mode did not run correctly.
58. Updating parameter values that operated under Look Ahead, caused the values to jump.
59. Opening the camera viewer while running a time line caused a crash. Thank you Roberto Romani, Italy.
60. Effects were released in system time instead of Release Time.
61. When DMX Input was sent through an ePort, the IP address of the ePort's was not considered, therefore consoles that should have ignored the DMX Input did not.
62. Art-Net could not be used with DMX Input.
63. Pasting 8-bit values to a 16-bit parameter did not work correctly. Thank you to the staff at LTT.
64. The procedure **DIM, ## → #** did not work correctly.
65. No warning message was generated when replacing patched fixtures with another device whose DMX requirements were larger than the original device. Thank you Roberto Romani (Jerry), Italy.
66. Loading playbacks with non-sequential QLists did not work correctly. See ["Limitations" page 9, Item 9](#). Thank you Klaus Bolte, Germany.
67. Media server could not be set as the command line default.
68. Cloning 8 bit parameters to 16 bit parameters did not transfer the values correctly.
69. The display for values of 16 bit parameters that were cloned to 8 bit parameters was not always correct.
70. **BANK FILTERS OFF** did not work correctly when selecting specific parameters to include in the library. Thank you, Chris Nathan, USA.
71. In Topo view, it was impossible to remove a fixture from a selection.
72. In Topo view, there was a small refresh after each mouse click. Thank you to the crew at LTT, Poland.

73. Compulite mode only! If the playback priority was set to **ORDERED PB PRIORITY** pressing Go after storing some cues to a playback did not initiate a fade from cue 0. Thank you Gino deLeo, Spotlight, Italy.
74. When filtering the fixture selection for Every and Even, the selection begins from the first even numbered fixture. Examples: If the command is, **SPOT 1 → 10, EVERY, EVEN, /3**, spot 4 will be the first fixture in the selection. If the command is, **SPOT 1 → 10, EVERY, EVEN, /6**, spot 6 will be the first fixture in the selection.
75. Desklight settings were not remembered.
76. The first cell was always skipped when selecting matrix cells with the mouse.
77. Re-occurrence events did work correctly in the Scheduler. thank you Alex Li, Macostar, China.
78. The (PB) On command when used after releasing a playback did not work. Thank you to the crew at LTT, Poland.

## Hardware

1. MIDI and SMPTE reception stopped after approximately five days of constant operation. Thank you to Till Grab, Germany and to Shoko Mishima, SEW, Japan.
2. When MIDI and MSC were enabled, sending an MSC command stopped all MIDI and MSC operation.

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**ATTENTION!** Improved MSC and MIDI function require a hardware upgrade.

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3. Playback faders tended to jump on a manual fade in (especially when the Intensity Behavior was set to **GO + JUMP** or **ALL PARAMETERS**). Playback fader sensitivity from 0 - 3% has been damped down. Thank you to Alon Cohen, Israel.

## Limitations

1. When dimming desk lights, **FULL**, **ON**, or **ZR** only work after the wheel has been moved.
2. Beat is not implemented yet.
3. In the TOPO view, the dimmer levels for 16-bit dimmer devices are not displayed in percentage format.
4. Fixture name is limited to 16 characters.
5. In Try Cue parameter time progress is not displayed.
6. QList and Cue cannot be set as the numeric default in the command line.
7. Interactive fixture selection does not work on a console designated as slave or node.
8. Cue numbers in QLists on time lines are not updated when renumbering cues. Work around: Renumber before teaching the time line.
9. There are some limitations when loading a range of QLists to playbacks.
  - a. When loading a sequential range ( $\# \rightarrow \#$ ), all QLists are loaded. If, within the selected range, there are QLists that don't exist, they are programmed now. Example: the selected range is QLists 1  $\rightarrow$  8. There is no Qlist 6 and 7. When loading the playbacks, the system automatically creates QLists 6 and 7.
  - b. If the selected range is not sequential ( $\# \rightarrow \#, + \#, + \#$ ) and all the selected Qlists exist, they are loaded to the playbacks.
  - c. If the selected range is not sequential ( $\# \rightarrow \#, + \#, + \#$ ) and some of the Qlist in the selected range do not exist, nothing is loaded to the playbacks.



# Operating New Features

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**ATTENTION!** Starting from this version, the Vector documentation contains both Action and Enter procedure syntax. Procedures that use Action syntax are preceded by: **A**; procedures that use Enter syntax are preceded by: **E**.

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## 1 Display

### 1.1 Command line

#### 1.1.1 Blind mode

When **BLIND** is active it is indicated in the command line and in the Indication bar.

Example:



### 1.2 Cue sheet

The new Param Time field, displayed on the cue sheet, shows the fade progress of the parameter with the longest fade-in time.

### 1.3 Desktop

#### 1.3.1 Desktop overview

Desktop is a special display area that functions just like the desktop on your pc. Populate it with icons for one click or hot key operation.

The Desktop is populated by dragging and dropping:

- Object soft keys
- Menus
- Menu items
- Tool bar objects
- Picker items

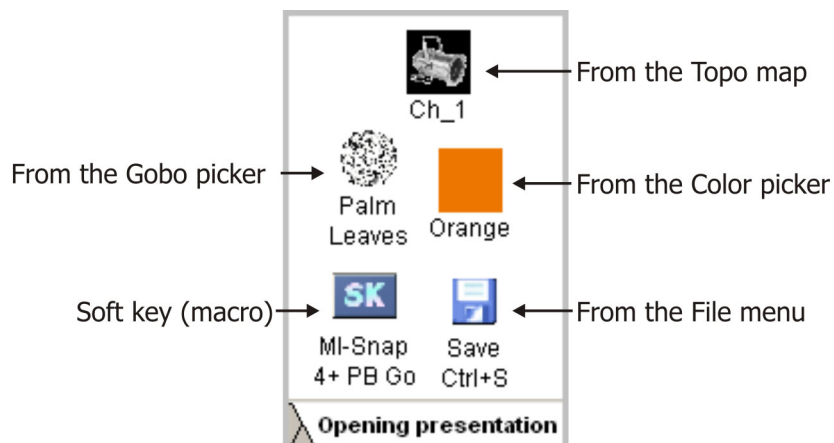


Figure 1: Desktop Populated with icons

Desktop panes and icons populating the desktop can be customized through the Desktop and icon right click menus.

### 1.3.2 Setting up Desktop views

**ATTENTION!** When populating the Desktop, the display must be unlocked: (when unlocked the Desktop pane has a cyan colored frame)  
When finished, be sure to lock the display:



**The Desktop icons function only if the display is locked!**

View manipulation on the desktop is through the Desktop tool bar.

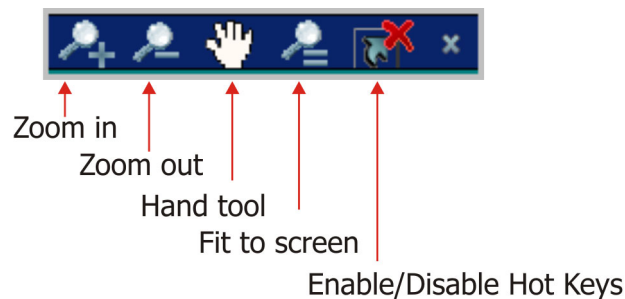


Figure 2: Desktop navigation tools

#### To set up a Desktop

- 1 Open the Workspace tree and expand the Desktop List node.
- 2 Activate a pane and right click anywhere in the pane.  
The display control shortcut menu opens.

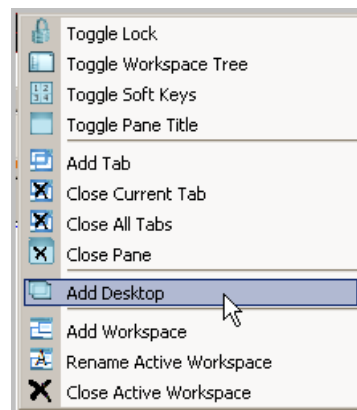


Figure 3: The display shortcut menu

- 3 Tap Add Desktop.

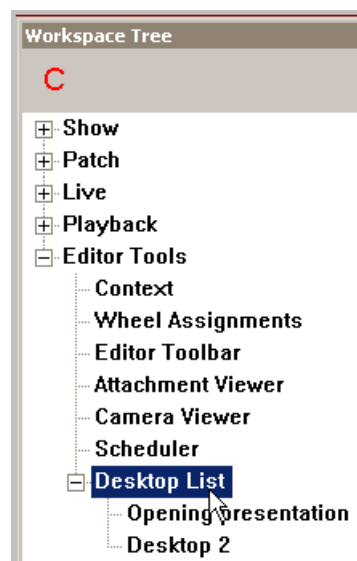
In the Workspace tree, a Desktop is added to the Desktop List.

- 4 In the Workspace tree, tap the new Desktop.

A new tab, labeled Desktop #, is added to the active pane.

### To rename a Desktop

- 1 In the Workspace tree, tap the Desktop List node.



The active pane shows the Desktops in grid format.

- 2 Double tap in the Name column of the new Desktop.

DesktopID	Name	Edit Mode	Auto Resize
1	Opening presentation	No	Yes
2	Desktop 2		Yes

- 3 Type the Desktop's name.

This name is displayed on the Desktop's tab.

### To delete a Desktop

- 1 Make sure that the Desktop you are deleting is active.
- 2 Right click anywhere in the Desktop.

The Desktop right click menu opens.

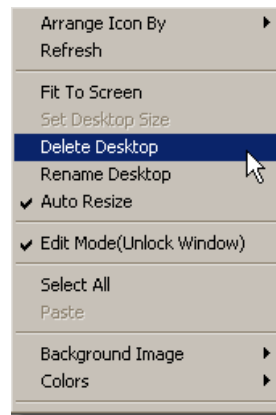


Figure 4: Desktop right click menu

- 3 Choose Delete.

The Desktop is deleted.

**OR**

- 1 Open the Workspace tree and tap the Desktop List node.  
The active pane shows the Desktops in grid format.
- 2 Right click in any column in the Desktop row.
- 3 Choose Delete.
- 4 The selected Desktop is deleted and no longer appears in the Desktop List.

### To customize the Desktop appearance

Right click anywhere on the Desktop and choose an option from the right-click menu.

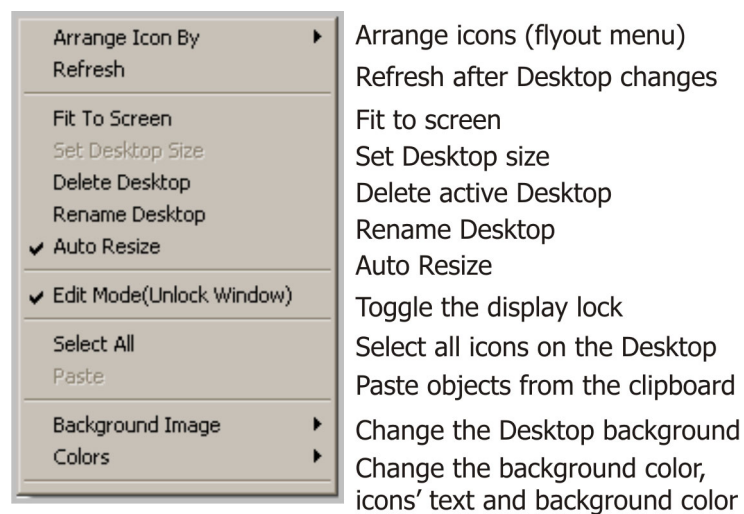


Figure 5: Desktop right click menu



### 1.3.3 Populating the Desktop

**ATTENTION!** To populate a Desktop, the display must be unlocked. Either click the lock icon or enable Edit mode in the Desktop right click menu.

#### *To populate a Desktop*

Example: Place a shortcut to macro 999 on the Desktop.

- 1 Display the macro soft keys.
- 2 Right click the soft key for macro 999 twice and hold down the right mouse button.
- 3 Drag the soft key onto the Desktop and release.

Now you can trigger macro 999 by tapping its icon.

- 4 Repeat steps 1 through 3 for as many items as required.

**Note:** To drag a soft key, it is always necessary to right click twice in order to grab it.

Example: Place a shortcut to a picker item on the Desktop.

- 1 Open the picker.
- 2 Right click on the image required and hold down the right mouse button.
- 3 Drag the image onto the Desktop and release.
- 4 Repeat steps 1 through 3 for as many items as required.
- 5 When finished, close the picker.

#### *To add fixtures to the Desktop via topo*

- 1 Open a topo view.
- 2 Select a fixture or a group of fixtures and drag them onto the Desktop.

### 1.3.4 Editing Desktop icons

The Desktop icon right click menu provides tools for editing icons.

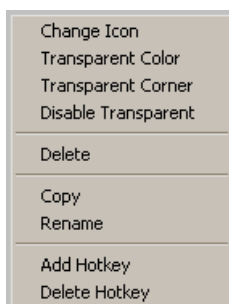


Figure 6: Right click a Desktop icon to open this menu

Change icon	Automatically opens a folder in Windows Explorer where you can find many *.ico and *.bmp files to use as icons in the Desktop.
Transparent color	choose one color, used in the icon, to make transparent. Improves visibility of icons.
Transparent corner	Make the color in the corner of the icon transparent.
Disable transparent	Remove the transparency for the selected icon(s).
Delete	Delete the selected icon(s).
Copy	Copy the selected icon(s).
Rename	Change the text tag for the selected icon.
Add Hot Key	Open the Add Hot Key dialog box to set a hot key for the selected icon(s). <b>Note:</b> One letter or one number, or combinations using CTRL+ a letter or SHIFT +a letter can be used. Symbols are not valid for use as hot keys.
Delete Hot Key	Delete the hot key for the selected icon(s).

### **To change an object's icon and text tag**

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**ATTENTION!** To change an icon or text, the display must be unlocked. Either click the lock icon or enable Edit mode in the Desktop right click menu.

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- 1 Right click the icon and, from the shortcut menu, choose Change Icon.
- 2 Browse to the folder where icons are stored and select an icon.
- 3 Click **OK**.
- 4 Right click the icon and, from the shortcut menu, choose Rename.  
The text field is now selected
- 5 Type the new name.

### **To change the icon for more than one object**

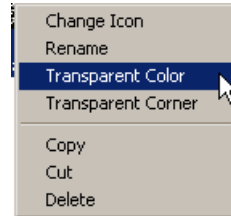
Example: Change the icon for all the soft key groups appearing on the Desktop.

- 1 Select multiple icons by holding down Ctrl and clicking each icon  
**Or**  
Hold down the left mouse button and drag a rectangle around the icons.
- 2 Right click one of the selected icons and, from the shortcut menu, choose Change Icon.
- 3 Browse to the folder where icons are stored and select an icon.
- 4 Click **OK**.  
The icon is applied to the selected objects.
- 5 Remember to lock the display by clicking the lock icon on the tool bar or right click in the desktop and, in the shortcut menu, click Edit Mode to remove the check and lock the display.

### ***To use transparency for improved visibility***

- 1 Right click an icon or select a group of icons.

The icon shortcut menu opens.



- 2 Choose Transparent Color.

The Color dialog box opens.

- 3 Tap the color.

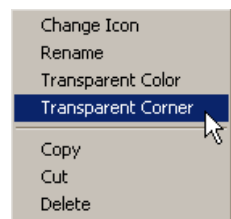
- 4 Tap **OK**.

The selected color is now transparent on the Desktop icon.

***OR***

- 1 Right click an icon or select a group of icons.

The icon shortcut menu opens.




- 2 Choose Transparent Corner.



The color that appears in the corner of the icon is now transparent.

### **1.3.5 Setting up hot keys**

You can set up hot keys that will operate the Desktop icons with one press on the keyboard. Hot key status is saved with the show.

**ATTENTION!** Hot keys will not work hot keys are not enabled -  - or if the display is not locked.

#### ***To enable or disable hot keys***

On the Desktop tool bar, click  and make sure the display is locked .

#### ***To create hot keys***

- 1 Make sure that hot keys are enabled.

- 2 Right click an icon.

The icon shortcut menu opens.

**3** Choose Add HotKey.

The Add HotKey dialog box opens.



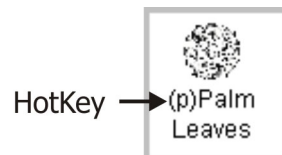
*Figure 7: Add HotKey dialog box*

**4** Enter a hot key string by typing on the keyboard.

One letter or one number, or combinations using CTRL+ a letter or SHIFT +a letter can be used. Symbols are not valid for use as hot keys.

**5** Tap **SAVE**.

The dialog box closes. The hotkey is displayed, in parentheses, as a prefix to the icon's name. Example: The palm leaves gobo hot key is (p).



**To delete a hot key**

**1** Right click an icon.

The icon shortcut menu opens.

**2** Choose Delete HotKey.

The hot key is deleted and is no longer displayed. with the icon

---

**ATTENTION!** Hot keys are global; they are valid for all Desktops.

---

**To use the hot keys**

Type the hot key on the keyboard.

**OR**

You can operate more than one hotkey at the same time.

**1** Press and hold the left house button.

**2** Drag a rectangle around a group of icons on the Desktop.

**3** Release the mouse button.

All hot keys within the rectangle are triggered.

## 1.4 Device headers

In the live display, a device title bar (header) separates groups of devices by type. Example: There are 24 patched VL 3000Spot fixtures (spots 1 →24) and 12 patched VL3000Wash (spots 25→36). A device header is placed between spots 24 and 25.

Grid columns are common to the entire display. If a particular type of device does not contain certain parameters, the column for that parameter is left blank. Example: Varilite 3000Spot and Varilite 3000Wash are used in the show. Of course, the VL 3000Spot has gobo parameters and the VL3000Wash does not, so the gobo parameter column shows no values in the VL3000Wash section of the live display. Scrolling is also common to the entire display.

Device headers

Fixture #	Fixture	Pan	Tilt
<b>VL3000 Wash</b>			
Fixture #	Fixture	Pan	Tilt
1	3W_1	50%	50%
2	3W_2	50%	50%
3	3W_3	50%	50%
4	3W_4	50%	50%
<b>VL3000 Spot</b>			
Fixture #	Fixture	Pan	Tilt
5	3S_1	50%	50%
6	3S_2	50%	50%
7	3S_3	50%	50%

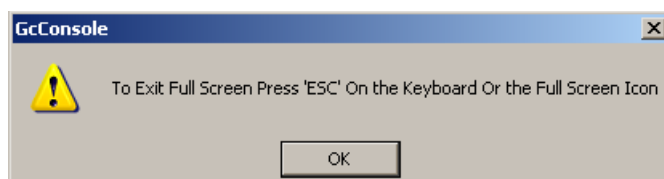
Figure 8: Live spot display with headers separating types of devices

### To show device headers

Open the View menu and choose Headers Per Device.

## 1.5 Full screen view

When switching to Full Screen view, an info message with instructions for exiting the Full Screen view, is displayed.



## 1.6 Grid editing

Edit text and some values directly in grids (spread sheets).

<b>Grid display</b>	<b>What can be edited</b>
QList exam	<ul style="list-style-type: none"> <li>• QList mode (toggle Normal or Chaser)</li> <li>• QList name</li> </ul>
Cue sheet	<ul style="list-style-type: none"> <li>• Cue name</li> <li>• Fade times</li> </ul>

<b>Grid display</b>	<b>What can be edited</b>
Libraries	<ul style="list-style-type: none"> <li>• Library name</li> <li>• Mode (Device Specific, Fixture Specific, Pattern)</li> <li>• Parameters (included in the library)</li> </ul>
Groups	Group name
Macros	Macro name
Snaps	Snap name
Time Line	<ul style="list-style-type: none"> <li>• Time code</li> <li>• Fade times</li> </ul>

When **SCROLLWIN** is active, you can use console keys or the equivalent keys on an external keyboard to navigate the grid and for editing

<b>Console key</b>	<b>External keyboard</b>	<b>What is does</b>
<b>ENTER</b>	Enter	Applies the changes and moves to focus to the cell below.
<b>→</b>	Tab	Moves one cell right.
<b>SHIFT →</b>	Shift + Tab	Moves one cell left.
Arrows	Arrows	Navigate cells up and down or right and left.
<b>NEXT</b> and <b>PREV</b>	Page up /Page down	Cycle through options in a drop down list.
<b>DELETE</b>	Delete	Delete text.
<b>CE</b>	Backspace	Backspace. Deletes one character.

### **To edit cell information**

Example: Edit a cue sheet.

- 1 Double click the cue name cell.
- 2 Type the new text.
- 3 Press **ENTER** to apply the change.

## **1.7 Menus**

Icons in the menus have been upgraded. functionality has not changed.

## **1.8 Parked dimmer display**

Park now has a dedicated display.

## **1.9 Scrolling**

You can use the mouse to scroll in panes even if they are not active.

### **To scroll panes**

Make sure mouse is active (LED on), hover on any pane and scroll as usual.

## **1.10 Touch screen brightness**

### **To control the light level on the integral touch screens**

- 1 Press **SETUP**.

The tool bar is now in setup mode.

- 2 Tap **DESK LIGHT**.

- 3 Use wheel 4 (Vector Touch Screen Backlight) to adjust the light level.

## **1.11 Workspaces**

Workspaces are additional display screens that provide more work areas. You can create a dedicated workspace for playback information, live displays, etc.

Each main window can contain more than one workspace. Workspaces are accessed by tabs located above the command line, so switching is very simple.

Workspaces are saved as part of the layout or they can be saved separately and loaded for re-use.

**Note:** Up to 7 Workspace tabs are allowed per window.

The default workspace is called **Main** and is the first workspace tab. Workspace tabs can be renamed and their order can be changed.

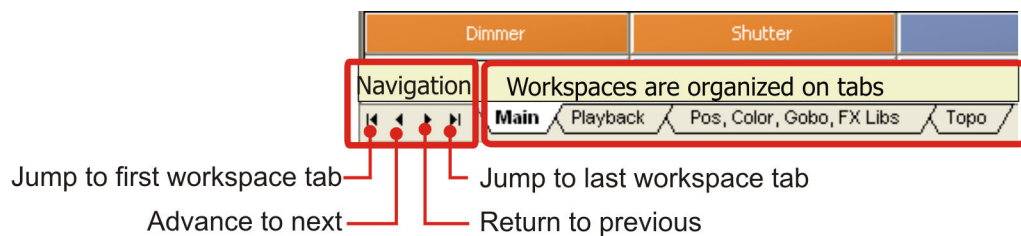


Figure 9: Workspace tabs and their navigation controls

### **To add and configure workspaces**

- 1 Right click anywhere in a window and, choose Add Workspace from the right click menu.

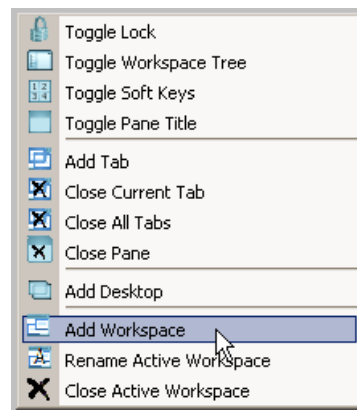


Figure 10: View controls - right click menu

**Or**

Go to the Window menu ► Window Options and choose Workspace.

A workspace is added to the window. Its tab appears to the right of the last tab.

- 2 Right click the new tab.

The display control, right click menu opens.

- 3 Choose Rename View.

- 4 Type a new name for the workspace and press **ENTER**.

- 5 Using the tools in the Window menu divide the workspace into panes and add tabs, as necessary

- 6 Open the Workspace tree  and set up the view as is suitable.

Example: If you have created a Live workspace, you will probably want to show the live fixture displays, the master playback display, and the playback wing display.

- 7 Optional - Save this as a display layout.

### **To change the order of the Workspace tabs**

- 1 Make sure the display is not locked.
- 2 Drag the tab to a new position.

### **To save a Workspace**

The Workspace file extension is: .csl.

- 1 Go to the Window menu ► Layout ► chose Save Workspace.

The Save As dialog box opens to the default folder.

- 2 Optional - browse to a different folder
- 3 Type a name in the File Name field.
- 4 Tap **SAVE**.

The workspace is saved.



### To load a Workspace

- 1 Tap Window ► Layout ► chose Load Workspace.  
The Open dialog box opens.
- 2 Select a Workspace from the list of \*.csl files.
- 3 Tap **OPEN**.  
The Workspace is loaded.

## 1.12 Workspace tree

The Workspace tree opens automatically each time a new tab is added to a pane.

## 2 Editing

### 2.1 Chasers with animated gifs

The **CREATE CHASER** tool in the matrix programmer automatically programs chasers for animated gif files. Save each chaser in a new QList.

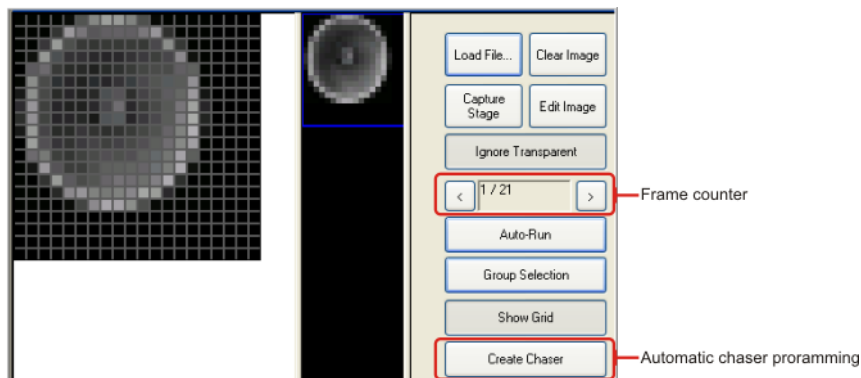
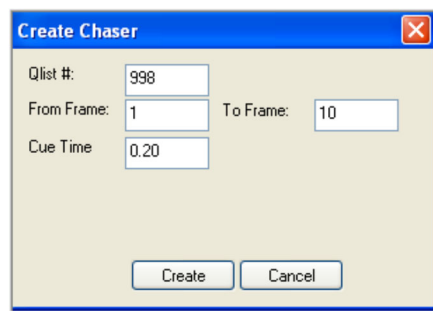


Figure 11: Matrix programming controls

### To automatically program chasers

- 1 Display the matrix programmer.
- 2 Tap **LOAD FILE**.  
The Open dialog box opens.
- 3 Browse to the animation and double click to open.
- 4 The first animation frame is displayed.
- 5 Optional - tap **AUTORUN** to preview the animation.
- 6 Tap **CREATE CHASER**.  
The Create Chaser dialog box opens.
- 7 Fill in the fields.



Qlist #	The chaser cues are stored in the QList designated here. Attention - Choose a QList number that is not used yet!
From Frame	Start frame. It is not necessary to use all the animation frames. The chaser can start from any frame.
To Frame	Last frame. It is not necessary to use all the animation frames. The chaser can end at any frame.
Cue Time	The chaser defaults to system time as set in System Settings > Timing.

Figure 12: Create Chaser dialog box

## 8 Tap **CREATE**.

One cue is automatically stored for each frame in the selected range. While cues are stored, a progress bar is displayed in the Create Chaser dialog box.

## 2.2 Highlight/Lowlight

It is no longer necessary to select fixtures before activating the highlight/lowlight mode.

While in highlight or lowlight mode, most programming operations (such as storing and updating cues, storing and updating libraries, and applying fans) are available.

**Note:** Storing or updating a cue when in **HI.LIGHT** or **LO.LIGHT** mode, stores all the values originating in the **HI.LIGHT** or **LO.LIGHT** palette that are active in the editor.

Selecting unavailable features (such as, Rem Dim, flash, and all parameters except dimmer and position) generates the error message *Not available in Highlight mode*.

*Highlight* or *Lowlight* appears in the command line as long as the mode is active.

### To apply highlight or lowlight

- 1 Press **HI.LIGHT** or **LO.LIGHT**.

*Highlight* or *Lowlight* appear in the command line.

- 2 Select a fixture, or a range of fixtures, or a group.
- 3 Move the pan/tilt wheel or trackball to initiate the highlight feature.
- 4 Press **NEXT** or **PREVIOUS** to move to the next or previous fixture.

- 5 To jump to another fixture, select a new fixture and again move the pan/tilt wheel or track-ball to initiate the highlight feature.

#### To exit highlight or lowlight mode

- 1 Clear the command line by pressing **SHIFT + ●** or **SHIFT+ CE**.
- 2 Press the active mode **-HI.LIGHT** or **LO.LIGHT**.

The mode is no longer indicated in the command line.

---

**ATTENTION!** Pressing **HI.LIGHT** or **LO.LIGHT** without clearing the command line, clears the **HI.LIGHT** or **LO.LIGHT** values. Pan/tilt and dimmer changes are retained in the editor and the system is still in **HI.LIGHT** or **LO.LIGHT** mode.

---

#### To switch between highlight and lowlight modes

Press **SHIFT + HI.LIGHT** or **LO.LIGHT**

### 2.3 Updating cues during their fade

What happens when updating cues while they are fading in or out?			
<b>Example 1</b> <i>The parameters have values in both cue 1 (fading out) and cue 2 (fading in). Update cue 1.</i>			<b>What happens after pressing UPDATE?</b>
Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor: Chan 1 @ 80 Chan 2 @ 80	The editor is released, in default system time, to the parameters' current values and, if necessary, the values complete their fade in the remaining cue time.
Cue 2 (incoming)	Chan 1 @ 50 Chan 2 @ 50		
<b>Example 2</b> <i>The parameters do not have values in cue 2 (fading in). Update cue 1.</i>			
Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor: Chan 3 @ 80	Compulite mode - The editor is released and parameters fade to their released (or home) value in system default time.
Cue 2 (incoming)			Tracking mode - The editor is released and parameters fade to their tracked value in system default time.
<b>Example 3</b> <i>Update cue 2 (is fading in)</i>			

### ***What happens when updating cues while they are fading in or out?***

Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor:	The editor is released in system time, but the updated value stays where it is until the fade is complete.
Cue 2 (incoming)	Chan 1 @ 50 Chan 2 @ 50	Chan 3 @ 80	

Updating fade times (Action syntax: **CUE #, TIME #, UPDATE**) (Enter syntax: **CUE #, UPDATE, ENTER**) during a fade does not change the time for the fade in progress. The new fade time is used the next time.

### ***To edit cues during fades***

**A**

Select fixtures and edit values, **CUE #, UPDATE**.

**OR**

**CUE #**, Select fixtures and edit values, **STORE**.

**E**

Select fixtures and edit values, **CUE #, UPDATE, ENTER**.

## ***2.4 Releasing parameter time for Enter syntax*** **E**

The procedure used to release parameter fade times has been improved.

### ***To release parameter fade time (Enter syntax)***

- 1** Select the cue.
- 2** Select the fixtures.
- 3** Select a parameter.

More than one parameter can be selected and entire parameter banks can be selected via **INTENS, POS, COLOR, BEAM, IMAGE, SHAPE**.

- 4** Press **TIME**.
- 5** Tap **TIME IN** or **DELAY IN** or both.
- 6** Press **DELETE**.
- 7** Press **UPDATE**.
- 8** Press **ENTER**.

The fade times, for the selected parameters, are deleted.

## ***3 Media Server***

### ***3.1 Arkaos***

#### ***To connect Arkaos to Vector***

- 1** Change the Arkaos media server subnet to match Vector's subnet.

If Vector IP is 91.xx.xx.xx, then the Arkaos IP must also begin with 91.


### To configure Arkaos

These instructions are for Arkaos version 3.6.5.

- 1 Change the Arkaos computer workgroup to **COMPULITE**.

Go to Control Panel ► double click System ► Select the Computer Name tab ► Click Change ► Type **COMPULITE** in the Workgroup Name field. Click OK twice and close the Control Panel.

- 2 Restart the Arkaos computer if the workgroup name or IP address was changed.

- 3 Run the Arkaos application - .

- 4 On Arkaos open the Edit menu, select Preferences, then select DMX Setup. Choose Preferences.

---

**ATTENTION!** If DMX Setup does not appear in Preferences (on Arkaos), Arkaos is either in demo mode or you do not have a DMX Key registration.

---

- 5 From the shortcut menu, choose DMX Setup.

- 6 Configure according to [Figure 13](#).

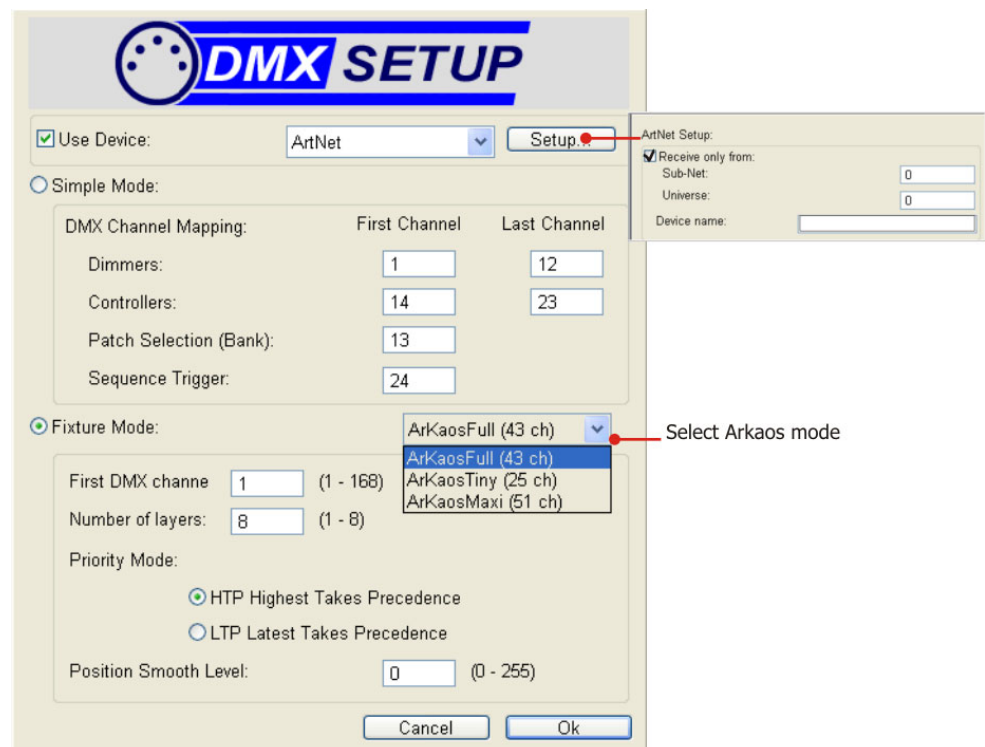


Figure 13: Arkaos DMX setup

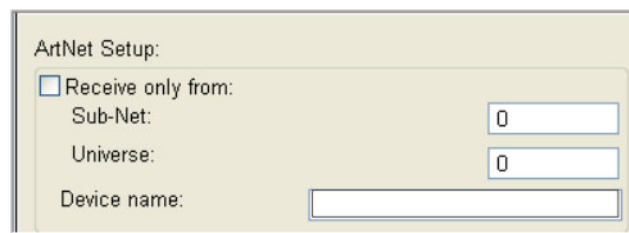


Figure 14: Arkaos Art-Net setup

### To patch Arkaos devices on Vector

- 1 Open the Vector Patch Manager.
- 2 Import the Arkaos devices according to the Arkaos configuration (Maxi, Full, or Tiny).
- 3 Create and patch Arkaos devices according to the number of layers configured in the Arkaos media server.

---

**ATTENTION!** To download thumbnails media server devices require exact names!  
IF ARKAOS IS RUNNING ON WINDOWS! Make sure that the Arkaos device names are identical to the **Arkaos computer name**. Example: If the Arkaos computer name is Arkaos-00123, the devices must be named Arkaos-00123\_1, Arkaos-00123\_2, etc.

IF ARKAOS IS RUNNING ON MACINTOSH! The name of the Arkaos device must be identical to the **IP address of the Arkaos computer**. If Arkaos computer IP is 90.2.6.8 the devices names must be 90.2.6.8\_1, 90.2.6.8\_2, 90.2.6.8\_3, etc.

---

- 4 Save and exit the Patch Manager.



## 3.2 Hippotizer Version 3

### To connect Hippotizer V3 to Vector

- 1 Change the Hippotizer V3 subnet to match Vector's subnet.  
If Vector IP is 91.xx.xx.xx, then the Hippotizer V3 IP must also begin with 91.

### To configure Hippotizer V3

These instructions are for Hippotizer version 3.0.12

- 1 Change the workgroup for the Hippotizer media server to **COMPULITE**. Go to Control Panel  
▶ double click System ▶ Select the Computer Name tab ▶ Click Change ▶ Type **COMPU-LITE** in the Workgroup Name field. Click OK twice and close the Control Panel.
- 2 Restart the Hippotizer computer if the workgroup name or IP address was changed.
- 3 On HippoNet Overview, open the Engine Settings to select the mode.
- 4 Run the Hippotizer Engine -  and then the Zookeeper - .

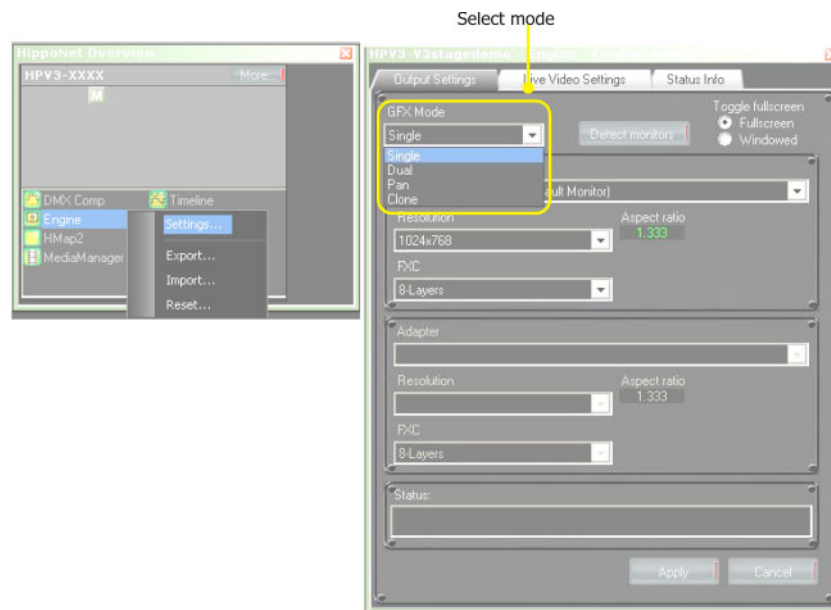


Figure 15: Hippo V3 Setup (see the Hippotizer user's guide)

- 5 On HippoNet Overview, open DMX Component Settings to set DMX and Art-Net configuration.
- 6 Check DMX On.
- 7 Uncheck Update.
- 8 Double click an Art-net universe to change the Art-Net configuration.

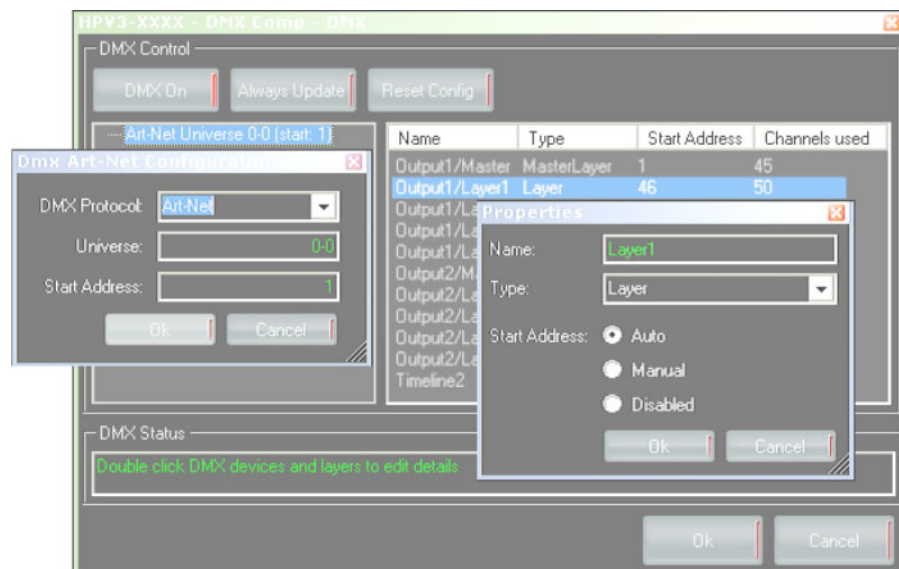


Figure 16: Hippotizer V3 DMX setup (see the Hippotizer user's guide)

**ATTENTION!** To connect with Vector, the Hippotizer media server must have a DMX component and an Hmap2 Server Component. In HippoNet Overview, check if these components are present. If they do not appear, add them to Hippotizer.

### To patch Hippotizer V3

- 1 Open the Vector Patch Manager.
- 2 Import, create, and patch Hippotizer devices.

<b>Device Mode</b>	<b>Number of devices to create and patch</b>
Single	1 x Hippotizer Master V3 8 x Hippotizer Layer V3 1 x HippoTimeLineControl V3
Dual	1 x Hippotizer Master V3 4 x Hippotizer Layer V3 1 x Hippotizer Master V3 4 x Hippotizer Layer V3 1 x HippoTimeLineControl V3
Pan	1 x Hippotizer Master V3 1 x Hippo Pan Master V3 8 x Hippotizer Layer V3
<p><b>IMPORTANT!</b> The DMX address for the Master must always be before the DMX address of the layers. Example: Master is DMX 1 and the layers start at DMX 46.</p> <p>In each mode, set DMX addresses according to the order that the devices appear in this table.</p>	

- 3 Save and exit the Patch Manager.

#### ATTENTION!

To download thumbnails media server devices require exact names! Example: If the Hippotizer name is Hippov3-00123, the fixture layers must be named Hippov3-00123\_1, Hippov3-00123\_2, etc.

If media files have been added to Hippotizer V3, it is necessary to restart the Hippotizer software to download the new thumbnails.

### 3.3 Catalyst

Vector supports Catalyst media servers from Catalyst version 4.0.

#### To connect Catalyst to Vector

- 1 Change the Catalyst media server subnet to match Vector's subnet.

If Vector IP is 91.xx.xx.xx, then the Catalyst IP must also begin with 91.



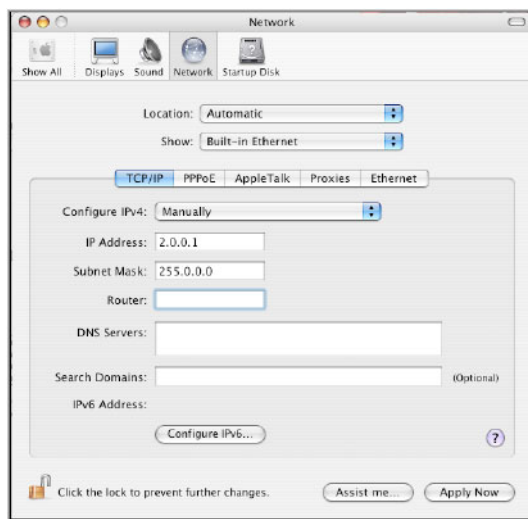


Figure 17: Catalyst Mac Network Settings dialog box (see the Catalyst user's guide)

### To verify the connection between Vector and Catalyst

- 1 Make sure the Catalyst computer is running.
- 2 On Vector, browse to `http://[Catalyst_IP]:8080/catws/files.html`.  
Example: browse to `http://91.0.0.5:8080/catws/files.html` - where 91.0.0.5 is the Catalyst computer IP.  
You should see an HTML page with all the installed media thumbnails.
- 3 Then browse to `http://[Catalyst_IP]:8080/catws/Images/000_002.jpg`.  
You should see the thumbnail for file 2 in folder 0. This verifies that the connection is OK and the thumbnails are accessible.  
Now the media picker for the file and the folder parameters are available.

### To patch Catalyst

- 1 Patch the Catalyst layers in the Catalyst computer.  
Consult the Catalyst user's guide for details.
- 2 Open the Vector Patch Manager.
- 3 Import the Catalyst v4.cvd device files located in the High End folder.
- 4 Create and patch Catalyst fixtures.
- 5 In the Name field enter the Catalyst computer IP address.

---

#### ATTENTION!

To download thumbnails media server devices require exact names! Example: If Catalyst computer IP address is 2.0.0.5, the layer names must be 2.0.0.5\_1, 2.0.0.5\_2, 2.0.0.5\_3, etc. Note that Vector automatically appends \_\* to the layers.

---

- 6 Save and exit the Patch Manager.

## 4 MIDI

### 4.1 MIDI tables

MIDI tables have been expanded. Of special interest are MIDI commands that trigger Vector console macros. Triggering Vector macros with one MIDI note allows you to operate a long and complex command strings without complicated and time-consuming MIDI programming.

Example: Trigger a macro that loads a QList to a playback device and operate the playback.

<b><i>MIDI notes for triggering console macros</i></b>			
<b><i>Command</i></b>	<b><i>Note On #</i></b>	<b><i>Command</i></b>	<b><i>Note Off #</i></b>
<b>MACRO 101</b>	96	Macro 911	21
<b>MACRO 102</b>	97	Macro 912	22
<b>MACRO 103</b>	98	Macro 913	23
<b>MACRO 104</b>	99	Macro 914	24
<b>MACRO 105</b>	100	Macro 915	25
<b>MACRO 106</b>	101	Macro 916	26
Macro 901	115	Macro 917	27
Macro 902	116	Macro 918	28
Macro 903	117	Macro 919	29
Macro 904	118	Macro 911	21
Macro 905	119	Macro 920	33
Macro 906	120		
Macro 907	121		
Macro 908	122		
Macro 909	123		
Macro 910	124		

For the complete MIDI tables, consult the Vector Reference Guide, Appendix 2 Automated Playback.

### 4.2 MSC

MIDI Show Control functionality has been improved and now it is fully functionally.

- Between Vector consoles macros 1 through 255 are available.
- Between a Vector console and a 4D or Sabre console 1 through 128 are available.
- Basic master playback control: Go, Hold, Timed Go, Resume.

## 5 Patch

### 5.1 DMX input patch

New procedure to clear the DMX input patch.

#### To clear the DMX input patch

- 1 Press **DIM**.
- 2 Select the dimmer number on the keypad.  
Range selections are also valid.

*Or*

To clear the entire DMX input patch, skip this step and continue with step 3.

- 3 Tap **INPUT PATCH**.
- 4 Tap **CLEAR SELECTED/ALL**.

The selection is cleared from the patch.

If there was no selection the entire DMX input patch is cleared.

- 5 For Enter syntax - Press **ENTER**.

### 5.2 Matrix

You can select cells on the matrix and drag and drop fixtures to map them to the selected cells.

**Note:** The cells are populated from left to right and from row 1 down.

#### To map fixtures to selected matrix cells.

- 1 Tap **N** to put the Workspace tree in navigation mode;
- 2 Select the matrix from the Matrix List.  
The matrix is displayed in the main patch pane.
- 3 Tap **S** to switch to selection mode.
- 4 Select fixtures from Matrix in the Sets node and drop them in the matrix cells.



Figure 18: Mapping fixtures to selected cells

### 5.3 Playback input patch

Operate Vector playback devices through an external console. Allows access to all playback pages, including pages that are not currently active on the main console.

If your main Vector console has motorized faders, we recommend not working on the same page both on the main console and on the external console as you may encounter resistance on the motorized faders.

---

**ATTENTION!** If your console does not have the correct key (**QLIST** / **PLAYBACK**), please contact your local distributor.

---

#### A

#### *To patch playback input*

- 1 Press **DIM**.
- 2 Select the DMX address.  
A range can also be selected.
- 3 Tap **INPUT PATCH TO**.
- 4 Press **PLAYBACK** and specify the page and playback device number (##).  
A range can also be selected.

*Or*

Press **PLAYBACK** and specify the playback device number (#).  
The playback device(s) on the active page is selected.

- 5 Press **STORE**.

*OR*

- 1 Press **DIM**.
- 2 Tap **INPUT PATCH TO**.
- 3 Press the Select key for a playback device.
- 4 Press **STORE**.

#### *To release playback input patch*

- 1 Press **DIM**.
- 2 Select the DMX address.  
A range can also be selected.
- 3 Tap **INPUT PATCH TO**.
- 4 Press **PLAYBACK** and specify the page and playback device number (##).
- 5 Press **RELEASE**.

*Or*

On the Editor tool bar, tap **CLEAR ALL**.

**OR**

- 1 Press **DIM**.
- 2 Tap **INPUT PATCH TO**.
- 3 Press the Select key for a playback device.
- 4 Press **RELEASE**.

**Or**

On the Editor tool bar, tap **CLEAR ALL**.



### **To patch playback input**

- 1 Press **DIM**.
- 2 Select the DMX address.  
A range can be selected.
- 3 Tap **INPUT PATCH TO**.
- 4 Press **PB** and specify the page and playback device number (##/##).  
A range can also be selected.

**Or**

Press **PLAYBACK** and specify the playback device number (#).  
The playback device(s) on the active page is selected.

- 5 Press **ENTER**.

**OR**

- 1 Press **DIM**.
- 2 Select the DMX address.
- 3 Tap **INPUT PATCH TO**.
- 4 Press the Select key for a playback device.
- 5 Press **ENTER**.

### **To release playback input patch**

- 1 Press **RELEASE**.
- 2 Press **DIM**.
- 3 Select the DMX address.  
A range can be selected.
- 4 Tap **INPUT PATCH TO**.
- 5 Press **PB** and specify the page and playback device number (##/##).

**Or**

Press **PLAYBACK** and specify the playback device number (#).

The playback device(s) on the active page is selected.

**6** Press **ENTER**.

*OR*

**1** Press **RELEASE**.

**2** Press **DIM**.

**3** Select the DMX address.

**4** Tap **INPUT PATCH TO**.

**5** Press the Select key for a playback device.

**6** Press **ENTER**.

*OR*

**1** Press **DIM**.

**2** Select the DMX input address.

**3** Tap **INPUT PATCH TO**.

**4** Press **PB** and specify the page and playback device number (##/##).

**5** On the Editor tool bar, tap **CLEAR ALL**.

**6** Press **ENTER**.

*OR*

**1** Press **DIM**.

**2** Select the DMX input address.

**3** Tap **INPUT PATCH TO**.

**4** Press the select key for a playback device.

**5** Press **RELEASE**.

*Or*

On the Editor tool bar, tap **CLEAR ALL**.

**6** Press **ENTER**.

## 6 Playback

### 6.1 Flash indications

The LED blinks while flash is active



The flash level is shown in orange in the Fader Level field.

Active flash level

Mid Key	Hld/Bck
Fader/Level	Intens L: FL
Bottom Key	Flash Latch

### 6.2 Latch flash key

A latched flash key toggles the values in the current cue on or off. Flash keys always work in cut time.

The bottom key row, in the Playback Wing display, shows the latched flash keys' indication.

PB	PB 1/1
Qlist	Ql: 1.Opening nu
Current Cue	
Next Cue	1.Cue 1
Next Cue Time	2
Type/Rate	Nrm,R:100%
Top Key/Prio	Go,Pr: 11
Mid Key	Hld/Bck
Fader/Level	Intens L: FL
Bottom Key	Flash Latch

Active flash level  
Flash latch indication

Figure 19: Bottom key indication on the Playback Wing display

#### To latch flash keys

- 1 Press **SETUP**.
- 2 Press the select key for a playback.  
The Playback Properties dialog box opens.
- 3 On the Playback Definitions tab, click the arrow to view the flash behavior options.

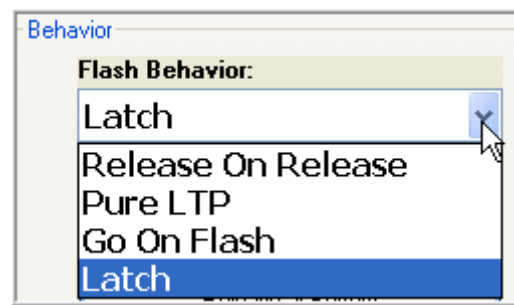


Figure 20: Flash behavior options

- 4 Click **LATCH**.
- 5 Click **CLOSE**.

### To operate latched flash keys

- 1 Press the flash key to output all parameter values in the current cue.  
This turns on the dimmer also, regardless of the fader position.
- 2 Press again to turn off.  
Values bump out.

## 6.3 Master playback indication

The master playback display has green highlight and progress bars to differentiate it from the other playbacks.

## 6.4 Playback wing displays

Each playback key has its own field. The playback key fields appear in the same order as the keys on the console.

PB	PB 1/1	PB 1/2	PB 1/3
Qlist	Ql: 1.Opening nu	Ql: 4.Dance ABC	Ql: 4.Dance ABC
Current Cue			3.Cue 3
Next Cue	1.Cue 1	1.Cue 1	
Next Cue Time	2	2	
Type/Rate	Nrm,R:100%	Nrm,R:100%	Nrm,R:100%
Top key function	Top Key/Prio	Go,Pr: 11	Go,Pr: 11
Middle key function	Mid Key	Hid/Bck	Hid/Bck
Fader function and current level	Fader/Level	Intens L: zr	Intens L: FL
Bottom key function	Bottom Key	Flash	Flash

Figure 21: Playback wing display

There are three options for the QList header display:

- QList number and name
- QList number only
- QList name only.

Set headers in the Grid Properties dialog box.



## 6.5 Playback selection

Select playback devices and QKeys for global response to a control function. Selections can include AB, playback faders and QKeys.

Examples:

- Select all the playback devices on page 1 and free them.
- Select all the playback devices on page 2 and give them a go command., even if the current page is on page 1.
- Apply Goto commands to the selected playback devices.
- Load a range of cues to the selected playback devices.
- Load a range of QLists to the selected playback devices.

There are three ways to select playback devices:

- Directly using the Select keys, when selecting from the current page
- The console keys, where the first number is the page and the second number is the playback device.
- The Editor tool bar in playback selection mode.



Figure 22: Editor tool bar in playback selection mode

The Editor tool bar buttons in playback selection mode are:

Button	What it does
<b>PLAYBACK</b>	Sets the keypad for playback device selection.
<b>QKEY</b>	Sets the keypad for Qkey selection.
<b>ALL PLAYBACKS</b>	Selects all playback devices (except AB).
<b>ALL QKEYS</b>	Selects all QKeys.
<b>AB</b>	Selects AB.
<b>LAST SELECTION (●)</b>	Recalls last playback selection. <b>Note:</b> Another way to recall the last selection is pressing <b>PB, ●</b> .

The applicable playback control functions are:

- JOIN
- FREE
- ON
- .GO
- HOLD/BACK
- ⇄
- SOLO
- STEP

■ **PB RELEASE**

- **TRIGGER** is toggled on or off according to the state of the first playback device in the selection. Example: The selection is playbacks 2, 5, 7. **TRIGGER** is off for playbacks 2 and 7; playback 5 has trigger on. Pressing **TRIGGER** turns it on for the entire selection.
- **SEQ** is toggled on or off according to the state of the first playback device in the selection. Example: The selection is playbacks 2, 5, 7. **SEQ** is off for playbacks 2 and 7; playback 5 has trigger on. Pressing **SEQ** turns it on for the entire selection
- **PRIO** affects only the first playback device in the selection.

The selection remains available until manually cleared by:

- Selecting a fixture
- Pressing **SHIFT + CE**
- Pressing **SHIFT+ RESET**

**To select and operate playbacks**

- 1 Tap **PLAYBACK** on the Editor tool bar or press **PB**.  
The Editor tool bar switches to playback selection mode.  
*PB* is displayed in the command line.
- 2 All selection sequences (**# → #**, **# + #**, **# - #**) can be used for the current page. Use the **##** syntax to select playback devices on other pages.  
  
*Or*  
Use the selection options on the Editor tool bar.  
  
*Or*  
Press the Select key for playback devices. Pressing and holding Ctrl (on the external keyboard) allows you select multiple playback devices.  
  
*Or*  
Select playback devices by page number and playback number. Example: (page) **2 / 5** (playback device).
- 3 Press a playback control.

**6.6 Goto time**

Specify time-in when fading to a selected cue on the master playback and other playback devices.

**To specify a fade time on the master playback**

- 1 Press **GOTO**.
- 2 Select a cue number.  
Important! Do NOT press **CUE**, just enter the cue number.
- 3 Press **TIME**.
- 4 Specify the fade time.
- 5 Press **ENTER**.

The fade to the selected cue begins.

### ***To specify a fade time on the playback devices***

- 1** Press **GOTO**.
- 2** Select a cue number.  
Important! Do NOT press **CUE**, just enter the cue number.
- 3** Press **TIME**.
- 4** Specify the fade time.
- 5** Press the Select key for the playback device.

The fade to the selected cue begins.

## **7 Show file conversion**

### **7.1 Sabre & 4D file names**

The names of show files that were converted from Sabre and 4D consoles, specify the source of the converted file.

For Sabre shows, the show file number is preceded by the letter 'C'. Example: Tosca\_C0010.

For 4D shows, the show file number is preceded by the letter 'V'. Example: Tosca\_V0010.

## **8 System Settings**

### **8.1 Art-Net**

When Art-Net is enabled, the Subnet setting defaults to 0.

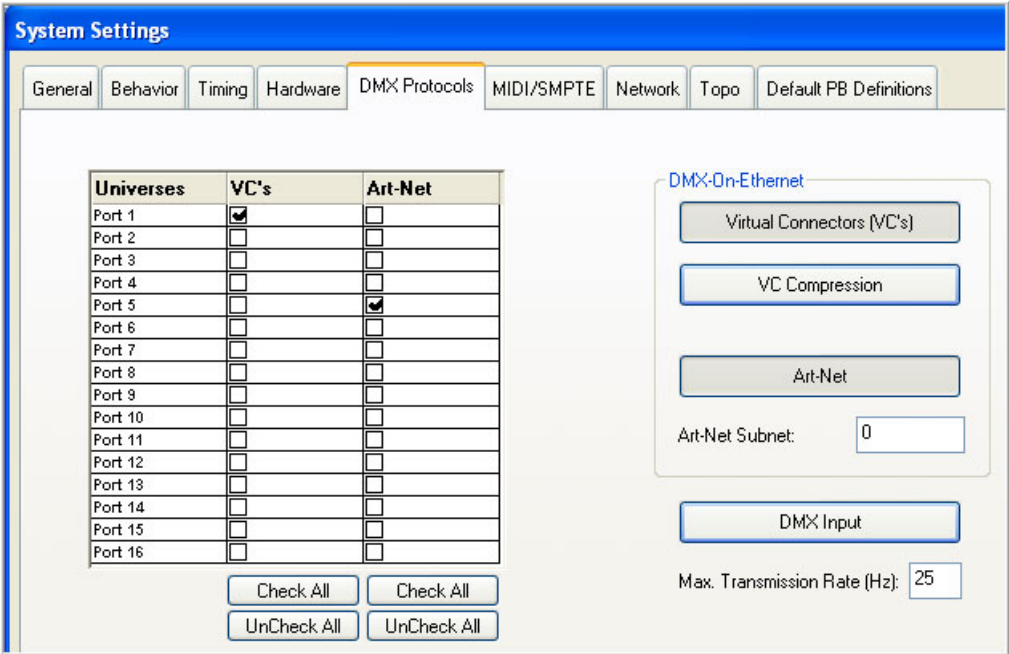
### **8.2 Operation mode and syntax settings**

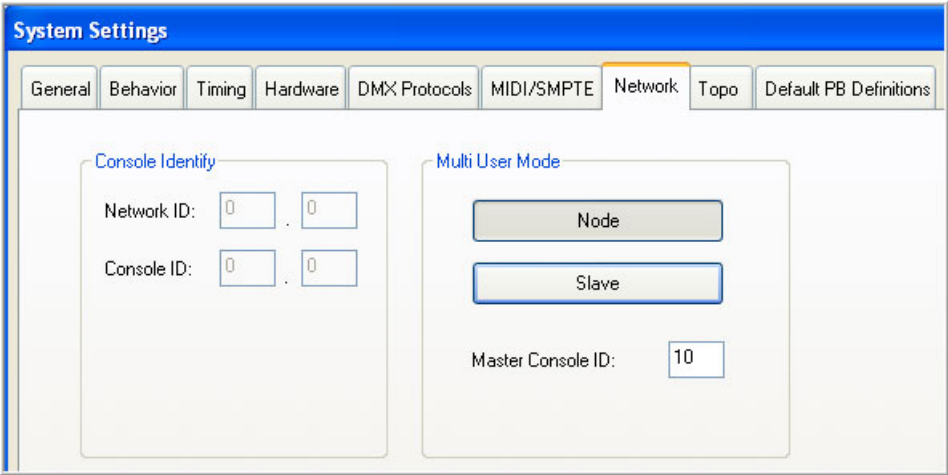
Compulite mode and Action syntax are automatically set in the Behavior tab when loading shows converted from Sabre or 4D.

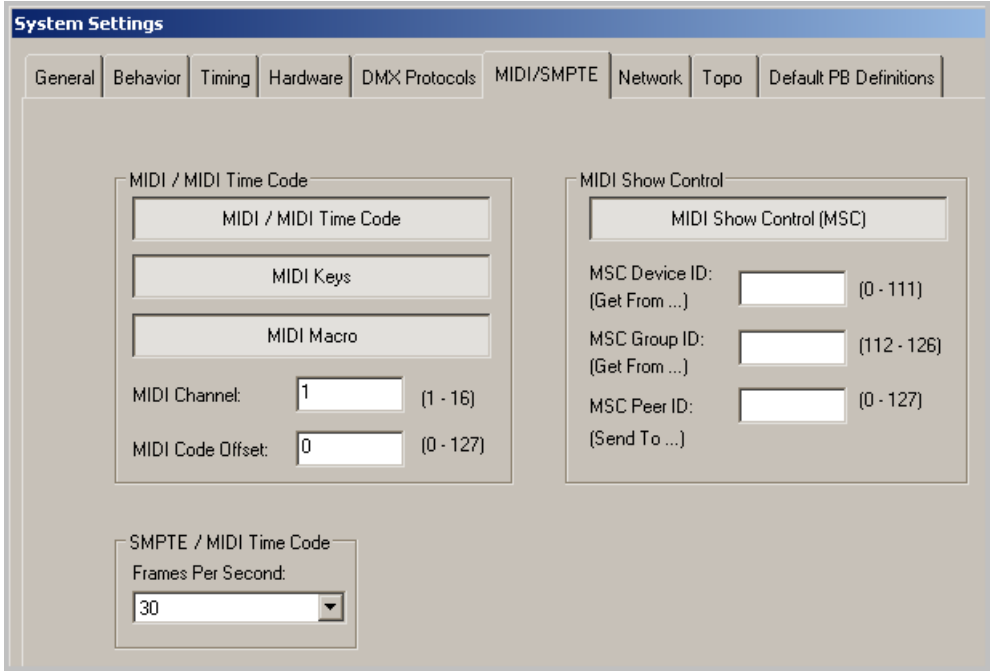
### **8.3 System Settings tabs**

The Communication tab has been replaced by three new tabs:

- DMX Protocol
- MIDI/SMPTE.
- Network

<b>DMX Protocols tab</b>			
<b>Group</b>	<b>Fields/buttons</b>	<b>What it does</b>	<b>Default</b>
 <p>Accurate configuration of the VC and Art-Net output of the console helps to reduce network traffic and uses less system resources.</p>			
<b>DMX-over-Ethernet</b>	Virtual Connectors VC's	<ul style="list-style-type: none"> <li>On - Virtual connector transmission (DMX over Ethernet) is enabled.</li> <li>Off - Virtual connector transmission (DMX over Ethernet) is disabled.</li> </ul>	On
	VC Compression	<ul style="list-style-type: none"> <li>On - VC compression is enabled.</li> <li>Off - VC compression is disabled.</li> </ul>	Off
	Art-Net	Communication over Art-Net protocol enabled	
	Art-Net Subnet	Set the Art-Net IP subnet. <b>Note:</b> Generally the Art-Net IP subnet on Art-Net devices, such as media servers, is set to the same IP subnet as Vector.	
	DMX Input	<ul style="list-style-type: none"> <li>On - The console responds to DMX512 input.</li> <li>Off - The console does not respond to DMX512 input.</li> </ul>	
	Max Transmission Rate (Hz)	Regulate the rate at which DMX over Ethernet is transmitted. The available range is 25 - 40 Hz.	

<b>Network tab</b>			
<b>Group</b>	<b>Fields/buttons</b>	<b>What it does</b>	<b>Default</b>
			
<b>Console Identifiers</b>	Network ID	The network ID number appears in this field.	
	Console ID	The console ID number appears in this field.	
<b>Multi User Mode</b>	Node	<ul style="list-style-type: none"> <li>On - The console or Vector Node operates as a node.</li> <li>Off - The console is not designated as a node.</li> </ul>	Off
	Slave	<ul style="list-style-type: none"> <li>On - The console or Vector Node operates as a slave console.</li> <li>Off - The console is not a slave console.</li> </ul>	Off
	Master Console ID	The master console through its ID number.	

<b>MIDI/SMPTE tab</b>			
<b>Group</b>	<b>Fields/buttons</b>	<b>What it does</b>	<b>Default</b>
			
<b>MIDI</b>	MIDI	<ul style="list-style-type: none"> <li>On - MIDI over Ethernet is enabled.</li> <li>Off - MIDI over Ethernet is disabled.</li> </ul>	On
	MIDI Keys	<ul style="list-style-type: none"> <li>On - Vector can receive MIDI notes transmitted by an outside source.</li> <li>Off - Vector does not receive MIDI notes transmitted by an outside source.</li> </ul>	
	MIDI Macro	<ul style="list-style-type: none"> <li>On - Storing MIDI macros is permitted.</li> <li>Off - Storing MIDI macros is not permitted.</li> </ul>	
	MIDI Channel	Set the MIDI channel	
	MIDI Code Offset		
	MSC	Enable/disable MSC (over Ethernet)	On
	MSC Device ID	Set the MSC device ID. This is the (device) console receiving the MIDI commands.	
	MSC Group ID	Set the MSC group ID.	
	MSC Peer ID	Set the MSC peer ID. This is the (device) console sending the MIDI commands.	
	Frames per Second (SMPTE)	Set the frames per second value for SMPTE operation.	


## 8.4 Timing

Default system time is automatically entered in the Time field if the **CUT** button is disabled.

# 9 Topo

## 9.1 Topo

The zoom and show/hide grid tools are always available on Topo views.

There is now an icon for stage element: .

### To change stage element text

- 1 Tap a stage element.  
The stage element is now selected and displayed within a rectangle.
- 2 Right click inside the selection rectangle and, from the shortcut menu, choose Properties.  
The Topo Element dialog box opens.

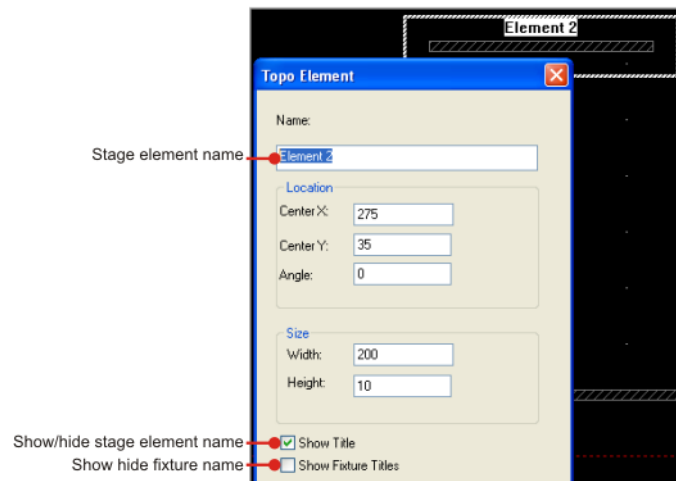


Figure 23: A stage element and the Topo Element dialog box

- 3 Type a name in the Name field.
- 4 Tap **OK**.  
The dialog box closes. The stage element's name appears above it on the Topo display.

### To show/hide stage element and fixture names

- 1 Tap a stage element.  
The stage element is now selected and displayed within a rectangle.
- 2 Right click inside the selection rectangle and, from the shortcut menu, choose Properties.  
The Topo Element dialog box opens.
- 3 Check Show Element Name or Show Fixture Names check boxes to show the names on the Topo display.  
To hide the names remove the check.

## 10 Vector PC

### 10.11 Command line indications

If the panel is disconnected an indication is displayed in the command line.

### 11.1 Hot keys

Some laptops have a graphic card that uses ALT+CTRL+F1 to toggle through screens when multiple screens are open. For this hotkey sequence to be available on Vector PC, disable them in the graphic card settings.

### 11.2 Messages

Attempting to close the editor simulator panel or real time generates a warning message.

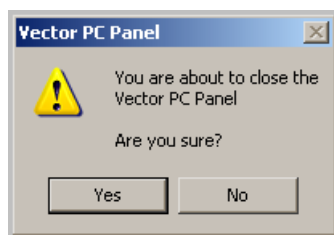


Figure 24: Disconnect warning message



## Keyboard map for console keys

<i>Editor section</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>+</b>	+ (Plus)
<b>-</b>	- (Minus)
<b>→ (through)</b>	* (asterisk)
<b>↔</b>	Ctrl + R
<b>● (dot)</b>	● (dot)
<b>SHIFT + ●</b>	Shift + ●
<b>@</b>	@
<b>/ (slash)</b>	/ (slash)
<b>0 through 9</b>	0 through 9
<b>ACTIVE</b>	A
<b>ACTIVE ALL</b>	Shift + A
<b>BLIND</b>	Shift + B
<b>SHIFT + BLIND</b>	Shift + Alt + B
<b>CE</b>	Backspace
<b>SHIFT + CE</b>	Shift + Backspace
<b>CHANNEL</b>	C
<b>COPY</b>	Ctrl + C
<b>CUE</b>	Q
<b>CUT</b>	Ctrl + X
<b>DELETE</b>	Del / Delete
<b>DIM (mer)</b>	D
<b>Dimmer Wheel</b>	Ctrl + < >
<b>EDITORS</b>	Ctrl + E
<b>EFFECT</b>	E
<b>ENTER</b>	ENTER
<b>EXAM</b>	X
<b>FAN</b>	Ctrl + F
<b>FULL</b>	F
<b>GROUP</b>	G
<b>HIGHLIGHT</b>	H

<i>Editor section</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>JOIN</b>	J
<b>LIBRARY</b>	Ctrl + L
<b>LOWLIGHT</b>	Shift + H
<b>M(acros) 101 → 106</b>	Alt + Ctrl + F1 → F6
<b>MACRO</b>	M
<b>MATRIX</b>	Alt + S
<b>MEDIA SERVER</b>	Ctrl + M
<b>NEXT</b>	Page up
<b>ON (param value)</b>	Shift + O
<b>PARK</b>	Shift + K
<b>PASTE</b>	Ctrl + V
<b>PB</b>	Shift + L
<b>PREV(ious)</b>	Page down
<b>QLIST</b>	L
<b>REDO</b>	Ctrl + Y
<b>RELEASE</b>	END
<b>SHIFT + RELEASE</b>	Shift + End
<b>RESET</b>	ESC
<b>SHIFT + RESET</b>	Shift + ESC
<b>SET</b>	Shift + S
<b>SETUP</b>	Shift + U
<b>SHIFT</b>	SHIFT
<b>SHIFT +TIME (time line)</b>	Shift + T
<b>SNEAK</b>	K
<b>SPOT</b>	S
<b>STAGE</b>	Ctrl + T
<b>STORE</b>	R
<b>STORE+</b>	Alt + R
<b>TEACH MACRO</b>	Shift + M
<b>TEXT</b>	Shift + T

## Keyboard map for console keys

<i>Editor section</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>TIME</b>	T
<b>UNDO</b>	Control + Z
<b>UPDATE</b>	U
<b>SCROLLWIN</b>	Scroll lock
<b>ZERO</b>	Z

<i>Playback keys and controls</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>B.O.</b>	Alt + Ctrl + Esc
<b>FREE</b>	F12
<b>SHIFT + FREE</b>	Shift + F12
<b>ON</b>	O
<b>PB's 1 → 10</b>	Alt + Ctrl + F1 → F10
<b>PB PAGE DOWN</b>	Alt + Page Down
<b>PB PAGE UP</b>	Alt + Page Up
<b>PB RELEASE</b>	Ctrl + P
<b>SHIFT + PB RELEASE</b>	Shift + Ctrl + P
<b>PB/QK DISPLAY</b>	Alt + Scroll Lock
<b>PRIORITY</b>	Insert
<b>RATE</b>	~ (tilde)
<b>SHIFT + RATE</b>	Shift + ~ (tilde)
<b>SEQUENCE</b>	Ctrl + Q
<b>SOLO</b>	Ctrl + O
<b>STEP</b>	Shift + P
<b>SUB MASTER</b>	Ctrl + B
<b>TRIGGER</b>	Shift + G
<b>  /▶</b>	Pause
<b>SHIFT +   /▶</b>	Shift + Pause
<b>◀ ▶ (change direction)</b>	Ctrl + D

<i>Playback keys and controls</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>SNAP</b>	Shift + N
<b>SHIFT + SNAP GO</b>	Shift + PageDown
<b>SNAP GO</b>	Shift + PageUp
<i>Playback (fader and AB) controls</i>	
<b>PB (Fader Mode)</b>	Window key + P
<b>Rate (Fader Mode)</b>	Window key + ~
<b>Channel (Fader Mode)</b>	Window key + C
<b>Param (Fader Mode)</b>	Window key + R
<b>Select PB's 1 → 10</b>	Alt + F1 → F10
<b>GO PB's 1 → 10</b>	Ctrl + F1 → F10
<b>HOLD/BACK PB 1 → 10</b>	Ctrl + 1 → 10
<b>Flash PB keys 1 → 10</b>	Alt + 1 → 0
<b>GOTO</b>	WinKey + Space
<b>Select QKeys</b>	Alt + Shift + F1 → F10
<b>Qkeys playback control</b>	Shift + F1 → F10
<b>Select AB</b>	Alt + Ctrl + F11
<b>Go AB</b>	Ctrl + F11
<b>Hold/Back AB</b>	Alt + F11
<i>Master Playback controls</i>	
<b>GO (master playback)</b>	Space
<b>HOLD (master pb)</b>	Alt + Space
<b>BACK (master pb)</b>	Ctrl + Space
<b>Select A/B</b>	Alt + F11
<b>GO A/B</b>	F7
<b>HOLD/BACK (A/B)</b>	F8

## Keyboard map for console keys

<i>Parameter control</i>	
<i>Console key</i>	<i>Keyboard</i>
<b>BEAM</b>	B
<b>COLOR</b>	O
<b>HOME</b>	Home
<b>IMAGE</b>	V
<b>INTENSITY</b>	I
Lock X	Alt + X
Lock Y	Alt + Y
<b>PAN</b>	◀▶
Parameter key 1	Ctrl + Shift + 1
Parameter key 2	Ctrl + Shift + 2
Parameter key 3	Ctrl + Shift + 3
Parameter key 4	Ctrl + Shift + 4
Parameter key 5	Ctrl + Shift + 5
Parameter wheel 1	Window key + 1 ▲ Window key + Q ▼
Parameter wheel 2	Window key + 2 ▲ Window key + W ▼
Parameter wheel 3	Window key + 3 ▲ Window key + E ▼
Parameter wheel 4	Window key + 4 ▲ Window key + R ▼
Parameter wheel 5	Window key + 5 ▲ Window key + T ▼
<b>POSITION</b>	P
<b>SHAPE</b>	N
<b>TILT</b>	▲ ▼

<i>Display navigation</i>	
<i>Console key</i>	<i>Keyboard</i>
Arrow left	Shift + ◀
Arrow right	Shift + ▶
Arrow up	Shift + ▲
Arrow down	Shift + ▼

# MIDI tables

These MIDI tables are arranged according to MIDI note numbers.

<i>MIDI Note On table</i>	
<i>Command</i>	<i>Note On #</i>
(not used)	0
<b>DELAY</b> (tool bar)	1
<b>RELEASE</b>	2
<b>TIME</b>	3
Macro 913	4
(not used)	5
<b>SUB(MASTER)</b>	6
<b>FREE</b>	7
<b>CLEAR</b>	8
<b>REM DIM</b> (tool bar)	9
→ (thru)	10
<b>EDITOR FADE</b> (tool bar)	11
▶ and <b>NEXT</b>	12
◀ and <b>PREV</b>	13
<b>FLASH</b> (Fixture Test /tool bar)	14
<b>ENTER</b>	15
●	16
<b>2</b>	17
<b>5</b>	18
<b>8</b>	19
<b>9</b>	20
<b>6</b>	21
<b>3</b>	22
<b>CE</b>	23
(not used)	24
<b>ZR</b>	25
<b>ON</b>	26

<i>MIDI Note On table (continued)</i>	
<i>Command</i>	<i>Note On #</i>
<b>FL</b>	27
<b>7</b>	28
<b>4</b>	29
<b>1</b>	30
<b>0</b>	31
<b>STORE</b>	32
<b>FAN</b>	33
<b>TIME LINE</b>	34
<b>TEXT</b>	35
<b>DELETE</b>	36
<b>LOOP</b> (tool bar)	37
<b>EDITOR</b>	38
<b>STORE+</b>	39
<b>CUE</b>	40
<b>SPOT</b>	41
<b>EFFECT</b>	42
<b>UNDO</b>	43
<b>REDO</b>	44
<b>PASTE</b>	45
<b>DIMMER</b>	46
<b>RESET</b>	47
<b>CHANNEL</b>	48
<b>LINK</b> (tool bar)	49
<b>EXAM</b>	50
<b>STAGE</b>	51
<b>BLIND</b>	52
<b>COPY</b>	53
<b>SNAP GO</b> (protect - pb faders)	54

<i><b>MIDI Note On table (continued)</b></i>	
<i><b>Command</b></i>	<i><b>Note On #</b></i>
@	55
PB RELEASE	56
MACRO 106	57
MACRO 105	58
MACRO 104	59
MACRO 103	60
MACRO 102	61
MACRO 101	62
SETUP	63
PB/QKEY	64
(master pb) GO	65
(master pb) HOLD	66
(master pb) BACK	67
GOTO	68
SEQ (PB control)	69
SELECT AB	70
(not used)	71
P key 1 (see, <a href="#">Figure 1 p.53</a> )	73
P key 2 (see, <a href="#">Figure 1 p.53</a> )	74
P key 3 (see, <a href="#">Figure 1 p.53</a> )	75
AB (right key)	76
AB (left key)	77
(not used)	78
P key 4	79
PB (fader mode)	80
PB RATE (fader mode)	81
CHANNEL (pb mode)	82

<i><b>MIDI Note On table (continued)</b></i>	
<i><b>Command</b></i>	<i><b>Note On #</b></i>
SHAPE	83
P key 4 (see, <a href="#">Figure 1 p.53</a> )	84
P key 5 (see, <a href="#">Figure 1 p.53</a> )	85
P key 6 (see, <a href="#">Figure 1 p.53</a> )	86
P key 7 (see, <a href="#">Figure 1 p.53</a> )	87
TEACH MACRO	88
SHIFT + / (slash)	89
SHIFT+ RESET	90
/ (slash)	91
SHIFT + II ◀(Back/Hold All)	92
P key 9 (see, <a href="#">Figure 1 p.53</a> )	93
PARK (SHIFT + SNEAK)	94
P key 10 (see, <a href="#">Figure 1 p.53</a> )	95
MATRIX	96
Macro 901	97
Macro 902	98
Macro 903	99
Macro 904	100
Macro 905	101
Macro 906	102
LOCK X	103
LOCK Y	104
Macro 907	105
Macro 908	106
Macro 909	107
Macro 910	108

<b><i>MIDI Note On table (continued)</i></b>	
<b><i>Command</i></b>	<b><i>Note On #</i></b>
<b>+@</b> (tool bar button)	109
<b>SET</b>	110
Macro 911	111
Macro 912	112
<b>PB (SHIFT + QLIST)</b>	113
<b>B.O.</b>	114
<b>SHIFT+ ACTIVE</b>	115
Deselect ( <b>SHIFT + ●</b> )	116
<b>COLOR</b>	117
Macro 914	118
Macro 915	119
<b>+</b>	120
Macro 916	121
Macro 917	122
Macro 918	123
Macro 919	124
Macro 920	125
<b>RATE</b>	126
<b>CONTROL</b> (tool bar)	127

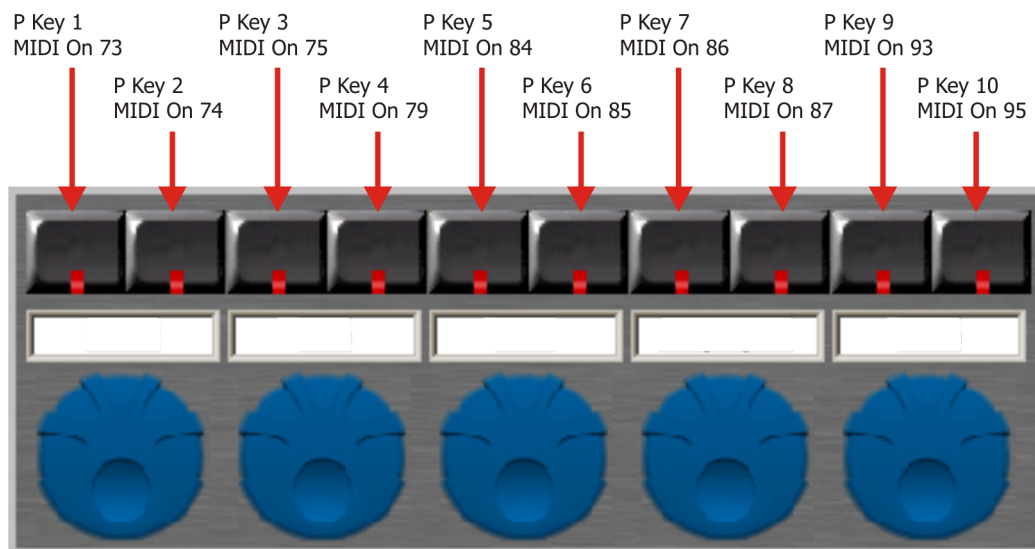
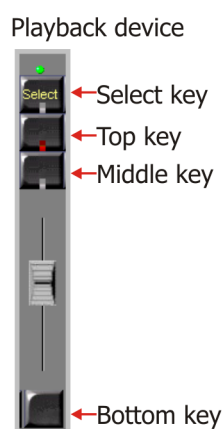


Figure 1: P keys (Vector Red, Vector Blue, and Vector PC) and their MIDI Notes



MIDI notes for these keys are found in the MIDI Notes Off and Control Change tables.

Figure 2: Playback device keys and QKeys are described in the MIDI tables by their location (Top, Middle, Bottom)

<b>MIDI Note Off table</b>	
<b>Command</b>	<b>Note Off#</b>
(not used)	0
<b>CUT (SHIFT + COPY)</b>	1
<b>UPDATE</b>	2
<b>SHIFT + FREE (Free All)</b>	3
<b>SHIFT + PB RELEAS</b> (PB Release All)	4
<b>HOME</b>	5
<b>INTENSITY</b>	6
<b>BEAM</b>	7
Bottom key PB 10 off	8
<b>SELECT</b> (playback 1)	9
<b>SELECT</b> (playback 2)	10
<b>SELECT</b> (playback 3)	11
<b>SELECT</b> (playback 4)	12
<b>SELECT</b> (playback 5)	13
<b>SELECT</b> (playback 6)	14
<b>SELECT</b> (playback 7)	15
<b>SELECT</b> (playback 8)	16
<b>SELECT</b> (playback 9)	17
<b>SELECT</b> (playback 10)	18
<b>SELECT</b> QKey 1	19
<b>SELECT</b> QKey 2	20
<b>SELECT</b> QKey 3	21
<b>SELECT</b> QKey 4	22
<b>SELECT</b> QKey 5	23
<b>SELECT</b> QKey 6)	24
<b>SELECT</b> (QKey 7)	25
<b>SELECT</b> (QKey 8)	26
<b>SELECT</b> (QKey 9)	27
<b>SELECT</b> (QKey 10)	28

<b>MIDI Note Off table (continued)</b>	
<b>Command</b>	<b>Note Off#</b>
<b>SCROLL WIN</b>	29
▲ (PB page up)	30
▼ (PB page down)	31
<b>HIGHLIGHT</b>	32
<b>LOWLIGHT</b>	33
<b>GROUP</b>	34
<b>QLIST</b>	35
<b>ACTIVE</b>	36
Top key PB 4	37
Top key PB 5	38
Top key PB 6	39
Top key PB 7	40
Top key PB 8	41
Top key PB 9	42
<b>MOUSE</b>	43
(not used)	44
Bottom QKey 2	45
Bottom QKey 3	46
Bottom QKey 4	47
Bottom QKey 5	48
Bottom Q key 6	49
▲ ( <b>STEP UP</b> ) (tool bar)	50
▼ ( <b>STEP DOWN</b> ) (tool bar)	51
Top key PB10	52
Bottom QKey 7	52
Bottom QKey 8	54
<b>IMAGE</b>	55
(not used)	56
Bottom QKey 1	57



<b>MIDI Note Off table (continued)</b>	
<b>Command</b>	<b>Note Off#</b>
Bottom QKey 9	58
Bottom QKey 10	59
Top key PB1	60
Top key PB2	61
Top key PB3	62
Middle key PB1	63
Middle key PB2	64
Middle key PB3	65
Middle key PB4	66
Middle key PB5	67
Middle key PB6	68
Middle key PB7	69
Middle key PB8	70
Middle key PB 9	71
Middle key PB 10	72
Bottom key PB 1	73
Bottom key PB 2	74
Bottom key PB 3	75
Bottom key PB 4	76
Bottom key PB5	77
Bottom key PB 6	78
Bottom key PB 7	79
Bottom key PB 8	80
Bottom key PB 9	81
Bottom key PB 10	82
Bottom key PB 1 off	83
Bottom key PB 2 off	84
Bottom key PB 3 off	85
Bottom key PB 4 off	86

<b>MIDI Note Off table (continued)</b>	
<b>Command</b>	<b>Note Off#</b>
Bottom key PB 5 off	87
Bottom key PB 6 off	88
Bottom key PB 7 off	89
<b>MACRO</b>	90
Bottom key PB 8 off	91
Bottom key PB 9 off	92
<b>SELECT</b> PB 1 off	93
<b>SELECT</b> PB 2 off	94
<b>SELECT</b> PB 3 off	95
<b>SELECT</b> PB 4 off	96
<b>SELECT</b> PB 5 off	97
- @ (tool bar button)	98
<b>SELECT</b> PB 6 off	99
<b>SELECT</b> PB 7 off	100
<b>SELECT</b> PB 8 off	101
<b>SELECT</b> PB 9 off	102
<b>SNAP GO</b>	103
<b>SELECT</b> PB 10 off	104
<b>SELECT</b> QKey 1 off	105
<b>SELECT</b> QKey 2 off	106
<b>SELECT</b> QKey 3 off	107
<b>SELECT</b> QKey 4 off	108
<b>SELECT</b> QKey 5 off	109
<b>SELECT</b> QKey 6 off	110
<b>SELECT</b> QKey 7 off	111
(not used)	112
<b>SOLO</b>	113
<b>LIB</b>	114
<b>POSITION</b>	115

<i><b>MIDI Note Off table (continued)</b></i>	
<i><b>Command</b></i>	<i><b>Note Off#</b></i>
<b>LIB</b> (tool bar) or <b>SHIFT +LIB</b>	116
<b>PB PARAM</b> (fader mode)	117
<b>SELECT</b> QKey 8 off	118
<b>SELECT</b> QKey 9 off	119
<b>SELECT</b> QKey 10 off	120
<b>SNEAK</b>	121
(not used)	122
<b>SNAP</b>	123
- (minus)	124
(not used)	125
<b>SHIFT + SNAP GO</b>	126
(not used)	127

<i><b>MIDI Control Change table</b></i>	
<i><b>Command</b></i>	<i><b>Control change</b></i>
(not used)	0
Bottom QKey 1 off	1
Bottom QKey 2 off	2
Bottom QKey 3 off	3
Bottom QKey 4 off	4
Bottom QKey 5 off	5
Bottom QKey 6 off	6
Bottom QKey 7 off	7
Bottom QKey 8 off	8
Bottom QKey 9 off	9
Bottom QKey 10 off	10
Top key PB1 off	11
Top key PB2 off	12
Top key PB3 off	13
Top key PB4 off	14
Top key PB5 off	15
Top key PB6 off	16
Top key PB7 off	17
Top key PB8 off	18
Top key PB9off	19
Top key PB10 off	20
Middle key PB1 off	21
Middle key PB2 off	22
Middle key PB3 off	23
Middle key PB4 off	24
Middle key PB5 off	25
Middle key PB6 off	26
Middle key PB7 off	27
Middle key PB8 off	28

<i><b>MIDI Control Change table (continued)</b></i>	
<i><b>Command</b></i>	<i><b>Control change</b></i>
Middle key PB9 off	29
Middle key PB10 off	30
<b>MOVE</b>	31
<b>SHIFT + GO</b> (PB control)	32
<b>GO</b> (PB control)	33
<b>ON</b> (PB control)	34
<b>PB RELEASE</b> off	35
PB controls OFF (except <b>PB RELEASE</b> )	36
<b>PRIO</b>	37
<b>JOIN</b>	38
<b>STEP</b>	39
↔ (PB control)	40
II ◀ (PB control)	41
<b>SHIFT + BLIND</b>	42
<b>MEDIA SERVER</b>	43

<i><b>MIDI Note ON for triggering CONSOLE MACROS</b></i>	
<i><b>Command</b></i>	<i><b>Control change</b></i>
<b>MACRO 101</b>	62
<b>MACRO 102</b>	61
<b>MACRO 103</b>	60
<b>MACRO 104</b>	59
<b>MACRO 105</b>	58
<b>MACRO 106</b>	57
Macro 901	97
Macro 902	98
Macro 903	99
Macro 904	100
Macro 905	101
Macro 906	102
Macro 907	105
Macro 908	106
Macro 909	107
Macro 910	108
Macro 911	111
Macro 912	112
Macro 913	4
Macro 914	118
Macro 915	119
Macro 916	121
Macro 917	122
Macro 918	123
Macro 919	124
Macro 920	125
For more information about.	

<b><i>MIDI Notes for triggering PLAYBACK CONTROLS</i></b>	
<b><i>Command</i></b>	
<b>FREE</b>	MIDI On 7
<b>SUB(MASTER)</b>	MIDI On 6
<b>PB RELEASE</b>	MIDI On 56
<b>SEQ</b>	MIDI On 69
<b>TRIGGER</b>	MIDI On 72
<b>AB</b> (right key)	MIDI On 76
<b>AB</b> (left key)	MIDI On 77
<b>SHIFT + II</b> ◀(Hold All)	MIDI On 92
<b>SHIFT + FREE</b>	MIDI Off 3
<b>SHIFT + PB RELEAS</b>	MIDI Off 4
<b>SHIFT + GO</b>	Control Change 22
<b>GO</b>	Control Change 33
<b>ON</b>	Control Change 34
<b>SHIFT + PB RELEAS</b> off	Control Change 35
PB controls OFF (except <b>PB RELEASE</b> )	Control Change 36
<b>PRIO</b>	Control Change 37
<b>JOIN</b>	Control Change 38
<b>STEP</b>	Control Change 39
↔	Control Change 40
<b>II</b> ◀	Control Change 41
For more information about.	

<b><i>MIDI Notes for triggering MASTER PLAYBACK CONTROLS</i></b>	
<b><i>Command</i></b>	
<b>GO</b>	MIDI On 65
<b>HOLD</b>	MIDI On 66
<b>BACK</b>	MIDI On 67
For more information about.	