# Vector Release Notes

Release Date: **20/12/2010**

Real time version: **3.18.R03**

Windows version: **3.18.R03**

RT interface version: **3.18.R03**

Firmware file updates are required for:

- Vector Red / Blue Editor: **Version 14**
- Vector Green / Orange Editor: **Version 24**
- Remote Playback Wing: **Version 15**
- Remote Editor Wing: **Version 27**
- Vector Violet Editor Panel: **Version 26**

Key Panel has been changed to [@/DECIMAL]

(Please contact your local Compulite distributor for replacement keys)

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# Version Highlights

In this version we updated and added many more devices. 120 new devices where added with more than 100 devices updated:

| | |
|---|---|
| **1. Display** | |
| *1.1.* ***GUI Improvements*** | The new GUI improvements include a 3D look and feel together with new dialog buttons. |
| *1.2.* ***SK Editor*** | The new SK editor enables you to personalize the Soft keys by changing their color, font size, pattern and more. |
| *1.3.* ***Last Selected SK Indicator*** | The last selected soft key will now be indicated by a red border. |
| *1.4.* ***Hand Tool*** | All Vector dialogs including the Vector PC now have a hand tool which enables you to drag the Dialogs around the screen. |
| *1.5.* ***Master PB Indication*** | The Indication bar will now indicate which PB is the Master PB. |
| **2. Editing** | |
| *2.1.* ***Default Behavior of the Update dialog box*** | You now have the ability to change the Default options of the Update dialog box. |
| *2.2.* ***New Qlist store sequences*** | There are new sequences to store a Qlist either on the PB or as Data which can be used later on. |
| *2.3.* ***Grid Editing*** | We changed some of the Operations of the Grid editing and added more key operations. |
| *2.4.* ***Decimal Value assignment*** | A new option was added to assign values to a Fixture Parameter in Decimal instead of Percentage. |
| *2.5.* ***Main Master Qlist*** | A new mode was added which enables you to work with 1 main Qlist which defaults all cue operations to that Qlist. |
| *2.6.* ***Fine tuning for 8 Bit parameters*** | We added an option to use SHIFT + WHEEL to fine tune 8 Bit parameters. |

| | |
|---|---|
| 2.7. Rename of the Tracking General Library | We renamed the Library "**Tracking General**" to **General**. The Library will still function as before. |
| **3. Playback** | |
| 3.1. GO For Multifades | You now can enable or disable the option to use the **GO** for fading between Cues while a fade is in progress. |
| 3.2. New Operations that exclude the Master PB | There is a new range of PB Control operations that can be used on all the PB's without affecting the Master PB. |
| 3.3. Playback Intensity limit | A new feature which enables you to adjust the Intensity limit of a PB. |
| 3.4. Look Ahead Improvements | The Look Ahead can now be filtered to either work on the Master PB only, or on ALL PB's. |
| **4. Patch Manager** | |
| 4.1. New Topo options and improvements | New Topo options and improvements include:<br>• Set Stage Measurements in centimeters or inches.<br>• Decide what fields will be visible in the Topo according to the Set Type.<br>• Each Set Type has its own unique image; **Channel, Spot, Matrix or Media Server.** |
| 4.2. Matrix Grid Zoom | We added a zoom facility which enables you to zoom in, out or fit to screen the Matrix grid. |
| **5. System Settings** | |
| 5.1. System settings tab layouts | We re-arranged the System settings tabs and their options in a more logical order to improve navigation within the System settings. |
| 5.2. View show name and IP | Show name and console IP are now seen in the System settings dialog title bar. |

| | |
|---|---|
| **6. Dimmer Properties** | |
| *6.1. New Dimmer properties option* | With the new Dimmer Properties option, you can access the Grand Master and Dimmer Curves directly from the Editor Toolbar. |
| *6.2. Absolute DMX Toggle display* | With this new option called "Absolute DMX Display" you can decide whether to view the Absolute Dimmer range or the short Dimmer range with Port numbers. |
| *6.3. DMX Port Swap* | A new sequence has been added to enable DMX Port swapping. |
| **7. Exam** | |
| *7.1. Track Sheet Improvements* | Now you can show parameters according to banks which can be filtered to all parameters for that bank or a specific parameter. |
| *7.2. Quick Dimmer patch information* | You are now able to quickly get valuable Dimmer patch information about a selected Dimmer, which will be displayed in the Command line. |
| *7.3. Dimmer Exam View* | With DMX Exam you are able to Exam a whole Port or a specific Dimmer address, which is done directly from the Keypad. |
| **8. DMX Protocols** | |
| *8.1. ACN Support* | Vector now supports ACN Protocol |
| **9. Vector PC** | |
| *9.1. Panel Skins* | You are now able to select a Panel skin that represents a certain Vector console with the actual Keys location on the Panel. |
| *9.2. Hotkey Mapping* | You are now able to customize the Hotkeys mapping on the Panel, according to your preferences. |
| *9.3. Other improvements* | Other improvements include:<br>• Show/Hide panel title bar<br>• Attach the PC Wing to the Panel |

| 10. Vector Violet | |
|---|---|
| 10.1. ***New Physical Wheel Features for Vector Violet and Ultra Violet*** | The Physical wheels on the new line of Vector Violet and Ultra Violet can now be pushed down, giving you a faster way of selecting and fine tuning parameters. |
| 10.2. ***Desk light*** | On Vector Violet we added more desk light options to control the Vector Violet 7 Inch LCD brightness and the Gooseneck desk light. |
| 10.3. ***Playback Select Key and Q-Key Mode Functions*** | A Q-Key mode is now available on Vector Violet. In this mode you have direct access to 20 PB's and 20 Q-Keys per single page. |
| **11. General** | |
| 11.1. ***Grand Master 200%*** | A new option was added to enable the Grand Master to exceed 100% of intensity to 200%. |

## *Limitations*

- When dimming desk lights, FULL, ON, or ZR will only work after the Wheel has been moved.
- Beat is not implemented yet.
- In Try Cue, parameter time progress is not displayed.
- Qlist and Cue cannot be set as the Numeric default in the Command line.
- Interactive Fixture selection does not work on a console designated as slave or node.
- Matrix and Topo selection does not work on a console designated as slave or node.
- Cue numbers in Qlists on time lines are not updated when re-numbering Cues.

  **Work around: Renumber before teaching the time line.
- On the Matrix List ► Live view, devices with 16 Bit parameters are not presented correctly
- Mark Cues should not be updated directly. The Update of values on it will cause the Mark cue to not function correctly.

# Bug Fixes – Vector Software 3.18.R03

### *Graphical Users Interface – Windows*

1. A new Green Hippo Hippotizer version 3.14 - devices have been added to enable you to download thumbs.

### *Real Time*

1. When Violet was in Master/Slave mode, values sent via the Wheels were incorrect. This has now been corrected. Thanks to Anton, Russia
2. When replacing 8-Bit parameters with 16-Bit, values were not recalculated. Thanks to Gdynia, Poland, - Jerry Roberto Romani, Italy and Koby, LightVision, Israel.
3. When in Master / slave and using the Wheel to change values, the values were sent to the opposite side in system time and not in real time. This is now fixed. Thanks to Klaus Bolte, Germany, - Anton, Russia, - Orit Freedman, BEO, Holland, - Matthias Schoeffmann Taronic, Compulite Support Austria.
4. Exam of device specific libraries did not show the content of that library. This is now corrected.
5. When using a chaser with ***chase fade-in*** and ***back to top on release*** options, after releasing the PB and running it again, the chase fade in was ignored. Thanks to Matthias Schoeffmann, Taronic, Compulite Support Austria.

### *Hardware*

1. The Trackball on Vector Violet was too sensitive and even while pressing other keys caused the Trackball to change values. **Please make sure you update the firmware.**
2. The Vector external wings (PB and Editor) had distorted images on the LCD display. This has been corrected. **Please make sure you update the firmware.** Thanks to Stephen Plotkin & Paul Grant, Canada, Klaus Bolte & Gerhard Feiner, Germany

# Bug Fixes – Vector Software 3.18.R02

### *Graphical Users Interface – Windows*

1. When examining a Tracksheet in which the Fixture had the same parameters that appeared more than once, then the Tracksheet did not show them. This has been corrected. Thanks to Orit Freedman, BEO, Holland.

### *Real Time*

1. In Fixture mode, after copying and then pasting a single parameter to another fixture without pressing the Set key (Channel, Spot, etc) did not work. Thank you Orit Freedman, BEO, Holland.
2. When you used the Sequence of RATE, Library Fade time, and then entering zero value and moving the corresponding wheel counter clockwise, resulted in a negative library fade time. Thanks to Matthias Scoffmann, Austria.
3. Using shared PB's caused the Main PB priority to be saved in Zero priority. This has been corrected. Thanks to Matthias Scoffmann, Austria.
4. The system crashed when changing snaps in master / slave configuration. This is now corrected. Thanks to Gerhard Feiner, Feiner – Lichttechnik, Germany
5. On the 3.18R01 and only on Vector red single core, the middle wing was not recognized; therefore it behaved like a "Blue" Vector with one wing and 10 PB pages. This has been corrected. Thanks to Bojan Repic, RTV Slovenia and Rob Eunson , Epic , Canada.

# Bug Fixes – Vector Software 3.18.R01

### *Graphical Users Interface – Windows*

1. After restarting the Console or PC, the Scheduler disappeared.
2. On 4D and Sabre the delay timing was not correctly converted.
3. On 4D and Sabre, Cut timings converted to vector were 0.1.
4. When pressing on a Channel short-key on the Desktop and sending FULL from the Panel Hotkeys, the Desktop crashed.
5. When opening an already existing desktop on a smaller tab, the Desktop size changed and caused the Icons on the Desktop to move.
6. On the Catalyst, file names showed only the number with no text. Now the File shows the number with the Names. Thank you Klaus Bolte.
7. When loading an image, the Image preview was too small. A zoom scroll bar was added to give you the option to zoom in or out of the Image.
8. When opening a show saved in different regional settings other than English, the Show did not load. Thanks to the guys at MUPA, Hungary.
9. The Workspace or Desktop icons could not be renamed using the Virtual keyboard. Thank you Jerry Roberto, Romani, Italy.
10. When examining a Tracksheet in which the Fixture had the same parameters that appeared more than once, then the Tracksheet did not show them. This has been corrected. Thanks to Orit Freedman, BEO, Holland.- 7136

### *Real Time*

1. When you updated a Qlist, and released it, the next Flash did not show the Updated values. This has been corrected. Thanks to our clients in the UK and Holland.
2. When you copied a range of Fixtures and pasted them, only the exact range was pasted, not beyond. Thanks to Klaus Bolte, Germany.
3. When using a chaser with loop count, after the Chaser was released and then run again, it ran the loop count with an added loop. Thanks to Gerhard Fiener, Germany.
4. When a chaser was created with a loop count using the Chase pattern of Bounce and Random, the Loop count was totally ignored. This has been corrected.
5. When Input patch to PB is used and faders were channel mode, the Operations on the PB were shifted by 2 PB's the left. This has been corrected. Thanks to Moshiko Peer, Danor, Israel.
6. When storing effects on 8 bit parameter, it did not work on 16 bit parameters and visa-versa. This has been fixed. Thanks to Klaus Bolte, Germany.

7. When the Console is turned on and the Warm data is loaded, the last stored Cue on the Indication bar displays 0 instead of the actual last stored Cue. This has been corrected.
8. When using the Editor fade options of, - clear on Master GO or clear on PB GO, the Soft key of the Editor fade is not colored in orange. This has been fixed.
9. When selecting a range of Fixtures, the system gave an error when the end of the Range does not exist. This has been corrected.
10. When you connect in Master / Slave or Master / Node, and you flash a PB on the Node or Slave, after a few seconds the Flash stopped working until you flash again. This has been fixed. Thank you Matthias Kern, Switzerland.
11. When using value extraction from Cues [Fixture #, @ Cue #, Enter / Copy], CE did not work to fix the Cue selection or the Fixture number. Thanks to Klaus Bolte, Germany.
12. When connecting Master / Slave, the Macro LED 101-106 on the slave was off. Thanks to RAI TV Italia & Compulite China.
13. When assigning a Qlist on the A/B or a PB with the Fader set to X-Fade when the Faders are at the Top level, moving the Faders did not activate the Cue correctly. Thanks RAI TV, Italy.
14. When you SOLO a PB using the Flash key, instead of flashing it once and then releasing it, it will stay ON. This occurs when you use the SOLO once and not SOLO, SOLO. Thanks to Jonathan Cole, Speedy and Alon Cohen, Israel.
15. Selecting libraries and then Fixtures resulted in a different library being selected instead of the Fixture. Thank you, Richard ten Hof, Nationale Reisopera, Holland.
16. When pressing SET, the LED was on in the old position. Thanks to Agustin Arocha, Burple, UK.
17. Exchange did not work correctly on devices with similar parameters. Thank you Klaus Bolte, Germany.
18. When assigning a loop to a few Cue's in a Qlist, and assigning a link from a Cue in the Loop range to a Cue outside the Loop range, caused the system to run the loop incorrectly.
19. 8 Bit to 16 Bit Parameter values was not re-calculated when replacing Fixtures in the Patch. Thanks to the Operators at Gdynia, Poland.
20. When you Clone from 8 Bit to 16 Bit, the Parameter values were not Cloned (Copied) correctly. Thanks to Orit Freedman, BEO, Holland.
21. A Chaser that was running fast on a heavily loaded system caused a random release on the Main PB. Thanks to David Bishop, UK.
22. When using the Snap update option "On any change", a Submaster or Temp Cue was not saved in the Snap. Thanks to David Bishop, BBC and House of Tradition theatre, Hungry.

23. Macro of Master PB GO, Hold or Back did not work when changing the Master PB. Thanks to Jonathan 'Speedy' Cole, Yaron Shosh, Israel and Ruben De Snoo, Holland.
24. When using STEP ◄ till the last Cue, then using STEP ► to go to the first Cue, did not work. Thanks to Matthias Scoffmann, Austria.
25. When in Compulite mode and you modify a Cue with parameter time, and finish the sequence with STORE, the Editor did not clear as it should. Thanks to Richard ten Hof, Holland.
26. In Master or Slave, the Master lost patch data after shutdown. Thanks to Stephen Plotkin, CBC, Canada.
27. In Master / Slave Sync, the Slave did not show the correct SNAP number.
28. When working with MSC, the GO command ignored Follow-On Cues and Loops. Thank you to Shoko Mishima – SEW, Japan.
29. After opening a show on an existing show the parameter header had the previous show parameters causing confusion in the view and for the operator. Thanks to Chris Nathan, GNR Tour 2010.
30. LOOK AHEAD did not work correctly with an effect on the Dimmer. Thanks to Orit Freedman BEO, Holland and House of Tradition Theatre, Hungry.

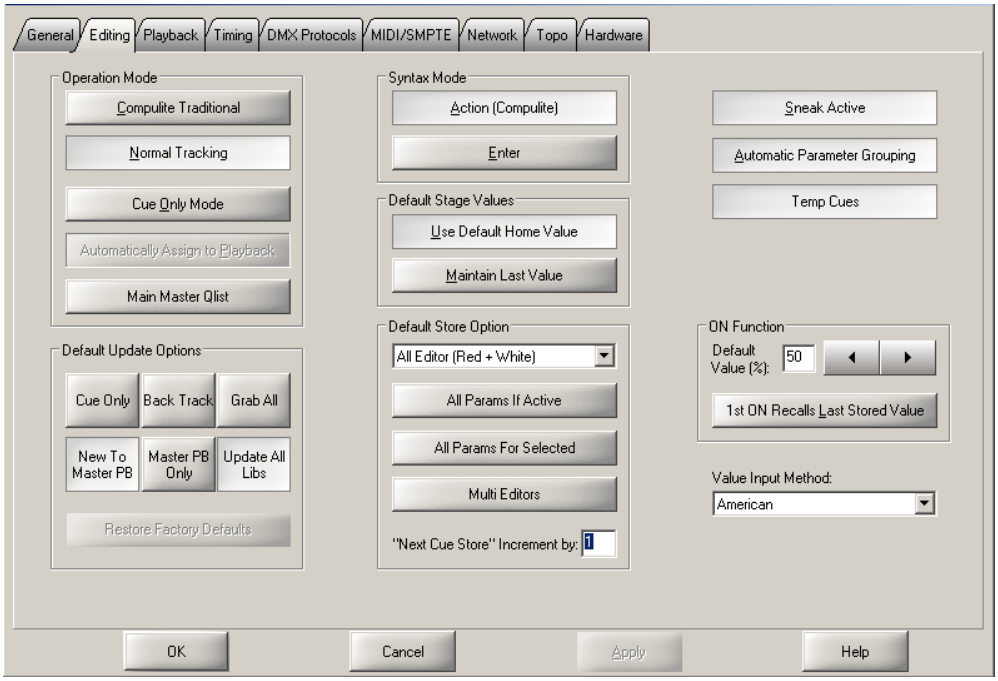
# Operating New Features

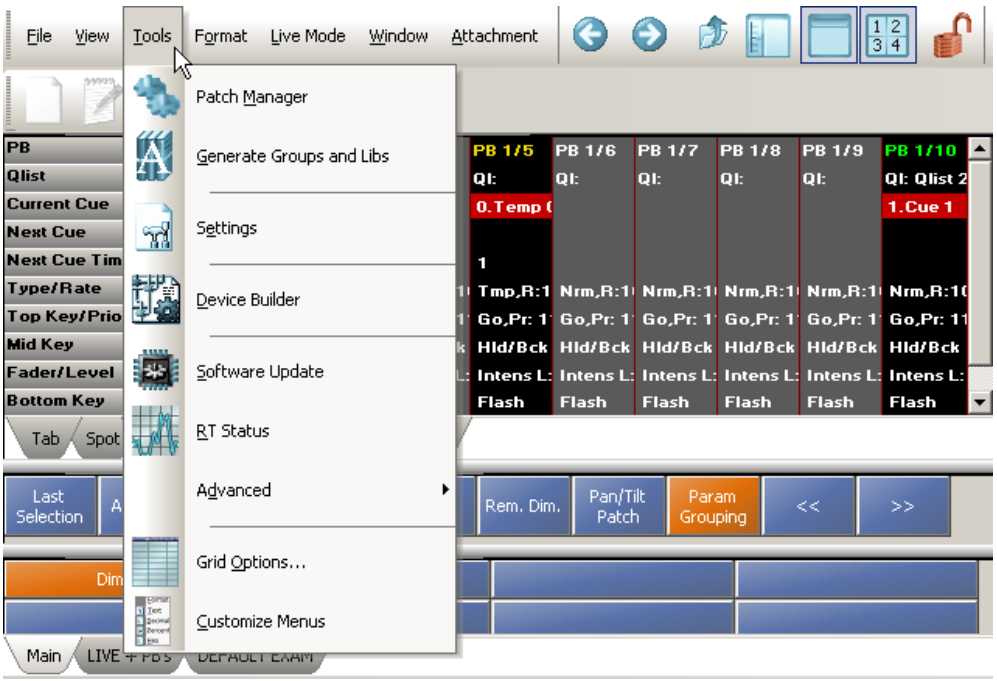
***ATTENTION!***

This 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

# User Interface Improvements

The Vector user interface on Windows has been improved with a 3D look and feel, with larger dialog buttons to assist with better work flow and visibility:



# The SK Editor

A new editor dialog box has been added which enables you to personalize the Soft keys on Vector. All changes are saved in the System layout.

The SK Editor enables you to change the following:

- Soft key pattern
- Pattern grain and texture
- Soft key color
- Font color
- Font size
- Soft key width and height
- Soft key highlight brightness (during mouse hover on a soft key)

***ATTENTION!*** *Please Re-save your old layouts in the current version.*

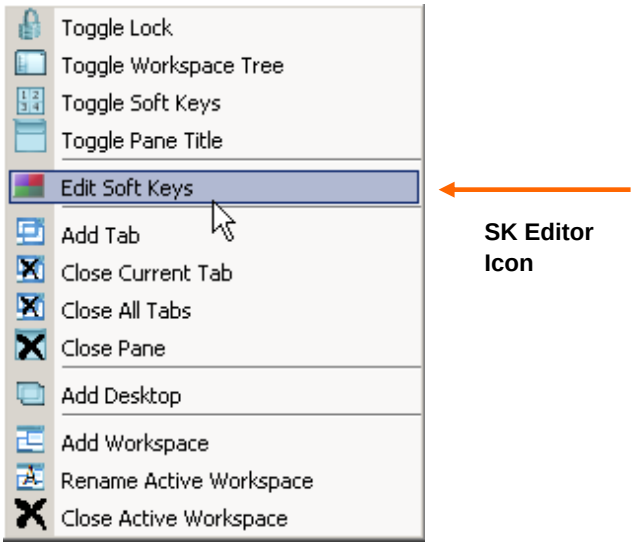
## *Accessing the SK Editor*

There are 2 ways to access the SK editor:

- From the SK editor icon located in the Pane title of the Soft keys tabs:

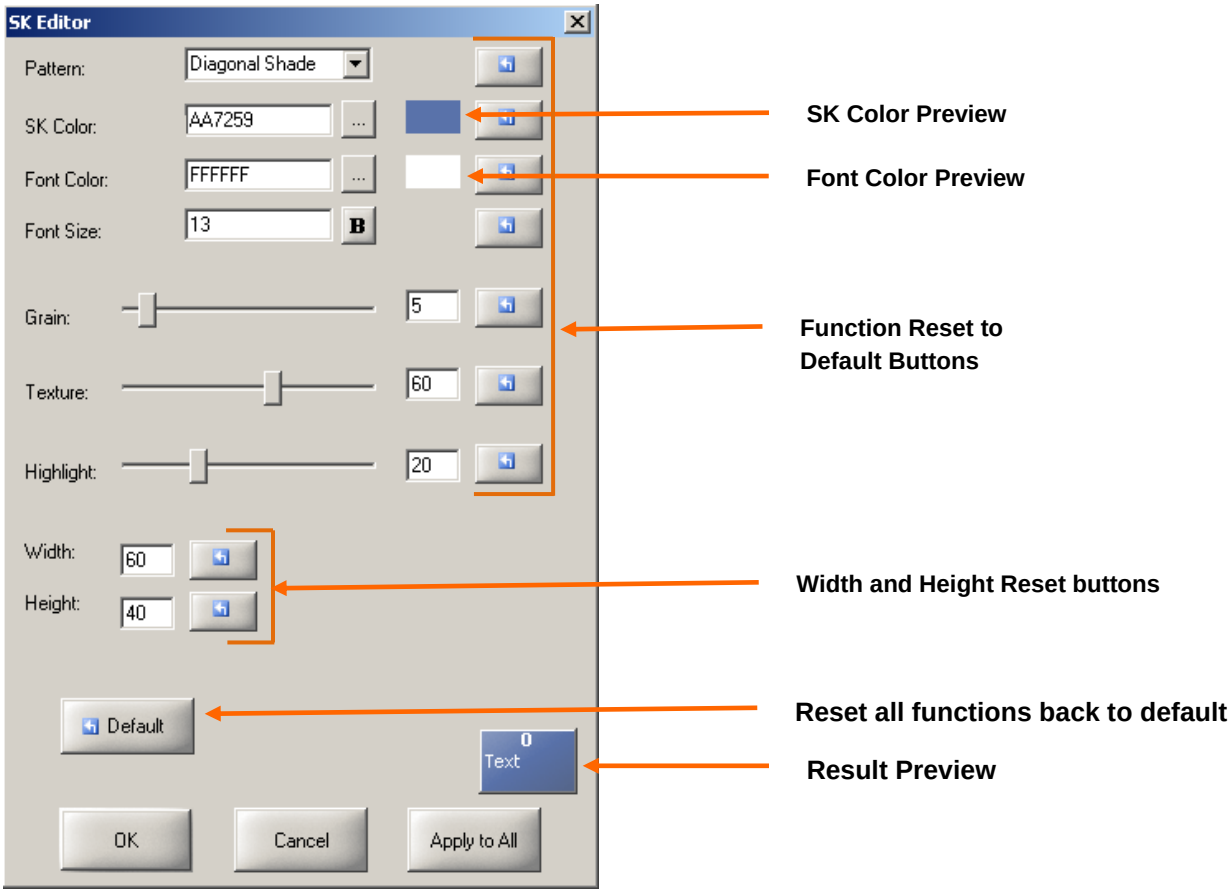
**-OR-**

- By Right clicking the Mouse anywhere in the SK view that you want to edit:



## The SK Editor Dialog box

Once you click on the SK Editor icon, the following dialog box appears:




**SK Editor Dialog Box**

## SK Editor Functions

The following is a list of SK editor functions and their purpose:

| SK Editor Functions | What they do.. |
|---|---|
| Pattern | From the Pattern drop down list you can choose 9 different types of SK patterns. |
| SK Color | With the Color palette you can choose basic colors or define custom colors for the Soft keys. |
| Font Color | The Font color on the SK can be changed using the Color palette. |
| Font Size | The Font size can be increased to a max of 40 or decreased to a min of 10. Use the Bold key for bold text. |
| Grain | The Grain slider enables you to manipulate the SK pattern, by adding a smooth or ruff finish to the Pattern. The Maximum is 70% Grain. |
| Texture | The Texture slider changes the amount of texture so that the Image will be more of a 3D or flat look pattern. It has a maximum of 100%. |
| Highlight | By using the Highlight slider, you control the Brightness of the SK when the mouse is HOVERING over it. The Maximum is 70% highlight. |
| Width | The Width of the SK can be adjusted to a minimum of 10 pixels to a maximum of 180 pixels. |
| Height | The Height of the SK can be adjusted to a minimum of 10 pixels to a maximum of 180 pixels. |
| | The **Default** button resets all the Settings to the Factory default. |
| | On the Right hand side of every function, there is a reset button to reset the Individual setting back to Default. |
| | The **OK** button is used to apply the Settings to a particular SK tab ***only*** and will also close the Dialog box. |
| | The **Apply to All** button applies the Settings to ***ALL*** currently open SK views in the Layout. This will then become the ***Default*** layout "look" for any new SK tab's that is opened. Clicking on the **Apply to All** button will also close the Dialog box. |

***Note the following***:

- When you use "**Apply to All**", the Size and width are ***not*** applied to the Editor tool bar or Wheel assignment, as there sizes are different than other soft keys.

# The Last Selected SK Indicator

The last selected Soft key on each soft key view will now have a red border to indicate the last used soft key.

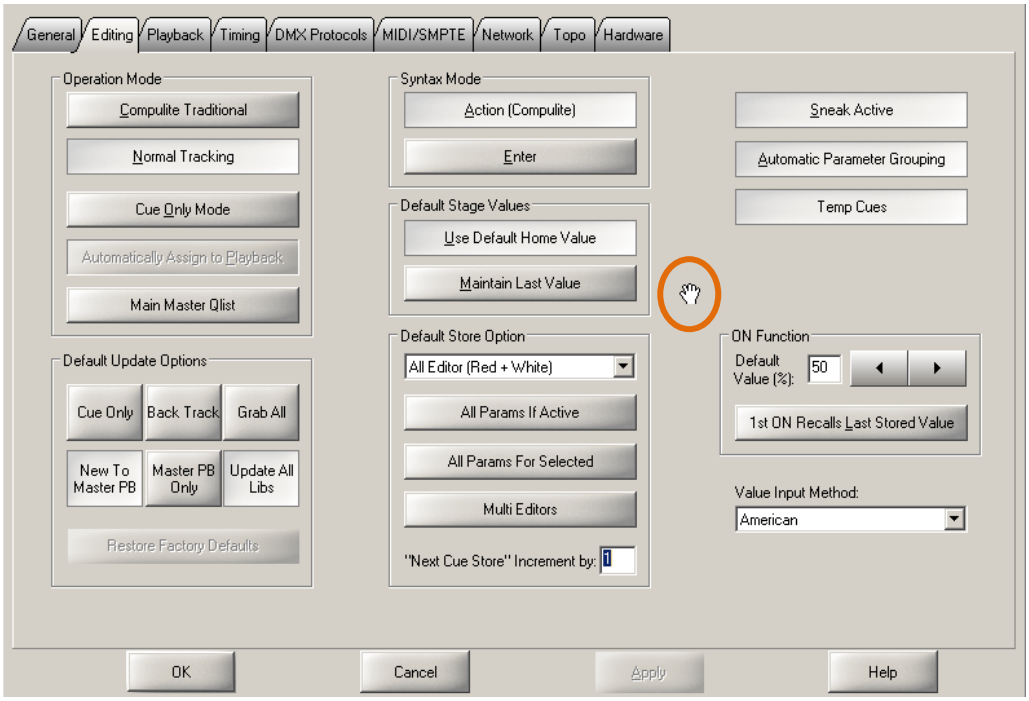
**The Above image shows the last used soft keys**

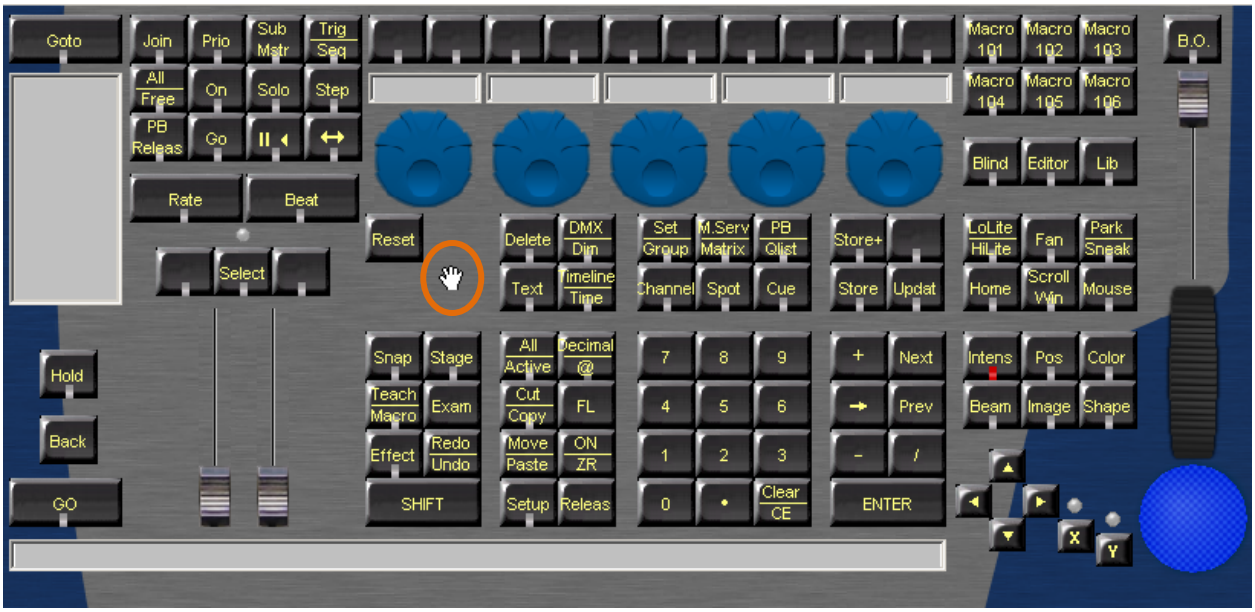
***NOTE:*** *Each time you restart the Application or change the Window size, the Indication will be cleared.*

# Hand Tool

A hand tool was added to all Vector dialogs to enable you to drag the Dialogs around the screen.

Whenever you see the Hand tool, either **LEFT** click the Mouse or press and hold on the screen to move the Dialog.



# Master PB Indication

The Indication bar will now display the current Master PB.

The following examples show the 3 different types of current Master PB's:

### Example 1:

The current Master PB is PB 10 on page 1:

**When a PB is the Master PB**

### Example 2:

The current Master PB is Q-Key 10 on page 1:

**When a Q-Key is the Master PB**

### Example 3:

The current Master PB is on the A/B Cross-Fader:

**When the A/B Cross-fader is the Master PB**

***NOTE:*** *On Vector Violet ONLY, by pressing and holding the* ***PB SELECT*** *key, will show the Master PB on the Fader LCD. See* *Master PB Indication when using the Playback select key.*

# Default Update Options

You now have the ability to change the Default options of the Update dialog box.

The Default update options can be accessed from the following:

- The Update Items dialog box.

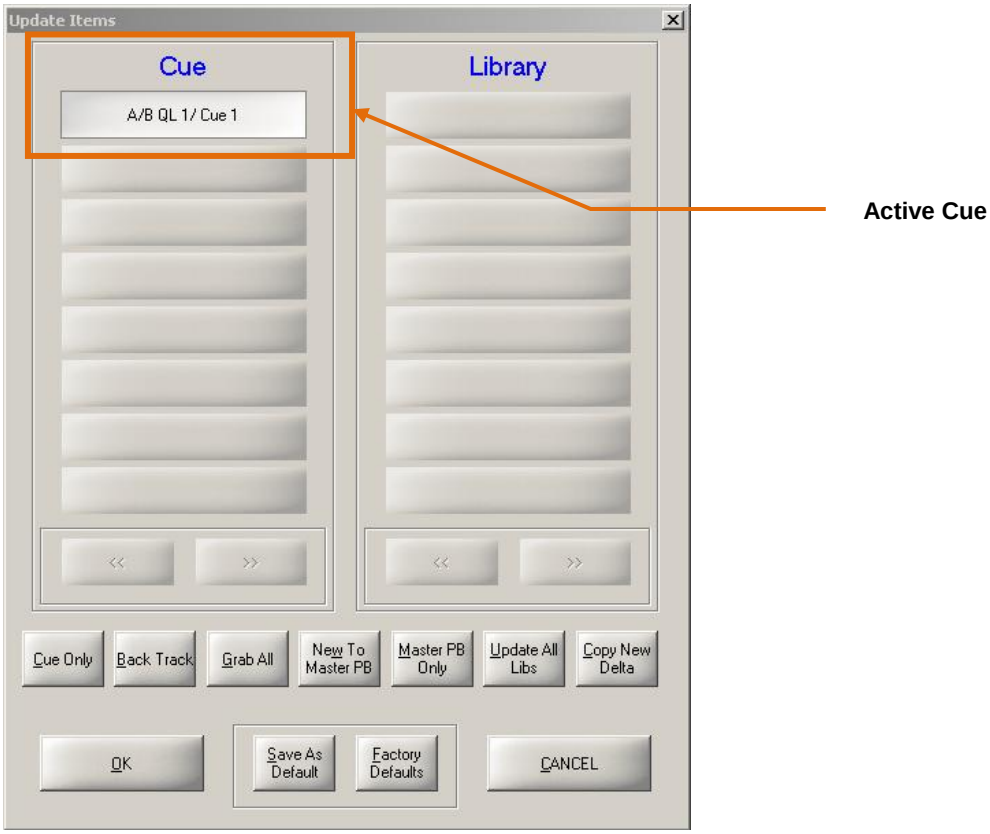
  **-OR-**

- The System settings dialog box in the Editing tab.

***NOTE**: Any changes made to the Update Items dialog box options, which are saved as default, will be visible in the System settings Default Update options and vice versa.*

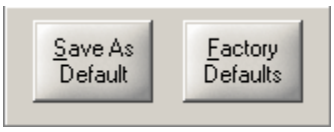
## *The Update Items dialog box*

The Update dialog box is where you are able to update Cues and libraries. The Cues affected by the Update are displayed in the Cue column. The Libraries affected by the Update are displayed in the Library column. You can update all the Items that appear in the Columns or update items selectively. Undo is valid for all update actions.




***NOTE:** The Update Items box can only be accessed once you have an active PB.*

## The Save as Default and Factory Defaults buttons




### The Save as Default button

The **Save As Default** button enables you to change the Default options of the Update items box. By using this option you are guaranteed that the Item selected from the Update Items box remains saved as the Default. The new Default will be saved in the Show and warm data.

The **Save as Default** button can be used with all the Update options ***except*** the **Copy New Delta** option.

**Example:**

Let's say you always want to use the **Back Track** option. Then, all you need to do is select the **Back Track** option, and then select **Save As Default**. This will save the selected option. Every time you return to the Update Items box, the **Back Track** option will still be selected.

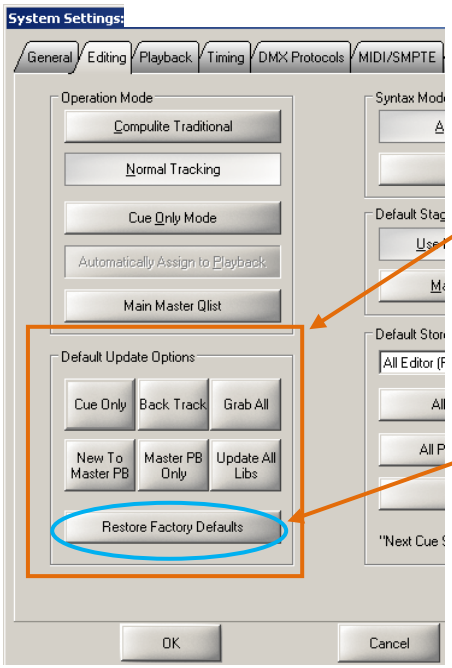
### The Factory Defaults button

The Factory Defaults button returns the Options in the Update Items dialog box to their factory Default value which is **New to Master PB** and **Update All Libs** options selected.

***NOTE**: The Factory Defaults button is grayed out when the Settings are the Default.*

## The Default Update options in the Systems settings

The Default update options can also be accessed from the System settings under the Editing tab. Their functions work in the exact same manner as the Update Items options. See the Update Items dialog box options.




**Default Update Options in the System Settings dialog box.**

**The Restore Factory Defaults button restores all the Default Update options to their factor default state.**

### Special conditions for using the Default Update Options

- **Cue Only** and **Back Track** are toggle buttons and therefore cannot be used at the same time.

**Example:**

If **Cue Only** is selected and then you select **Back Track**, then **Cue Only** will be de-selected.

- **New to Master PB** and **Grab All** are toggle buttons only and therefore cannot be used at the same time.

**Example:**

If **New to Master PB** is selected and then you select **Grab All**, then **New to Master PB** will be canceled and **Grab All** will become selected.

- When the **Master PB Only** button is chosen, the **Grab All** button becomes grayed out, even if the **Grab All** button was previously selected.

# New Qlist Store Sequences

There are new sequences to store a Qlist either on the PB or as data which can be used later on.

## *Using the new sequences*

The new sequences can be used to do the following:

a) Store a new Qlist to an empty PB without specifying a Qlist or Cue number.

b) Store a new Qlist to an empty PB specifying the Qlist number.

c) Store a new Qlist on an existing PB.

d) Store a new Qlist without assigning to a PB.

### *To Store a new Qlist to an empty PB without assigning a Qlist or Cue number*

| Existing Sequence | New Sequence |
|---|---|
| 1. STORE<br>2. CUE<br>3. SELECT PB<br><br>***NOTE:*** *In Main Master Qlist mode, this sequence will store a new Cue to the Main Master Qlist.* | 1. STORE<br>2. QLIST<br>3. SELECT PB |

With this sequence a Qlist is automatically created with the first available Cue on an empty PB. Every time you use the above sequence on an existing PB, the Qlist number will remain the same, but the Cue count will increase.

### Example 1:

Creating a new Qlist to an empty PB in a show that has no Qlists:

| Sequence | Result |
|---|---|
| 1. STORE<br>2. QLIST<br>3. SELECT PB 1 | The Console assigns Qlist 1 to PB1 with the first available Cue which is Cue 1.<br><br>Qlist 1 on PB 1 with Cue 1 |
| 1. STORE<br>2. QLIST<br>3. SELECT PB 2 | The Console assigns the ***next*** available Qlist which is Qlist 2 to PB 2 with the first available Cue which is Cue 1<br><br>Qlist 2 on PB 2 with Cue 1 |

### Example 2:

Adding a Cue to an existing Qlist in a show that already has Qlist 1 on PB 1 with Cue 1 setup:

| Sequence | Result |
|---|---|
| 1. STORE<br>2. QLIST<br>3. SELECT PB 1 | The Console assigns the ***next*** available Cue which is Cue 2 to Qlist 1 on PB 1.<br><br>Qlist 1 on PB 1 with Cue 2 |

### *To Store a new Qlist to an empty PB specifying a Qlist number*

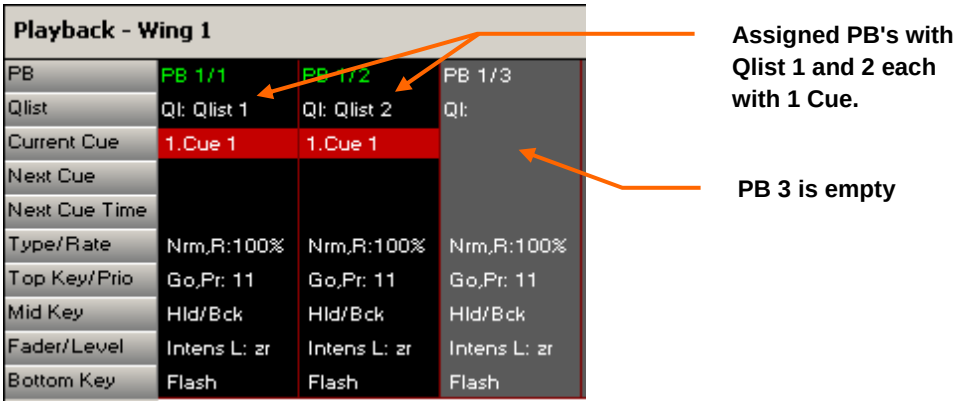
1. STORE
2. QLIST #
3. SELECT

With this sequence a new Qlist is created with the specified Qlist number, with the first available Cue.

***NOTE:*** *A Qlist number will be created if it does not exist. If the Qlist number exists then the next available Cue will be created.*

## Example:

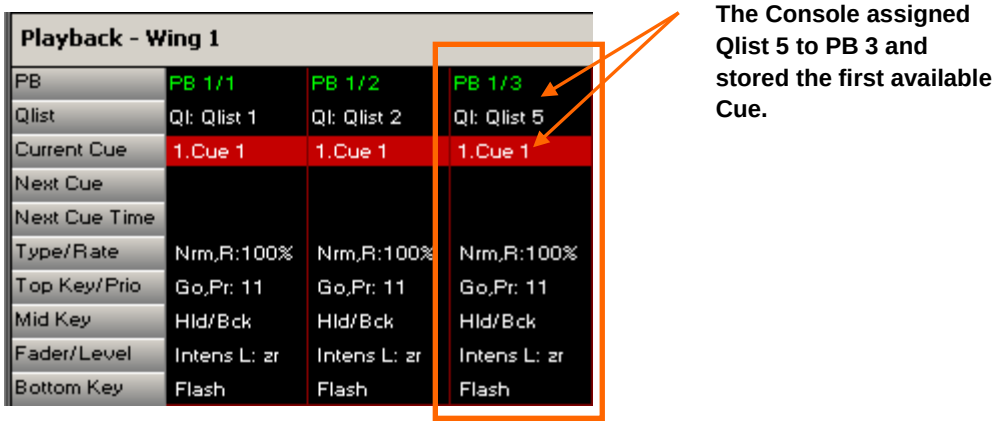
Let's say you have Qlist 1 on PB 1 and Qlist 2 on PB 2, each having 1 Cue and PB 3 is empty. You now want to add Qlist 5 to PB 3 with the first available Cue:




Sequence to assign Qlist 5 to PB 3 with the first available Cue:

1. STORE
2. QLIST 5
3. SELECT PB 3

The result is the following:




***NOTE:*** *Storing a new Qlist to an existing PB will overwrite the Qlist on that PB with the first available Cue.*

### *Storing a new Qlist without assigning it to a PB*

You can store a new Qlist with the first available Cue without assigning it to a PB. The new Qlist will be visible in the Show ► Qlists tab spread sheet or SK.

***Note the following***:

- Adding a Qlist without assigning it to a PB can only be done by using a specific Qlist number.
- Adding a Cue to an existing Qlist will store the next available Cue on that Qlist.

### *To Add a Qlist without assigning it to a PB*

A

1. QLIST #
2. STORE

**-OR-**

E

1. STORE
2. QLIST #
3. ENTER

### Example 1:

Creating a new Qlist without assigning it to a PB:

| Sequence | Result |
|---|---|
| 1. QLIST 1<br>2. STORE | The Console adds Qlist 1 to the Show Qlist storing the first available Cue, which in this case is Cue 1. |

**Qlist 1 is added with the first available Cue.**

***NOTE:*** *If you repeat the above sequence with the same Qlist number, then the Console will store the next available Cue.*

## Using the NEXT function key

By using the **NEXT** function key, you are able to see what the next available Qlist number is. The next available Qlist number is shown in the Command line.

Using the **NEXT** function key is ideal if you have forgotten the last Qlist number that you used.

### To Use the NEXT function key

1. STORE
2. QLIST
3. NEXT
4. SELECT PB

**-OR-**

1. QLIST
2. NEXT
3. STORE

**-OR-**

1. STORE
2. QLIST
3. NEXT
4. ENTER

## Example:

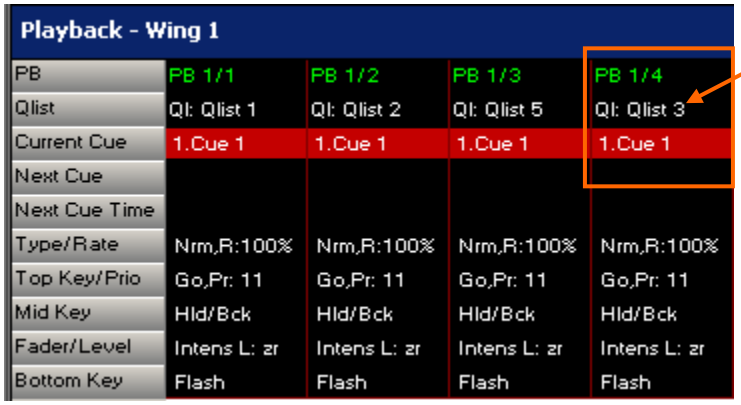
If you have Qlist 1 on PB 1, Qlist 2 on PB 2 and Qlist 5 on PB 3, and no other Qlists in the show, and you want to add an additional Qlist to PB 4, but you are not sure what the next available Qlist number is, then you can utilize the **NEXT** function key as follows:

1. STORE
2. QLIST
3. NEXT

   The next available Qlist number will be shown in the Command line which is Qlist 3.

4. Then press SELECT PB 4

   The available Qlist number was Qlist 3 which has now been added to PB 4:




**Qlist 3 has been added to PB 4 storing the first available Cue.**

***NOTE:*** *When the Option "Automatically assign to Playback" is turned ON and you are NOT in Main Master Qlist mode, if the Master PB is free, the Sequence above will assign the new Qlist to the Master PB.*

# Grid Editing

The following new changes were made to the Grid editing:

- The Windows arrows can now be used to navigate left and right with the given values. The up and down arrows will jump between fields as it does now. If there are changes, it will apply the change and skip to the next cell. This is similar to using the Arrows, Up/Down/Left and Right on the Ascii keyboard.

- The Next / Prev keys can now be used to navigate like the Console arrow keys do. You can also use the Next / Prev keys to toggle between options in the Drop down list. This is similar to using the Arrows, Up/Down/Left and Right on the Ascii keyboard.

- By pressing RESET or SHIFT RESET, will take you out of Grid editing at any point. This is similar to ESC from the Keyboard which will also turn OFF the SCROLL WIN.

- When pressing ENTER after data has been changed, the System will apply the change and EXIT the Grid editing and turn OFF the SCROLL WIN. This is similar to using the ENTER key on the Keyboard.

***NOTE:*** *All the existing options for Grid editing are still the same.*

# Assigning Decimal Value

A new option was added to assign values to a Fixture Parameter in Decimal instead of Percentage. With this new option comes a change to @ Panel key cap:

The ability to enter a number in decimal is especially handy if you are using a media server and you want to access a certain folder or file number. The Decimal input can also be used for Dimmer parameter operations, such as; proportional level, test etc.

## *Using the Decimal value sequence*

The Decimal command is a **SHIFT** operation of the @ key.

Decimal value assignment is from 0-255. The Decimal value is absolute and will ignore European value input.

**Example:** Using a Decimal input for a Fixture dimmer value:

A

1. FIXTURE #
2. SHIFT
3. @ (Decimal key

)

E

4. Press Enter.

## Decimal Input Rules

The following is a list of input Decimal rules for Enter E and Action A sequence modes:

| Input Rule | How it works.. |
|---|---|
| 3 Digit Input<br><br>***NOTE:*** *You can also use a 3 digit number with a "0"(Zero) at the beginning; For example: 023* | A<br>If you input a 3 digit decimal value, the Output will be immediate.<br>E<br>After you input a 3 digit value, press Enter. |
| Less than 3 digit input | If you input a 2 or 1 digit decimal value, the Output will not be immediate until you press Enter.<br>This operation works in both Action A and Enter E modes. |
| Input value over 255 or a 4 digit input value. | Any input value over 255, or, a 4 digit value input will cause the Console to select the next selection and will ignore the Input value and will not output a value.<br><br>**Example:**<br>[Channel , 1 , SHIFT, @, 125***6***]<br>Will cause the Console to select Channel **6** |

### More sequence examples:

- **Fixture level or Fixture parameter level**:
  Fixture, #, CYAN, Shift+@, #
  Fixture, #, ->, #, Shift+@, 010, ->, 120 to Fan the Values
- **Dimmer test level**:
  Dimmer, #, Shift+@, #
- **Dimmer proportional level:**
  Dimmer, #, proportion level, Shift+@, #
- **Input patch to a MACRO trigger level:**
  Dimmer, #, INPUT PATCH To, Macro, #, SHIFT+@, #

# Main Master Qlist Mode

The Main Master Qlist mode allows you to work with 1 main Qlist which will always be assigned to the A/B Cross fader.

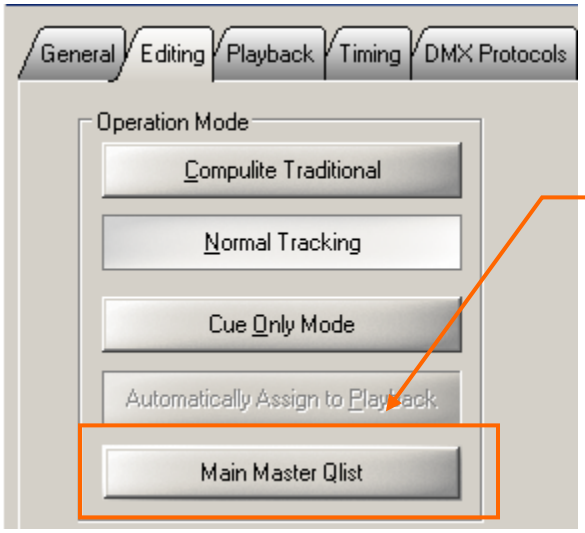
Every time you store a Cue, by default it will be assigned to the Main Master Qlist even if the A/B Cross fader is not assigned. This gives you an easier way of programming by making sure that all Cues' will be stored to the same Qlist, unless you specify a different Qlist number.

Once the Main Master Qlist mode is activated, the Master PB will be locked to the A/B Cross fader with ***NO*** option to select a different Master PB, unless you deactivate the Main Master Qlist mode.

***NOTE:*** *The Main Master Qlist can be used in either Compulite or Tracking mode.*

## *How to enable the Main Master Qlist mode*

The Main Master Qlist mode is enabled or disabled from the System settings dialog box. [**Tools ►Settings ►Editing**]




**The Main Master Qlist button**

## Special color coding for the Main Master Qlist

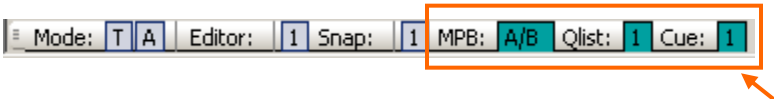
The Main Master Qlist has special color coding which helps you identify when the Mode is active. The Color coding is Cyan text and/or shade when the Mode is enabled.

The new color coding can be seen in the following locations:

- Indication bar – Master PB, Qlist and the last stored Cue fields.
- Playback – A/B view
- Playback – Master View – PB Tab
- Playback – Master View – Cue sheet Tab
- Playback Wing window

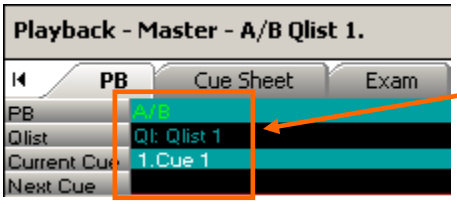
### Color changes to the Indication bar

When the Main Master Qlist mode is activated, the Background color on the Indication bar [**MPB: Qlist: Cue**:] changes to the Cyan color, this is an indication that the Main Master Qlist mode is now active:



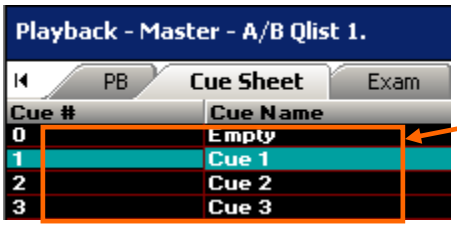

**The Cyan color indicates the Main Master Qlist is active.**

### Color changes in the Playback – Master View in the PB Tab




**Active Main Master Qlist – Qlist 1 text is in Cyan with A/B and Cue 1 in Cyan shade.**

### Color changes in the Playback – Master View in the Cue Sheet Tab




**Active Main Master Qlist – Shaded Cyan color on the Progress bar for the Active Cue.**

***NOTE:*** *The Color changes in the Playback – Master View in the Cue sheet tab are the same for the Playback A/B view as the A/B is locked as the Master PB.*

### Color changes in the Playback Wing window

**The Qlist text is Cyan indicating the Main Master Qlist is active and this Qlist is the Main Master Qlist.**

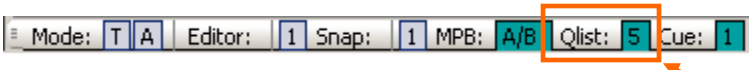
## Using the Main Master Qlist Mode

When the Main Master Qlist mode is active, any exciting Qlist on the A/B Cross fader will become the Main Master Qlist. You can also change the Qlist on the A/B Cross fader which will then become the New Main Master Qlist.

If you activate the Main Master Qlist with ***no*** existing Qlist in the A/B Cross fader, then Qlist 1 will automatically be assigned storing the first available Cue to the Main Master Qlist, unless you assign a specific Qlist to the A/B Cross fader.

There is ***no*** available option to have ***no*** Main Master Qlist while the Main Master Qlist mode is active. If you free the A/B cross fader, the Console will remember the last Main Master Qlist that was on the A/B Cross fader, which is still the Current Qlist, until you assign a different Qlist.

The last Main Master Qlist can be seen in the Status bar:




**The last Main Master Qlist was Qlist 5**

***NOTE:*** *If you are modifying or storing new Cues while working in* ***Tracking*** *or* ***Compulite Mode*** *with "****Automatically Assign to Playback****" enabled, then the System will auto assign the last Main Master Qlist to the A/B Cross fader if the A/B Cross fader is not assigned.*

While the Main Master Qlist is active you can still store new Qlists on other Playback's in order to create Chasers, Looped Cues, Effects, etc.

You can also store Temp Cues on the A/B Cross fader when in the Main Master Qlist mode. If a Temp Cue is stored to the A/B Cross fader, then the Qlist that was on the A/B Cross fader will still be the Main Master Qlist.

***NOTE:*** *If the "****Automatically Assign to Playback****" is enabled, then storing the next Cue will override the Temp Cue.*

## Important notes when the Main Master Qlist is active

- If the A/B is empty, ***NO*** sequence of storing Cues will create a new Qlist on the A/B unless you specify a Qlist to the A/B.
- The Sequence of [**STORE, CUE, SELECT**] on any PB will ***NOT*** create a new Qlist as it always did when the Main Master Qlist mode was off. Instead, this sequence will assign another Cue to the Main Master Qlist on the Selected PB with the Sequence OFF in the Qlist Properties for fast operation as a single Cue.
- The Qlist field text in the PB View will be in Cyan color. See Special color coding for the Main Master Qlist.
- Any [**STORE+ / CUE #, STORE** etc] sequence will always store the next Cue to the Main Master Qlist.
- If you free the A/B and not assign a Qlist to it, then the next time you use the **[STORE+ / CUE # , STORE**, etc ] sequences, it will add the next Cue to the Main Master Qlist.

### Example:

If your Main Master Qlist is Qlist 6 with Cue 2 and your A/B is empty.

Store a new Cue using [**STORE+ / CUE #, STORE** etc], Qlist 6 will be assigned to the A/B (If "**Automatically Assign to Playback**" is enabled) with the next available Cue, which is Cue 3.

## Sequence for creating and assigning a new Qlist to an empty PB

Due to the fact that in the Main Master Qlist mode the Sequence [**STORE, CUE, SELECT PB**] or [**STORE, SELECT PB**], (when temp Cues are off), will always store a new Cue in the Main Master Qlist.

The Sequence to assign and store a new Qlist is via the following sequence:

### To Store a new Qlist directly to a PB

- See New Qlist Store Sequences

***NOTE:*** *If you select the A/B to store the new Qlist, then the new assigned Qlist will become the new Main Master Qlist.*

## *Using Cue operations while the Main Master Qlist is active*

If the A/B is empty, any Cue operation without specifying the Qlist number will automatically default to the Main Master Qlist.

### Sequence Examples:

- **[Cue #, Exam/ Exam, Cue #, ENTER]**
- **[Cue # → #, Loop]**
- **[Cue #, Link, Cue #...]**
- **[Cue #, Time…]**

# Fine Tuning for 8 Bit Parameters

An option was added to enable you to use the SHIFT + WHEEL to fine tune the 8 Bit parameters, in the exact same way as you can do with the 16 Bit parameters. This will help make the Parameter changes slower, which in turn will give you better control of the Parameters.

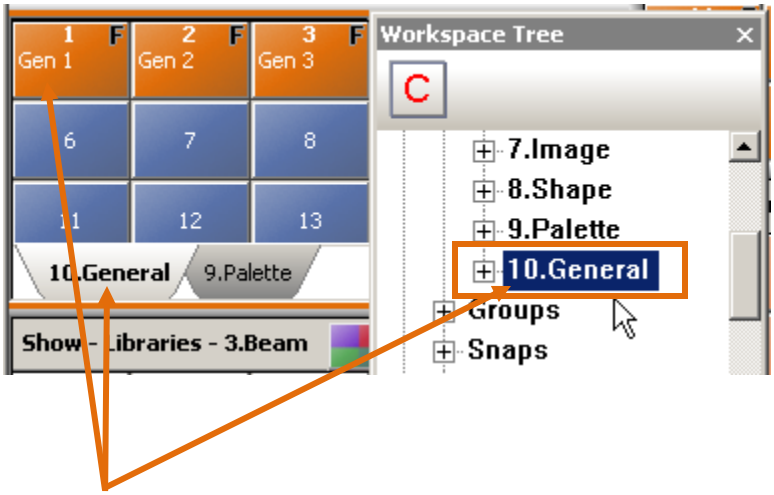
When using the 16 Bit parameter with the extra Tilt Fine and Pan Fine wheels, the combination of SHIFT + Tilt Fine, will give you extra fine resolution of that parameter.

# Tracking General Library Renamed

The Library **Tracking General** was re-named to **General**.

The Short name for the General library has also been renamed to **Gen**, instead of the Old **Trk**.

All previous saved shows prior to the 3.18 release will automatically be converted to the new library name.

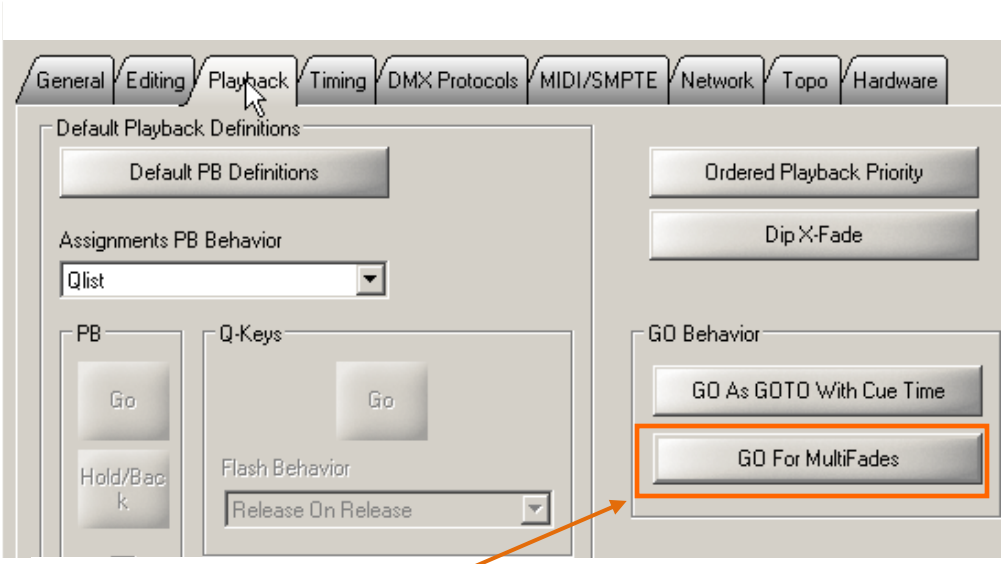



**Library Renamed to General**

# GO For MultiFades

The **GO For MultiFades** button can now be used to enable or disable the GO for fading between Cues while a fade is in progress. The GO time will run according to the Cue fade time which has been entered.

The **GO For MultiFades** is located in the **Playback** tab under the GO Behavior section:




**GO For MultiFades button**

The Button operates in the following ways:

| Button action | How it works |
|---|---|
| When Activated | While a Cue is in a fading progress, pressing on the **GO** key will instantly fade to the next Cue that is in line, using the next Cue timing.<br>**Example:**<br>Cue 4 is fading at 20 seconds and next Cue is Cue 5 which has a fade in time of 8 seconds, if the GO button is pressed during the fade, then Cue 5 will start its fade at 8 seconds. |
| When Deactivated | While a Cue is in a fading progress, pressing on the **GO** key will ***NOT*** instantly fade to the next Cue that is in line, until the current Cue has finished its fade.<br>**Example:**<br>Cue 4 is fading at 20 seconds and the next Cue is Cue 5 which has a fade in time of 8 seconds. If the GO button is pressed during the fade, nothing will happen until Cue 4 has completed its fade; only then a GO press is needed to fade to Cue 5. |

## *SHIFT + GOTO sequence*

The **SHIFT + GOTO** sequence enables you to instantly fade to the next available Cue when running Cues on the **Master PB**. This key sequence will instantly force a fade to the next Cue in its Cue time.

The **SHIFT + GOTO** option sequence is always enabled as long as you have Cues set up on the **Master PB *only***, and it is not affected whether the **GO For Multifades** option is enabled or disabled.

Basically this is a shorter method of achieving the exact same result as using the **GO For Multifades** option. The difference being in that after activating the **GO For Multifades** option, uses just the **GO** key to jump to the next Cue, whereas the other option is to use the **SHIFT + GO** key sequence together.

### Example:

If Cue 2 has a Time-In of 4 seconds, and Cue 3 has a Time-In of 10 seconds and Cue 2 is currently fading IN, if you press the key sequence **SHIFT + GOTO**, then Cue 3 will instantly fade IN, in its Time-In of 10 seconds.

***NOTE:** In **Tracking Mode**, if the Values are still fading and they are in Tracking, they will continue fading according to their own timing, Cue or parameter timing.*

# PB Control Operations that exclude the Master PB

There is a new range of PB Control operations that can be used on all the PB's without affecting the Master PB.

The new range of PB Control operations comes with a new sequence:

**[PB Control Command, → (Through Command)]**

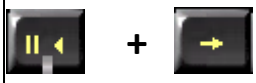
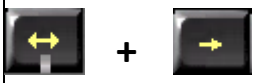
**Example:**

To free all the PB's except the Master PB, use the Sequence **[FREE,→].** All the PB's will be freed, except the Master PB.

## *New operation sequences*

The following is a list of new PB Control operation sequences that will not affect the Master PB:

| PB Controls with → Command | What happens |
|---|---|
| Join + → | Will Join all the PB's except the Master PB. |
| Trig Seq TRIG (Shift Seq) + → | Will toggle the Trigger ON/OFF on all the PB's except the Master PB. |
| Trig Seq SEQ + → | Will toggle the sequence ON/OFF on all the PB's except the Master PB. |
| All Free + → | Will Free all the PB's except the Master PB. |
| On + → | Will turn ON all the PB's except the Master PB. |
| Solo + → | Will Solo all the PB's except the Master PB. (All PB's will remain Active except the Master PB).<br>To Exit from the Solo mode, click on any key or the → key. |
| Step + → | Will turn all the PB's into STEP mode except the Master PB. |
| PB Releas + → | Will release all the PB's except the Master PB. |
| Go + → | Will send a GO command to all the PB's except the Master PB. |

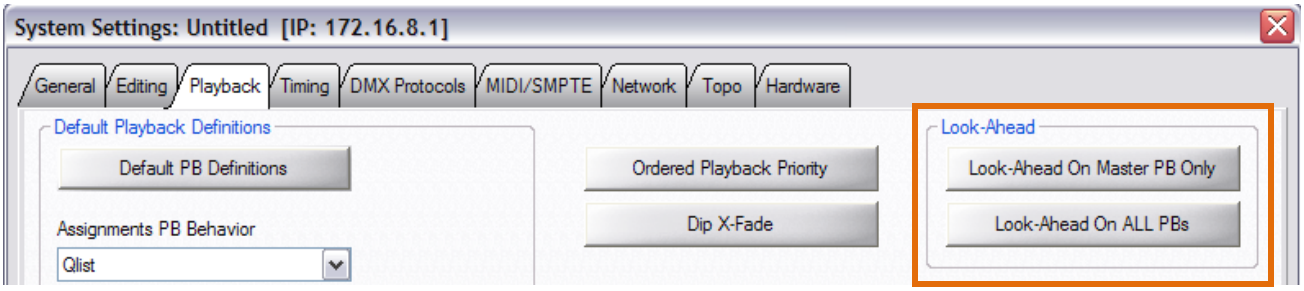
| PB Controls with → Command | What happens |
|---|---|
|  | Will send HOLD **/** BACK command to all the PB's except the Master PB. |
|  | Will reverse the direction of all the PB's except the Master PB. |
| | Will select all the PB's so that you can use the RATE Wheel assignment options on all of them except the Master PB |

***ATTENTION!*** ***PRIO*** *and* ***SUB MASTER*** *are not supported by the above sequences and will generate an "INVALID SEQUENCE" error!*

# Look-Ahead Enhancement

Now there is a choice to filter the Look Ahead on the Master PB Only or on ALL active playbacks.

The Look Ahead buttons are located in the **System settings ► Playback** tab:




The Look-Ahead options are toggle buttons in which only 1 option can be selected at a time.

## *The Functions of the Look-Ahead buttons*

The following are the Look-Ahead buttons and there functions:

| Button | What it does.. |
|---|---|
| Look-Ahead On Master PB Only | Look-Ahead will work ***ONLY*** on the Active Master PB. All the other PB's will work normally ignoring the Look Ahead mask (as if the Look Ahead is disabled). |
| Look-Ahead On ALL PBs | Look-Ahead will work all PBs (as it was in older versions). |

***NOTE:*** *The Look-Ahead rules apply to both Look-Ahead options.* *See Chapter 14 in the Vector Manual.*

# Playback Intensity Limit

A new feature has been added which enables you to adjust the Intensity limit of a PB using an Intensity limit wheel or via the **SETUP PB** dialog box. This feature works with Temp Cues, Qlists and Chasers.

The new Intensity limit wheel is simply a faster way of changing the Intensity limit of a specific PB without changing the PB fader behavior to Intensity Master.

The Intensity limit will work on all PB types; QK's, PB's and the A/B cross-fader.

***ATTENTION!*** *The Intensity limit feature will limit any intensity from a specific **PB ONLY** and **ONLY** if the Fader behavior is **other** than Intensity Master.*

## Example:

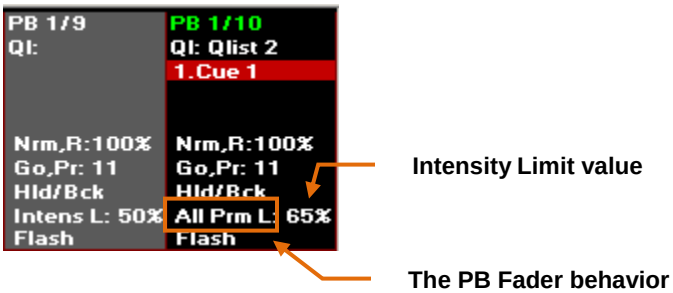
1. Set spot 1 intensity value to FL and Spot 2 intensity value to 50%.
2. Store as Cue 1 on PB 1.
3. Set spot 1 intensity value to 80%, and spot 2 intensity value to 20%.
4. Store as Cue 2 on the same PB.
5. Change the PB behavior to All Param (for example) and release it.
6. From the PB properties dialog box of PB 1, change the Intensity limit using Wheel 3 to 50%.
7. Go to Cue 1 on PB 1 – Spot 1 value will be 50% and spot 2 value will be 25%.

   Go to Cue 2 on PB 1 – Spot 1 value will be 40%, and spot 2 value will be 10%

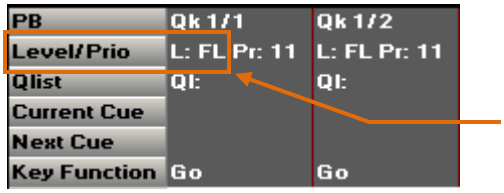
## *Viewing the Intensity limit values*

The Intensity limit values can be viewed in the Wings and Qkeys PB views.

**The Wing view:**



**The Qkeys view:**



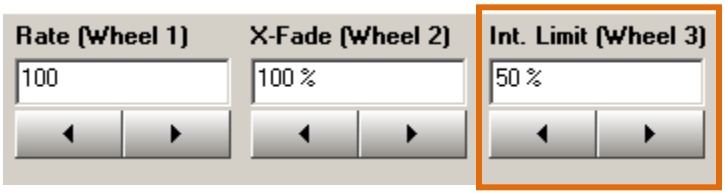

***Tip!*** *The "Level/Prio" field is optional in the QK Wing view and can be added from the Grid properties.*

## How to access the Intensity limit wheel

There are 3 ways to access the Intensity limit wheel:

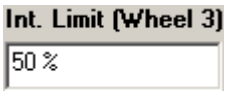
- From the **RATE** key via the Wheel assignment named Intensity Limit (Wheel 3).
- From the Wheel assignment of the Playback properties dialog box (Wheel 3):

- From the Qlist properties tab in the Playback properties dialog box:




## How to modify the Intensity Limit

You can modify the Intensity limit for a selected PB by doing either of the following:

- Typing an intensity value into the Int. Limit field; 

- Using the Arrows;
- Spinning the Intensity Limit Wheel (Wheel 3);

## Rules for using the Intensity Limit

- When a Selected PB fader behavior is set to Intensity Master, then the Intensity Limit option in the PB Properties dialog will be grayed out, as the PB fader has priority in controlling the intensity of the Selected PB.

  The Intensity Limit wheel via the **RATE** key will not function and will not change anything on the Selected PB.

**Intensity limit option is grayed out when a selected PB fader behavior is set to Intensity Master.**

- When changing the PB fader behavior from Intensity Master to any other behavior, the Intensity limit wheel will not be grayed out and the Value will be that of the last used fader intensity value.
- The Intensity limit wheel value is saved in the Qlist properties.
- When assigning a Qlist to a PB, the Console will always take the Stored Intensity limit value from the Qlist properties, unless the fader behavior is set to Intensity Master Behavior.

## Sequences for modifying the Intensity Limit

In order to use the following sequences, the behavior of the PB faders must be different than Intensity Master.

Using the Intensity Limit can be done from either of the following:

- The PB properties dialog box

  **-OR-**

- The Rate Wheel assignment

***ATTENTION!*** *Changing the Intensity Limit by using the following sequences will affect the PB output immediately. If the PB is active, then the Intensity Level will change instantly!*

***NOTE:*** *If the Fixture is an RGB Fixture with no "real dimmer" parameter, but it has a Virtual Dimmer, then the Intensity limit will affect the level of the RGB values.*

### *Using the PB properties dialog box*

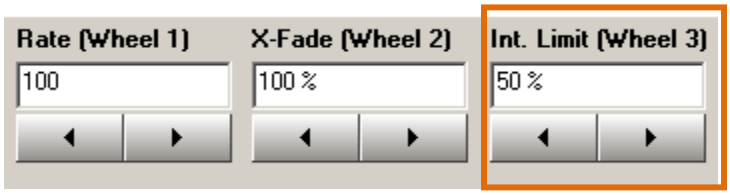
1. Setup ► Select a PB
2. Spin wheel 3 to change the Intensity limit value.

   **-OR-**

   From the Qlist Properties tab, enter a value from 0-100 into the **Int. Limit** (Wheel 3) field,

   **-OR-**

   Use the **Int. Limit** arrows:




   The Intensity value of the Selected PB will be changed.

***NOTE:*** *With this sequence you can only select 1 PB at a time.*

### *Using the RATE wheel assignment*

***NOTE:*** *The PB's must be occupied in order to use the* ***RATE*** *wheel assignment sequences.*

The following are the Sequences for **RATE** wheel assignment:

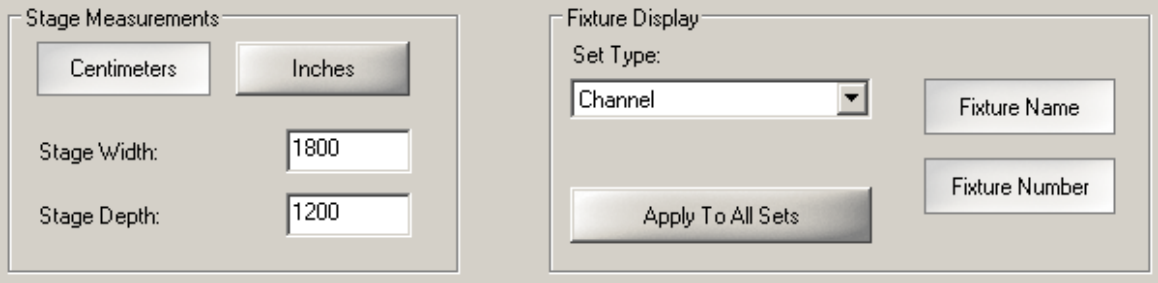
| PB's Selected | Sequence |
|---|---|
| All occupied PB's | 1. RATE<br>2. Spin wheel 3<br>The Intensity value of ***all*** the occupied PB's will be changed if the fader is other than Intensity Master. |
| 1 PB selected | 1. RATE ► Select PB<br>2. Spin wheel 3<br>The Intensity value of the selected occupied PB will be changed. |
| Multiple PB's | 1. RATE ► Select PB► Select PB (Select multiple faders)<br>**-OR-**<br>RATE ► ( To select all except the Master PB)<br>2. Spin wheel 3<br>The Intensity value of the selected occupied PB's will be changed. |

# New TOPO Options & Improvements

A new range of options and improvements were added to the Topo. These new options are available in the System settings.

With the new Topo options you can:

- Set Stage Measurements in centimeters or inches.
- Set the Fixture Display Set Types; **Channel, Spot, Matrix or Media Server**
- Decide what fields will be visible in the Fixture Set Types; **Fixture Name, Fixture Number, both Fixture Name and Number or None.**

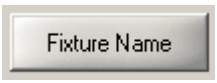
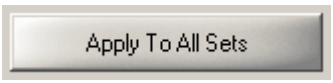



## *The New TOPO Options*

The Stage measurements settings:

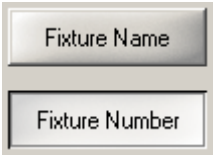
| Fields / Options | What They Do |
|---|---|
| Centimeters | Display measurements in Centimeters ***( New added option )*** |
| Inches | Display measurements in Inches ***( New added option )*** |
| Stage Width | Values to increase or decrease Width |
| Stage Depth | Values to increase or decrease Depth |

The newly added Fixture Display settings:

| Options | What They Do |
|---|---|
| | In the **Set Type** drop down list you can choose which Set Type you want to configure - **Channel, Spot, Matrix** or **Media Server**.<br><br>***NOTE:*** *The Default Set Type is Channel* |
|  | If **Fixture Name** is selected then the Name of the Fixture will be displayed on the Fixture icon in the Topo view. |
| | If **Fixture Number** is selected then the Number of the Fixture will be displayed on the Fixture icon in the Topo view. |
|  | The **Apply To All Sets** option will use the current Fixture display settings on all the other Set Types.<br><br>**Example:**<br><br>If you have selected to display just the Fixture name and you click on the **Apply To All Sets** then all the Set Types will display only the Fixture name on the Fixture icons in the Topo view. |

## How the Fixture Display settings affect the Fixture icons

The new Display settings affect the Fixture icon in the following ways:

| When the Option is selected | Displayed as |
|---|---|
| Both Fixture Name and Fixture Number:<br> | The Fixture name will be visible at the TOP.<br>The Fixture number and Set Type code will be visible at the Bottom.<br> ***NOTE:*** *This is the Default.* |
| Fixture Name Only:<br> | Only the Fixture name will be visible at the TOP. |
| Fixture Number Only:<br>  | Only the Fixture number with the Set Type code will be visible at the TOP. |
| None Selected:<br> | No Options will be visiable. |

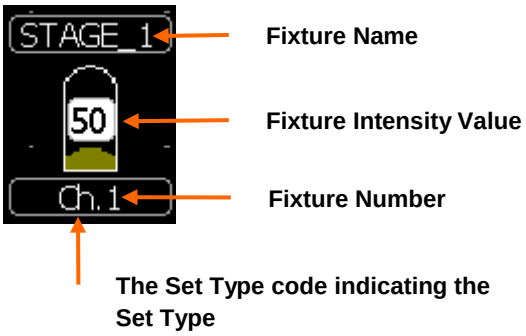
## New display format for the Fixture icon

There is a new display format for displaying information and **Set Types** on the Fixture icon. The **Set Type** has a **Set Type Code**.

**The Set Type with Set Type Code:**

| Set Type | Set Type Code |
|---|---|
| Channel | Ch |
| Spot | Sp |
| Matrix | Mx |
| Media Server | Ms |

**The Fixture icon in the live view:**



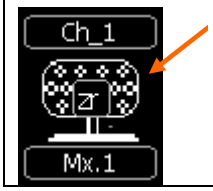
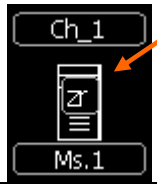

***Note the following:***

- The above settings also affect the Topo view in the Patch Manager; the only difference is, in the Patch Manager the Address of the Fixture will be visible in the middle of the Fixture icon instead of the Intensity Value.
- These settings also affect the PRINT of the Topo view; the Print data will be according to the Patch manager Topo view.

## New Fixture icons for the Matrix and Media server Fixtures

In addition to the Spot and Channel Fixture icons, there now is a separate icon for the Matrix and Media server. This makes it easier to distinguish between sets that are being used in the Topo map.

**The New Fixture icons:**

| Matrix Icon | Media Server Icon |
|---|---|
|   The New Matrix Fixture icon |   The New Media Server Fixture icon |

## Configuring the Topo settings

Configuring the Stage Measurements and / or Fixture display type, can be done before entering Topo view or while in the Patch manager Topo view.

***Note the following:***

- By default the Measurements are in Centimeters with the Default dimensions of; 1800cm x 1200cm.
- The Maximum stage size is

  8000 x 5000 cm

  **-OR-**

  3150 x 1969 inch
- The Default for the Fixture display **Set Type** is **Channel** with the **Fixture Name** and **Fixture Number** enabled for all sets.

## Accessing the Topo settings tab

There are 2 ways to display the Topo settings tab:

- From the **Tools menu ► Setting ► Topo** Tab.

  **-OR-**
- From the **Patch manager** via the **Topo toolbar ► Topo Settings.**

## Using the Topo settings

The Topo settings can be used for changing the Stage measurements and Fixture display

### To Change the Stage measurements

1. In the Topo tab under the Heading "**Stage Measurements**", select either **Centimeters** or **Inches**
2. Enter the desired measurements in the available fields according to your selection (cm / inch).
3. Click **Apply**.

### *To Set the Fixture Display options*

1. In the Topo tab under the Heading "**Fixture Display**", click on the **Set Type** drop down list and choose the **Set Type**.
2. Click on either **Fixture name** or **Fixture number** *Refer to:* New Display format for the Fixture icons.
3. Click **Apply**.

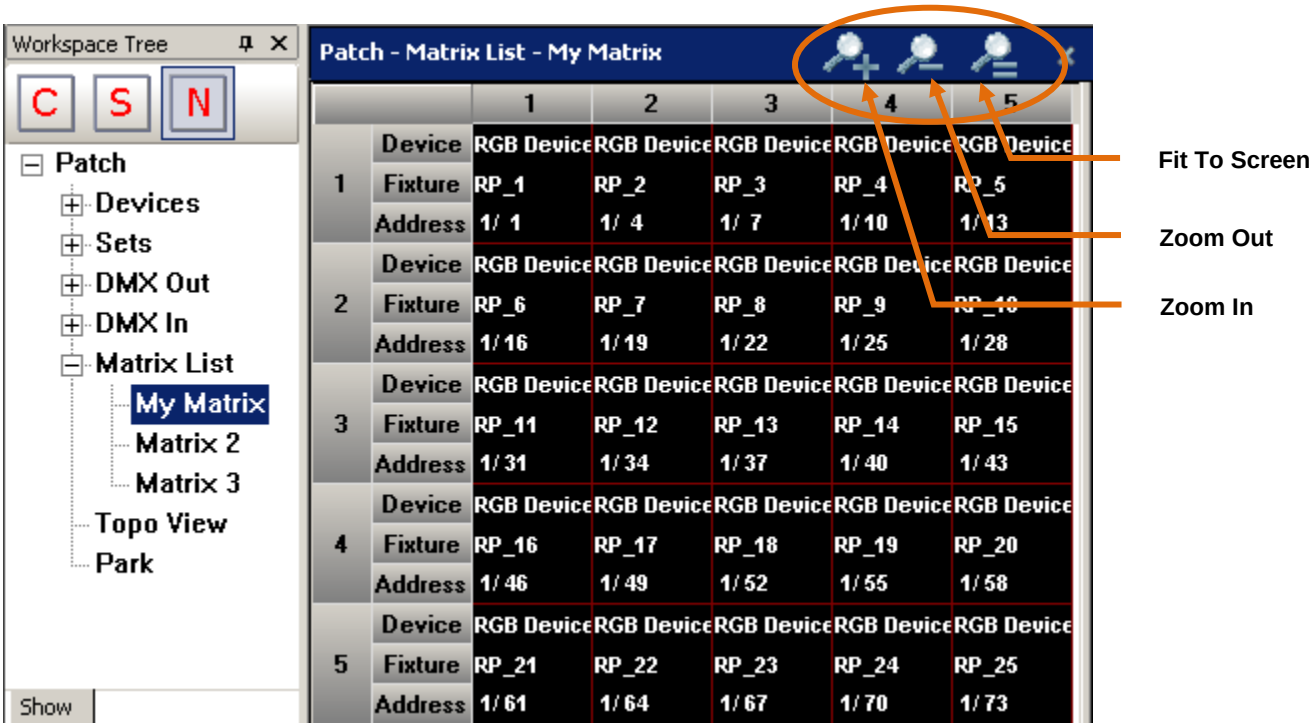
   ***Optional – Using Apply To All Sets***

4. Click on **Apply To All Sets**, to apply the settings to all the Set Types.
5. Click **Apply**.

# Matrix Grid Zoom

Three new buttons where added to the Pane Title of the Matrix grid inside the Patch manager. Now you can zoom in, out or fit the Matrix grid to screen.

These new buttons can only be used when you are in the Patch manager Matrix list view:




| | | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|
| 1 | Device | RGB Device | RGB Device | RGB Device | RGB Device | RGB Device |
| | Fixture | RP_1 | RP_2 | RP_3 | RP_4 | RP_5 |
| | Address | 1/ 1 | 1/ 4 | 1/ 7 | 1/ 10 | 1/ 13 |
| 2 | Device | RGB Device | RGB Device | RGB Device | RGB Device | RGB Device |
| | Fixture | RP_6 | RP_7 | RP_8 | RP_9 | RP_10 |
| | Address | 1/ 16 | 1/ 19 | 1/ 22 | 1/ 25 | 1/ 28 |
| 3 | Device | RGB Device | RGB Device | RGB Device | RGB Device | RGB Device |
| | Fixture | RP_11 | RP_12 | RP_13 | RP_14 | RP_15 |
| | Address | 1/ 31 | 1/ 34 | 1/ 37 | 1/ 40 | 1/ 43 |
| 4 | Device | RGB Device | RGB Device | RGB Device | RGB Device | RGB Device |
| | Fixture | RP_16 | RP_17 | RP_18 | RP_19 | RP_20 |
| | Address | 1/ 46 | 1/ 49 | 1/ 52 | 1/ 55 | 1/ 58 |
| 5 | Device | RGB Device | RGB Device | RGB Device | RGB Device | RGB Device |
| | Fixture | RP_21 | RP_22 | RP_23 | RP_24 | RP_25 |
| | Address | 1/ 61 | 1/ 64 | 1/ 67 | 1/ 70 | 1/ 73 |

***NOTE:*** *Once you set the Zoom for a Matrix grid view, the Zoom will remain unchanged until you navigate to the Main Matrix list view. The Zoom of the Matrix grid view will then go back to the Default zoom size.*

# System Settings Tab Layouts

We re-arranged the System settings tabs and their options in a more logical order to improve navigation within the System settings.

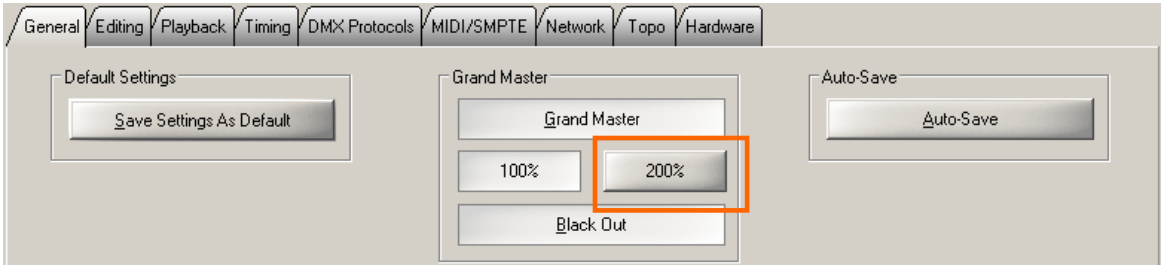
Changes were made to the following System settings Tabs:

- General tab
- Editing tab
- Playback tab
- DMX Protocols tab
- Topo tab
- Hardware tab

## *General tab*

The following was added to the General tab:

- **200%** option for the Grand Master:

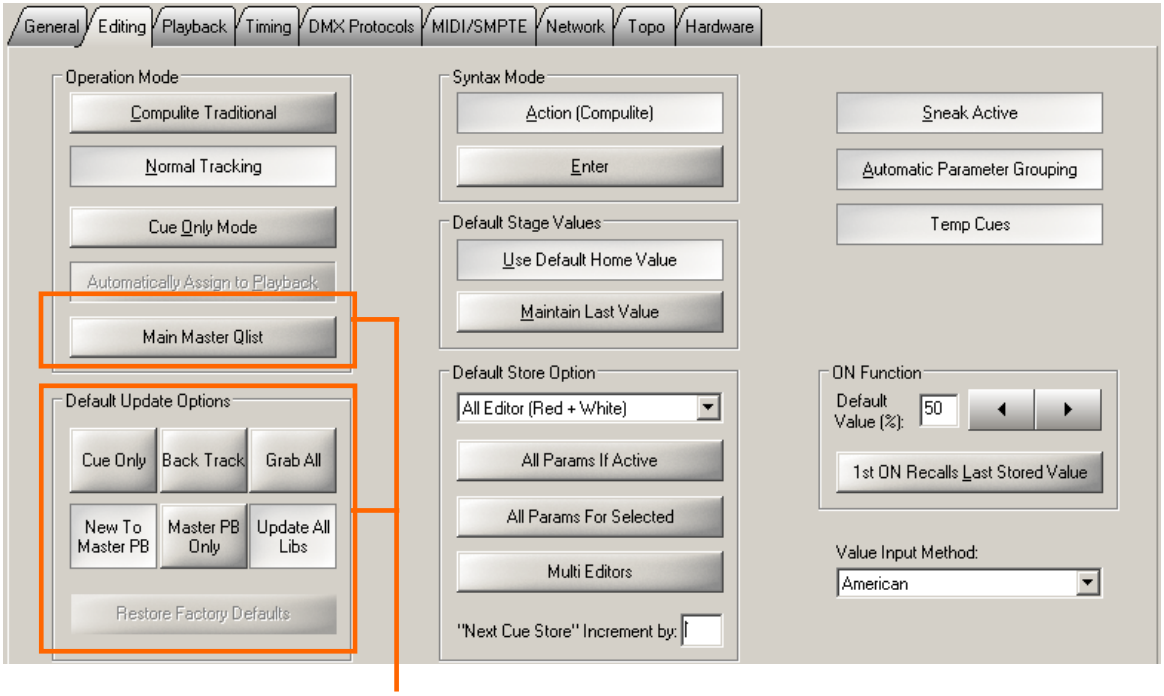


## Editing tab

***NOTE:*** *This tab was originally called the* ***Behavior tab****, now it has been changed to the* ***Editing tab****.*

The following was added to the Editing tab:

- **Main Master Qlist** option in the Operation Mode section.
- **Default Update Options**

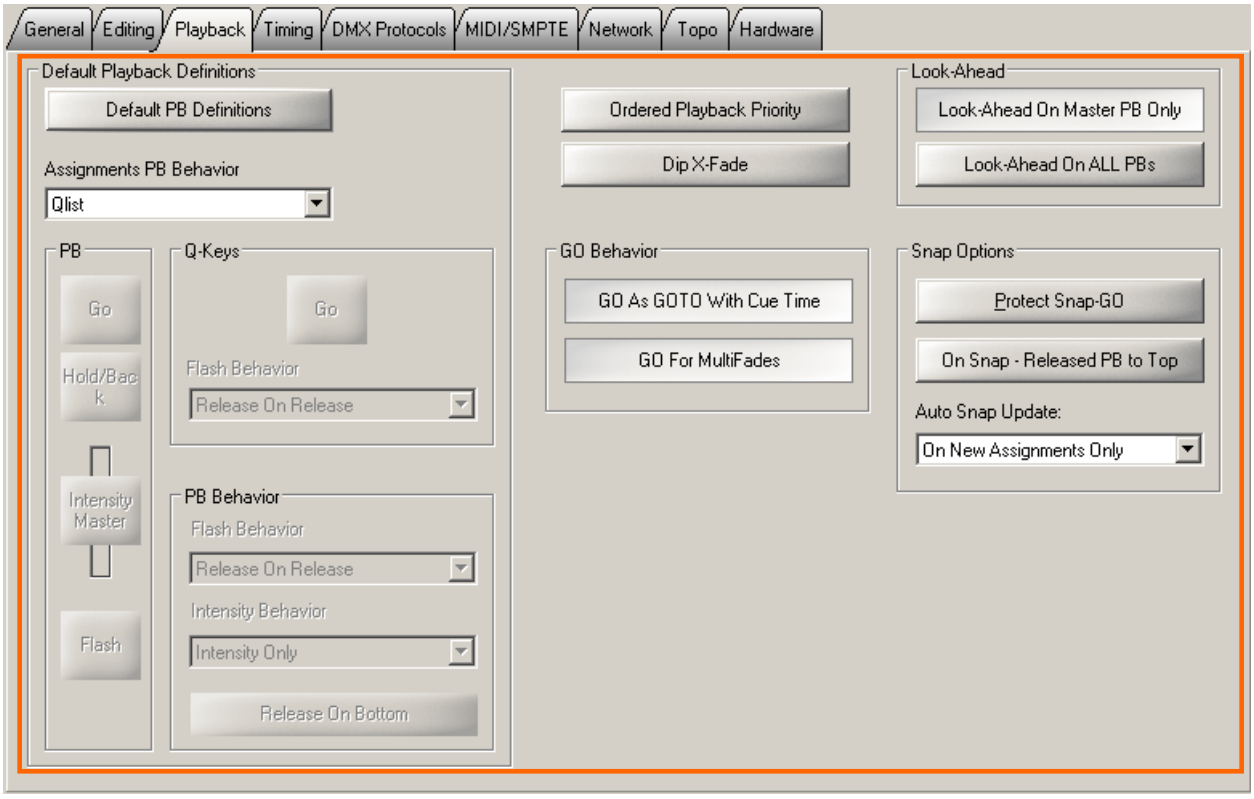



**New options on the Editing tab**

## Playback tab

The following was added and moved to the Playback tab:

- The **Look Ahead Active** option name was changed to **Look Ahead On ALL PB** in the Look-Ahead section.
- **Look Ahead On Master PB ONLY** option in the Look-Ahead section.
- **GO For Multi Fades** option in the GO Behavior section.
- The **Default PB Definitions** is located in the **Playback** tab instead of the **Default PB Definition** tab.
- The PB keys are now the same as the PB keys in the Real SETUP dialog which makes it easier to use on the Touch screen.
- ALL **Auto Snap Update** and **Snap Options**, were moved from the old **Behavior** tab to the new **Playback** tab.
- The **Ordered Playback Priority** and **Dip X-Fade** were moved from the old **Behavior** tab to the new **Playback** tab.

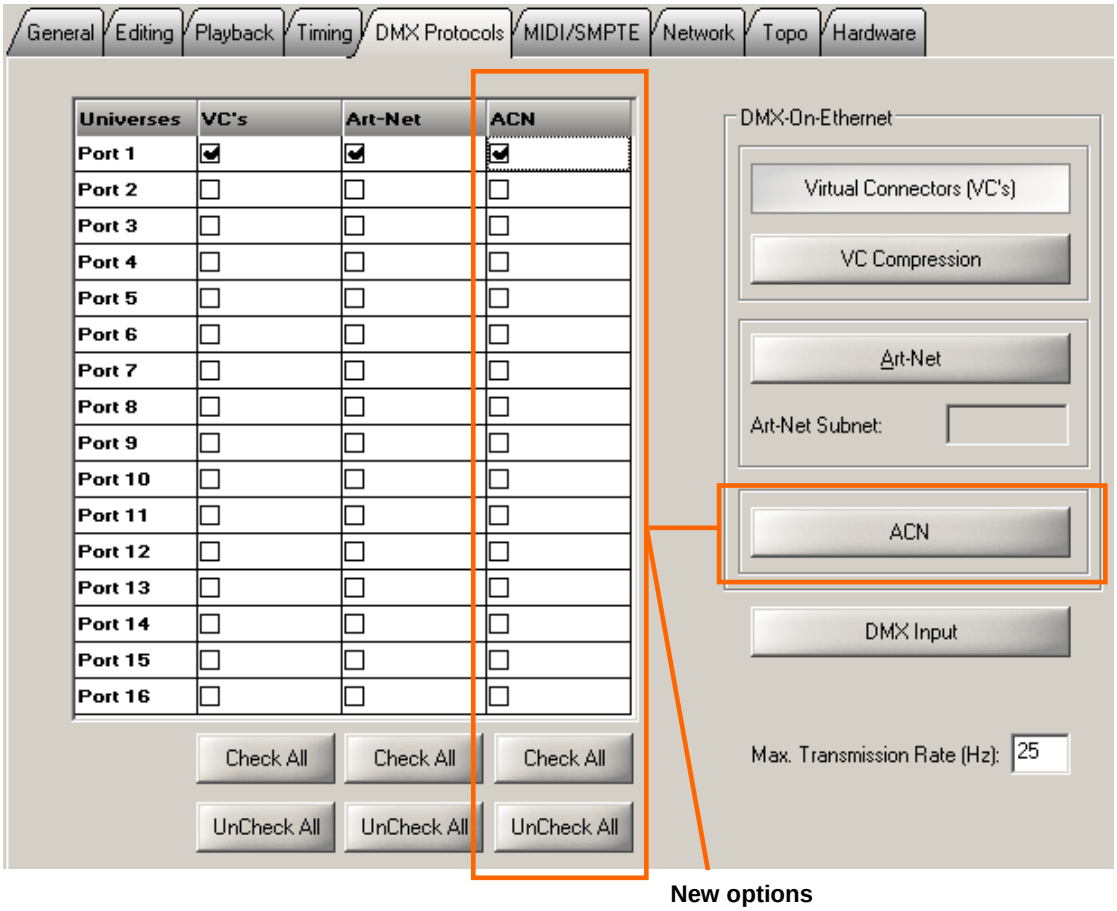



**New and changed options**

## DMX Protocols tab

The following was added to the DMX Protocols tab:

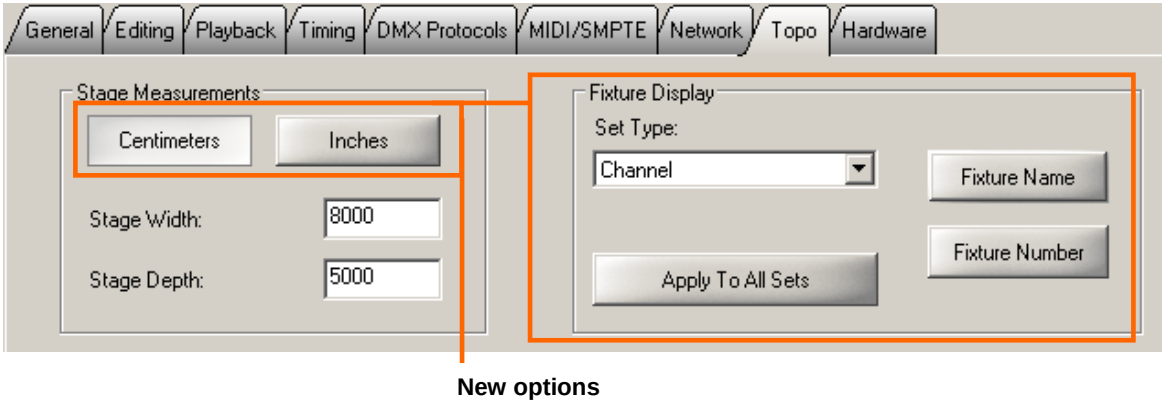
- **ACN** option in the DMX-On-Ethernet section.
- **ACN** check boxes with **Check All** and **Uncheck All** options.



## Topo tab

The following was added to the Topo tab:

- **Centimeters** and **Inches** option in the Stage Measurements section.
- The Fixture Display section which includes:
  - **Set Type** drop down list
  - **Fixture Name** option
  - **Fixture Number** option




## Hardware tab

Warning messages have been added to make you aware of certain actions that could cause a malfunction to the Console.

These messages have been added to the following setting options:

- **Display Settings**
- **Network Settings**
- **Touch Screen Settings**

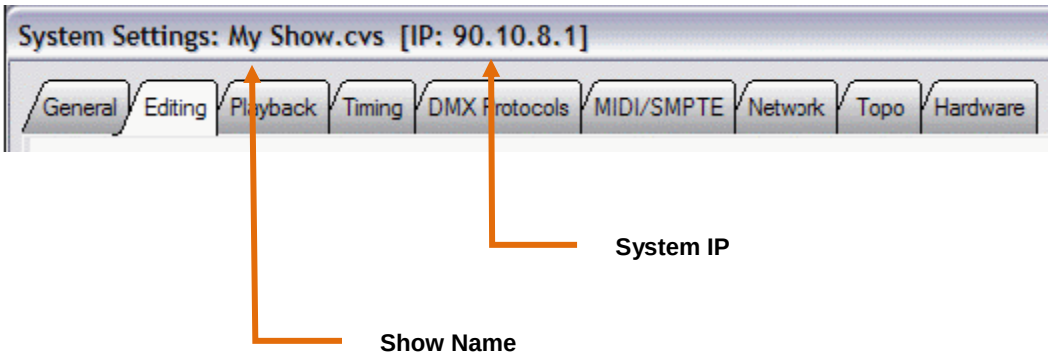
***NOTE!*** *Once* ***OK*** *is clicked, the Warning messages will no longer be valid until Vector is restarted!*

***ATTENTION!*** ***Caution is advised when making changes to these options.***

# Viewing the Show Name and IP

You are now able to view the Show name and IP address in the System settings dialog.

- **Tools ► Settings**



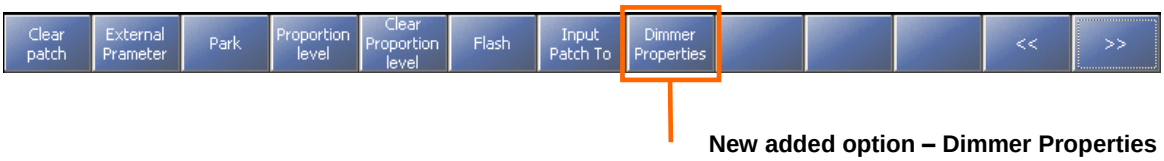

***NOTE:*** *On Vector PC the IP will not be shown, unless the Network card is named "Vector Network"*

# New Dimmer Properties Option

A new Soft key option has been added to the Dimmer options on the Editor tool bar called Dimmer Properties. By using the Dimmer Properties, you can access the Grand Master and the Dimmer Curves options, both of which can also be accessed, as always, from the Patch Manager (DMX Channel Properties).

This enables faster and easier access to these options without opening the Patch manager.

The **Dimmer Properties** Soft key on the Editor Tool bar:




**New added option – Dimmer Properties**

The **Grand Master** and **Curve** options in the new Dimmer Properties tool bar:

**New Grand Master and Curve options**

## *Working with Grand Master and Curve from the Dimmer properties*

The Grand Master and Curve options in the Dimmer Properties work the same way as they do in the Patch Manager.

The Dimmer Properties tool bar contains the Grand Master and Curve Soft keys, together with the existing Proportion level and Clear Proportion level Soft keys.

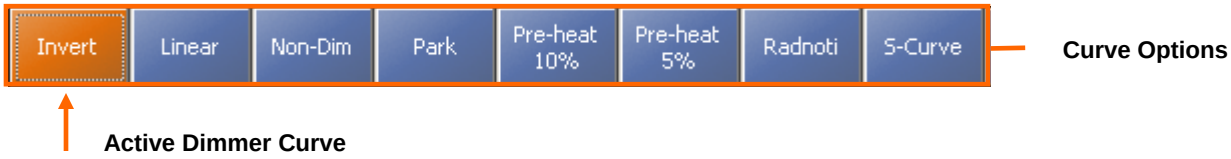
When using the Grand Master Soft key on a single or a range of Dimmers, the following colors apply:

- ***Blue***, when the Grand Master is **OFF** for the given range.
- ***Orange***, when the Grand Master in **ON** for the given range.
- ***Light Orange***, when the Grand Master has a **MIX** of Dimmers **ON** and **OFF** for the given range.

***NOTE:*** *The activity of the Grand Master can also be seen in the Command line:*
**>>Dimmer 1 Grand Master On**

When you choose the Curve option from the Dimmer Properties, a new tool bar will open with all the existing Dimmer Curves that are available in the Patch Manager.

The Current active Dimmer Curve for the given range of Dimmers will be highlighted in ***Orange***:




When using the Curve Soft key on a single or a range of Dimmers, the following colors apply:

- ***Orange***, when one of the Curve options is **ON** for a given range.
- ***Light Orange***, when there is a **MIX** of Curve options **ON** and **OFF** for a given range.

***NOTE:*** The Activity of the Curves can also be seen in the Command line:
**>>Dimmer 1 Invert Curve**

## How to access the Dimmer Properties

The Dimmer properties can be accessed by either of the following sequences:

- DIMMER #

  **-OR-**

- FIXTURE #, DIMMER

## Using the Grand Master option

Fixtures or Dimmers need to be selected in order to use the Grand Master ON / OFF option.

### To Enable or Disable the Grand Master

1. Select a Fixture or Fixtures.(optional)
2. Press **DIMMER.**

   The Dimmer options on the editor tool bar will appear.
3. From the Dimmer options on the Editor Tool bar, Tap **Dimmer properties**.

   The Dimmer properties tool bar will appear:

4. Click on the **Grand Master** to toggle it ON or OFF.
5. A Press **STORE**

   **-OR-**

   E Press **ENTER**

***Note the following:***

- If you have a range of Dimmers that the Grand Master is ON and OFF, then the color of the Grand Master will be light Orange.
- If you click on the Grand Master (ON/OFF) while it is light Orange, then the console will change **all** the selected Dimmers to the new setting.

## Using the Curve option

Fixtures or Dimmers need to be selected in order to use the Curve option.

### To Change Dimmer Curve

1. Select a Fixture or Fixtures.(Optional)
2. Press **DIMMER**.

   The Dimmer options on the editor tool bar will appear.
3. From the Dimmer options on the Editor Tool bar, Tap **Dimmer properties**.
4. Press **Curve**.

   The Curve tool bar will appear:

***NOTE:*** *The Current active Dimmer Curve will be highlighted in* ***Orange****.*

5. Select a different Dimmer curve setting if desired.
6. A Press **STORE**
7. **-OR-**

   E Press **ENTER**

***Note the following:***

- There can only be 1 Curve selected.
- If you have 2 or more Dimmers with different Curve settings, then the color of the used Curves will be ***light Orange***.
- By selecting a new curve setting, ***all*** the selected Dimmers will change to the new Curve setting.
- If you select a different Curve setting, it will turn **OFF** the active Curve and Vector will store the new Curve setting.

# Absolute DMX Toggle Display

A new option has been added to the Dimmer tool bar, to enables you to view Dimmer patch information in 2 ways, which can be seen in the Command line. With the new option called "Absolute DMX Display" you can decide to view the Absolute Dimmer range or the short Dimmer range with Port numbers.

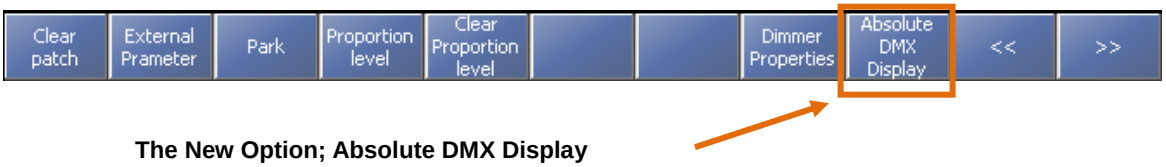
## *Accessing the Absolute DMX Display option*

The Absolute DMX Display option can only be accessed after using the following sequence:

1. FIXTURE #
2. DIM

***NOTE:*** *By default this option is OFF.*

**The Dimmer tool bar:**




**The New Option; Absolute DMX Display**

### *Using the Absolute DMX Display*

The following example shows how you can use the Absolute DMX display:

**Example:**

Channel 1 is patched to 3 Dimmers;

- Dimmer 1 on Port 1
- Dimmer 1 on Port 2
- Dimmer 1 on Port 3

The Sequence;

1. Channel, 1
2. DIM

   Will display the following in the Command line:

| When Absolute DMX Display option is.. | What happens | Command Line will display.. |
|---|---|---|
| OFF | The Command line will display the short Dimmer range. | [Channel 1, Dimmer 1, 2/1, 3/1] |
| ON | The Toolbar option color will be orange and it will display the full Dimmer range. | [Channel 1, Dimmer 1, 513, 1025] |

# DMX Port Swap

A new sequence has been added to enable DMX Port swapping.

The Console will swap the entire Port including external parameters and all DMX properties related to each Dimmer. The Console will only allow one Port to be swapped at a time.

The advantages of Port swapping is that if you need to move all the Fixtures from Port 1 to Port 2, instead of clearing the Fixture patches and then re-patching them, you can simply swap the Ports.

Once you have swapped the DMX Ports, you will need to connect the related DMX Port cables to the new Port. If you are using Ethernet protocols (IE: VC) you will also need to modify the DMX Protocols settings accordingly: [**Tools► System settings ►DMX Protocols**]

**Swap With option on the Tool bar:**

## *Using the DMX Port Swapping sequence*

The **SHIFT** key needs to be used in order to activate the DMX key.

### *To Swap DMX Ports*

A

1. **SHIFT, DMX**

2. Type the Port number to swap.
3. @

   **-OR-**

   From the Tool bar click on the **Swap With** option

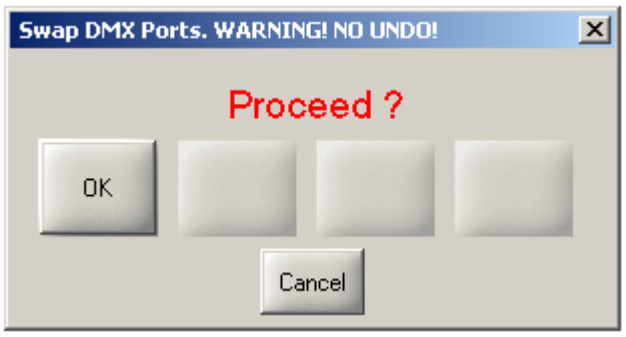
   Either way the Command line will display the text [**Swap with DMX Port**].
4. Type the Port number you want to swap with.
5. **STORE**

   **-OR-**

E

Click **ENTER**

Either way the Console will prompt you with a warning message:



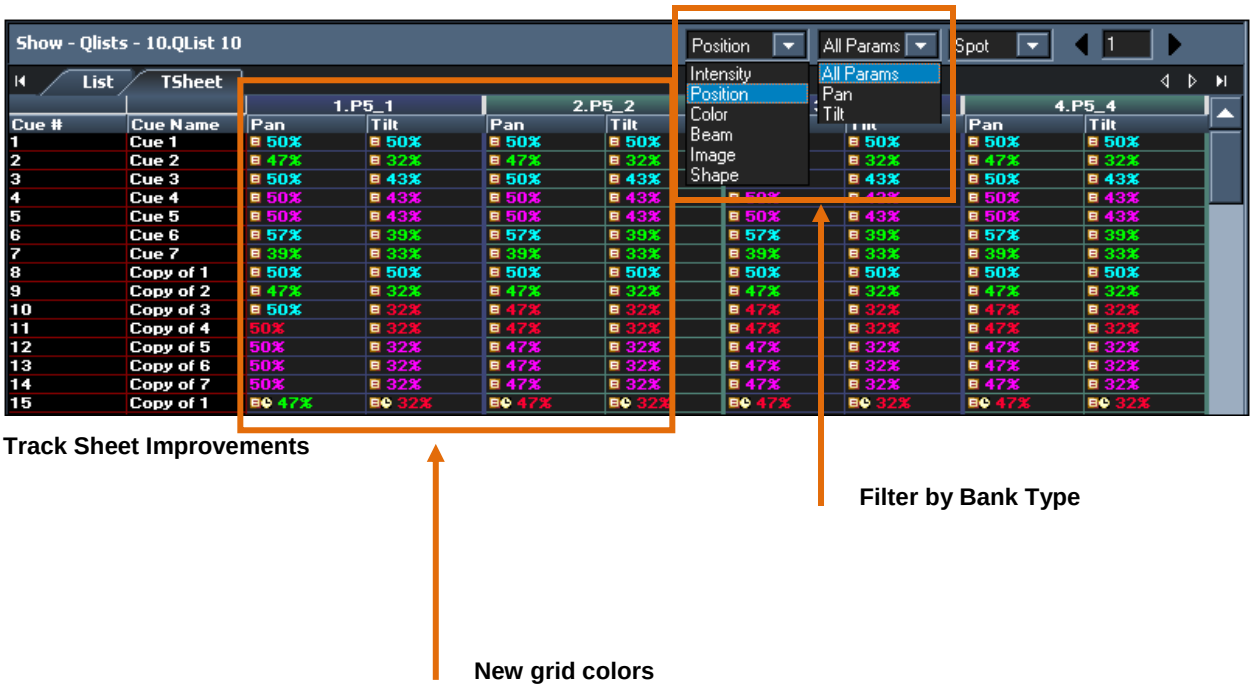

6. Click **OK** to proceed or **Cancel** to cancel the swap.

***ATTENTION!*** *There is **NO UNDO** for Port Swap.*

# Track Sheet Improvements

The following new features have been added to the Track sheet:

- You can filter the Parameters by Bank types.
- There is an option to view all the Parameters of the Active bank or view just one parameter.
- Every Fixture number heading is shown in a different color (Blue and Cyan), and the line between them will also be in those colors to help you locate them quickly.
- Fixture names can be seen on the Header of the Fixture, instead of just a number.



# Quick Dimmer Patch Information

By using the Sequence of **[DIM #, FIXTURE…],** will allow you to quickly get valuable Dimmer patch information about a selected Dimmer. This information will be displayed in the Command line and will work in both Action and Enter modes. If the Dimmer has different DMX properties other than the Default, they will also be displayed in the Command line.

The advantage of using this feature is that you can still store the Dimmer to any Fixture number as you do now, but you will know in advance if the Dimmer is patched or not before you get the override warning.

***NOTE:*** *This sequence will only work for SINGLE Dimmer.*

## How to display Dimmer patch information

Dimmer patch information can be displayed using the following sequences. These sequences will works for ***ALL*** set types.

### To display Dimmer patch information

1. DIM #
2. FIXTURE

**Example:**

If Channel 1 is patched to Dimmer 128, and you use the sequence DIM 128, Channel, then the command line will display:

```
>>Dimmer 128 Channel  (Channel 1)
```

This shows that Dimmer 128 is patched to Channel 1.

**-OR-**

1. DIM #
2. SHIFT
3. SET

**Example**:

If Dimmer 1 is patched to Spot 1, and you use the Sequence DIM 1, SHIFT, SET, then the Command line will display:

```
>>Dimmer 1 Set  (Spot 1, Cyan)
```

This shows that Dimmer 1 is patched to Spot 1, and the Parameter is Cyan.

### Example:

Dimmer 1 is patched to Channel 1. The Default Dimmer parameter DMX properties are: Grand master Enabled, Curve Linear and proportional patch of 100%. Dimmer 1 has GM disabled, Proportional level is set to 80% and the curve is set to Preheat 10%.

Using the Sequence DIM 1, Channel, will display all the changes, since the Default has been changed:

```
>>Dimmer1 Channel  (Channel 1, Prop:80%, Curve:PreHeat 10%, GM:Off)
```

***Note the following:***

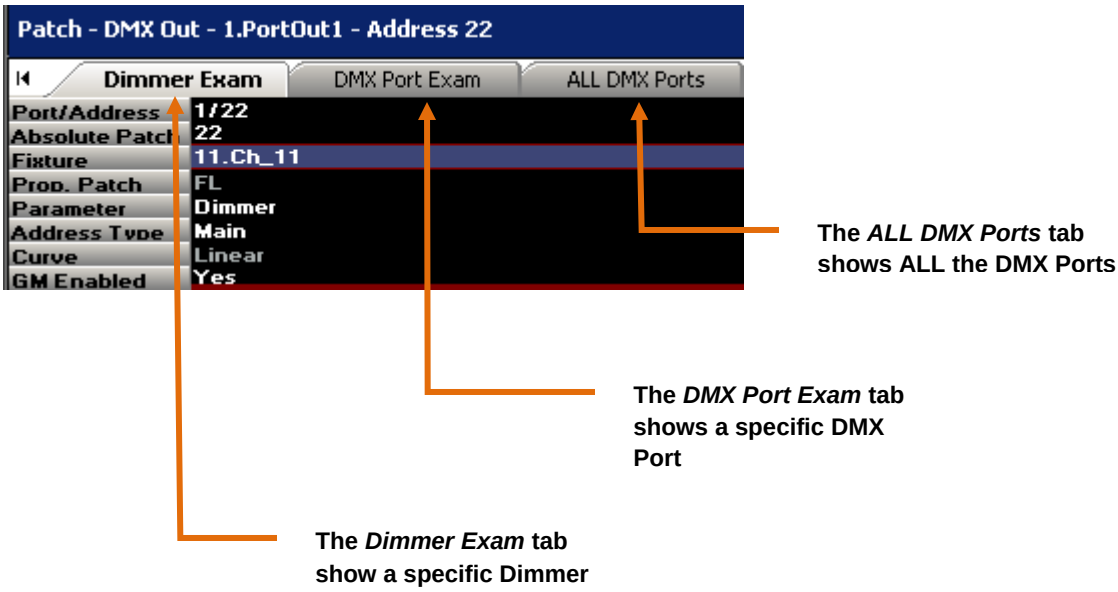
- If the Dimmer is ***not*** patched to any Fixture, the Command line will display; ***Unpatched***. `>>Dimmer 55 Channel Unpatched`
- The Command line will still display the currently patched Fixture regardless of the Set type chosen.

# Dimmer Exam View

You are now able to examine a full DMX Port or a specific Dimmer address. This is now done directly from the Keypad or from the Workspace tree:

**Examining a full DMX Port:**

**Examining a specific Dimmer or DMX Port:**

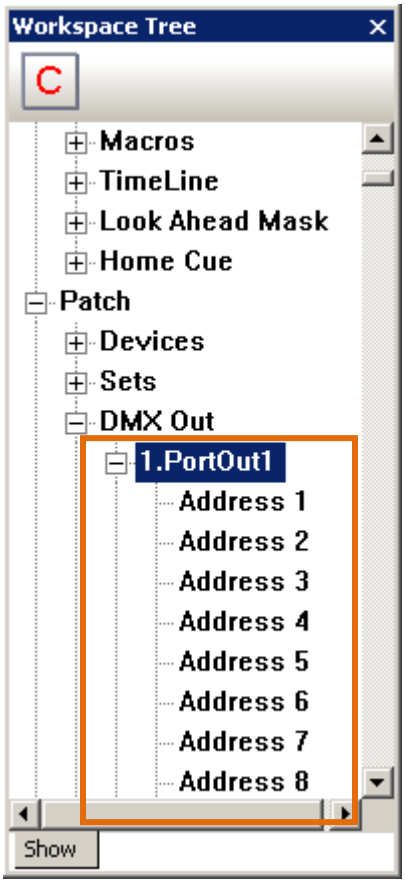



**The *ALL DMX Ports* tab shows ALL the DMX Ports**

**The *DMX Port Exam* tab shows a specific DMX Port**

**The *Dimmer Exam* tab show a specific Dimmer**

**Examining a specific Port address from the Workspace Tree:**




## How to Exam a DMX Port

You can Exam a DMX Port by using the new DMX key.

### To Exam a DMX Port

A

1. Press **SHIFT** + **DIM**.
2. Enter a Port number.

   **-OR-**

   Use the **NEXT** or **PREV** keys.
3. Press **Exam.**

E

1. Press **Exam.**
2. Press **SHIFT + DIM**.
3. Enter a Port number. (Example 1)

   **-OR-**

   Use the **NEXT / PREV** keys.
4. Press **Exam** or **ENTER**.

   The Default Exam view will be displayed showing the Selected Port.

***Tip!*** *While the Port Exam window is open, you can use the **NEXT** and **PREV** keys to navigate to the Next or Previous Port. This will only work if you do not press **RESET**.*

## How to Exam a specific Address

You can Exam a specific Address by either entering a full range number or a Port / Address number. Either way the Exam for the desired address will open.

### To Exam a Port / Address number

A

1. Press **DIM**.
2. Enter a Port number.
3. Press , then enter the Address number.( Example: 3/500)
4. Press **Exam**.

E

1. Press **Exam**.
2. Press **DIM**.
3. Enter a Port number.
4. Press , then enter the Address number.( Example: 3/500)
5. Press **Exam** or **ENTER**.

### *To Exam a full number range*

A

1. Press **DIM**.
2. Enter a full range number (Example: 1524).
3. Press **Exam**.

E

1. Press **Exam**.
2. Press **DIM**.
3. Enter a full range number (Example: 1524).
4. Press **Exam** or **ENTER**.

***Tip!*** *While the specific address Exam window is open, you can use the* ***NEXT*** *and* ***PREV*** *keys to navigate to the Next or Previous address. This will only work if you do not press* ***RESET****.*

# ACN Support

Vector now supports streaming ACN which enables you to control Fixtures over a network.

ACN is a simple protocol that offers functionality comparable to existing DMX over Ethernet protocols.

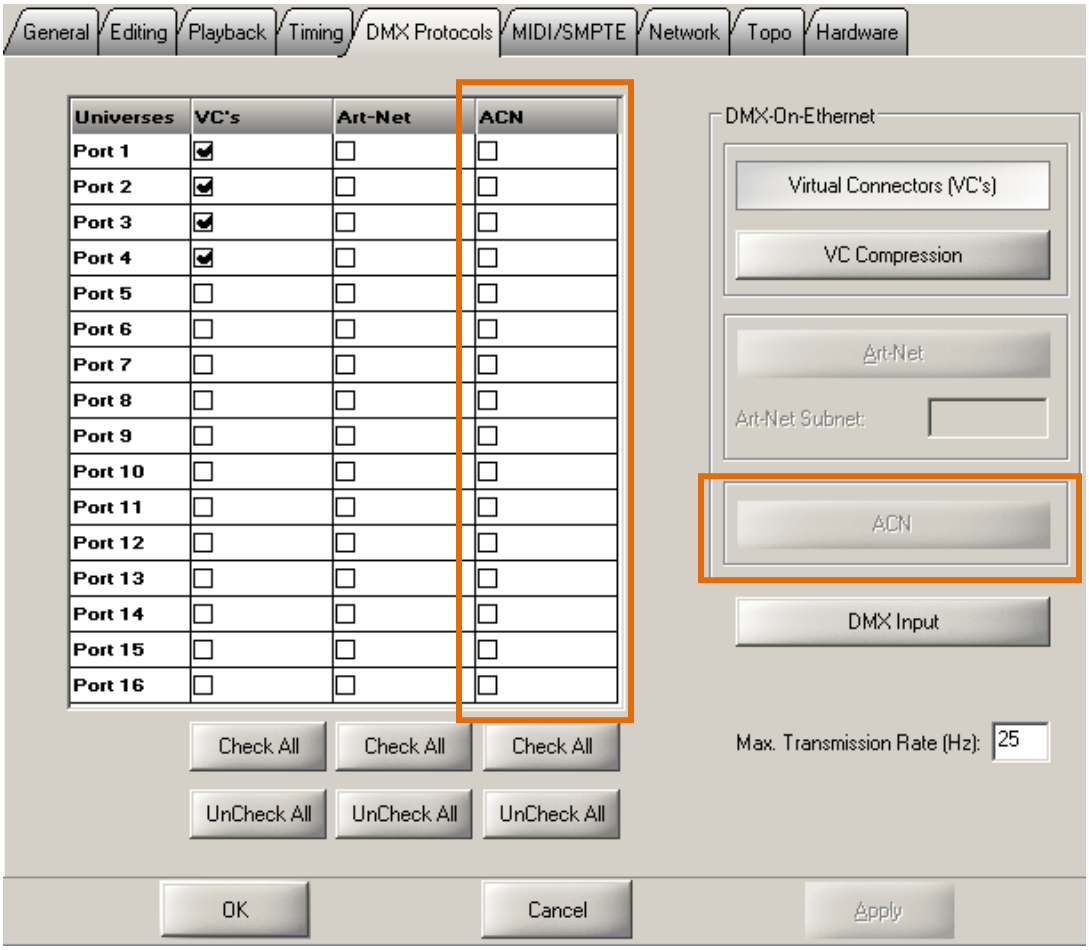
In order to use the ACN Protocol you need to make sure that you're Console and Fixtures are in the same network environment.

**Example:**

If Vector IP is 91.xx.xx.xx and the Subnet mask is 255.0.0.0, then the Fixture IP must also begin with 91 and Subnet mask must be 255.0.0.0

## *How to use ACN*

The ACN options are located in the System settings ► DMX Protocols tab:



### To Enable ACN

1. From the **Tools** menu click on **settings.**
2. From the **System settings** click on the **DMX Protocols** tab.
3. Tick the **ACN** Port that you would like to enable.

   Once you tick an ACN Port/s, the ACN option will become available:

4. Click on the **ACN** option to enable the ACN Protocol for the selected ports.
5. Click **OK** or **Apply.**

   The Indication bar will show ACN, to indicate that ACN is enabled:

***Tip!*** *You can use*

*or*

*options to tick or untick the ACN selections.*

# Vector PC Panel Skins

You are now able to select a panel skin that represents a certain Vector console. The Panel will now look very similar to the actual console. The Panel buttons and layout will be re-ordered according to the actual Console skin that has been chosen.

**Example:**

If you choose the Violet skin, then the Panel buttons will be re-ordered according to the Panel layout of the actual Vector Violet console.

Changing panel skins enables you to work in a familiar panel environment of a certain Vector console therefore making life much easier for you.

There are 6 Panel skins to choose from:

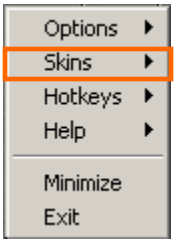
- Red – (Vector red console)
- Blue – (Vector blue console)
- Green – (Vector green console)
- Orange – (Vector orange console)
- Violet – (Vector Violet console)
- Editor (Remote editor wing)

***NOTE:*** *The Default skin is Blue*

## How to change the Panel skins

Changing panel skins is done from the Skins menu. There are 2 ways to access the Skins menu:

1. Right click the Mouse anywhere when you see the Hand curser




**-OR-**

2. From the PC panel menu bar

***NOTE:*** *To reveal the Panel menu bar (Which is normally hidden), place the Mouse over the top left hand corner of the Panel.*

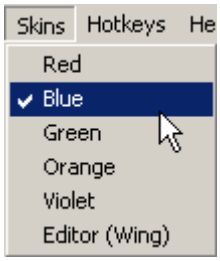
### *To Change the Panel skin*

1. From the PC panel, click on **Skins.**

   **-OR-**

   On the PC panel right click the Mouse when you see the Hand curser, and select **Skins** from the Menu.

2. From the Skins menu, click on the desired skin




   The Panel skin will change immediately.

***NOTE:*** *When you change the PC Panel skin, it will also affect the Remote PC editor and vice versa.*

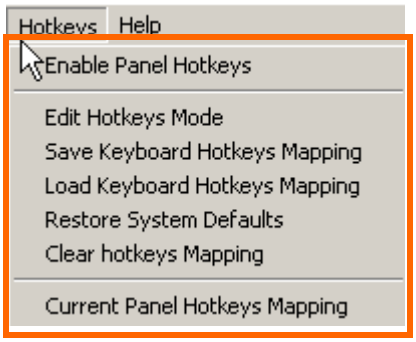
# Hotkey Mapping

You are now able to modify the Hotkeys mapping on the PC Panel. This enables you to customize your Hotkey mapping according to your preferences. It is also possible to save a few Hotkey mapping sets, so that each user can have his own Hotkey set.

***NOTE:** The **Enable Panel Hotkeys** option has been moved to the new Hotkeys Menu.*

## *The Hotkeys menu*

The Hotkeys menu contains all the Hotkey options:

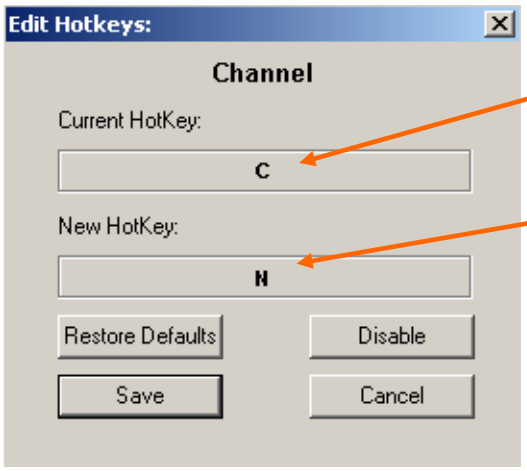
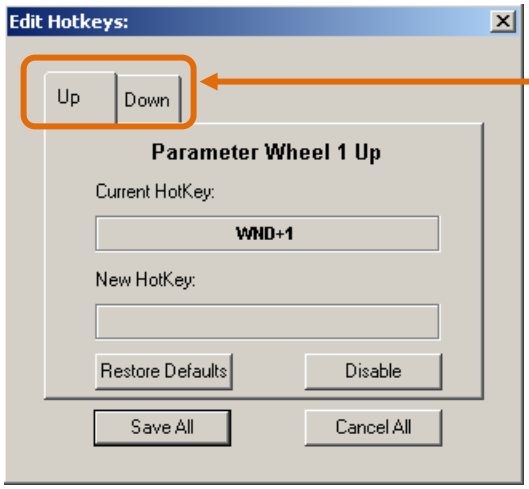


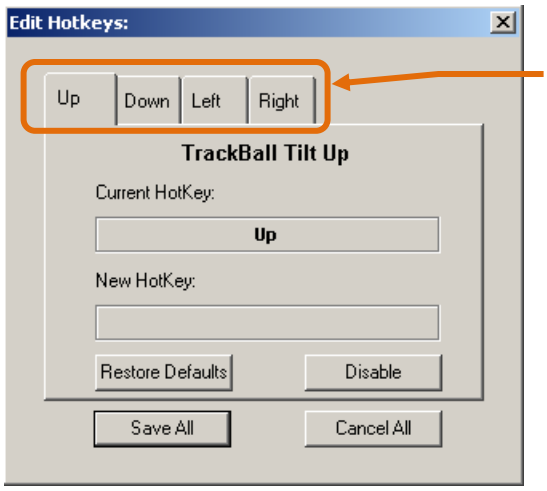

The following are the Hotkey menu options and there functions:

| Hotkey edit menu option | What it does |
|---|---|
| Enable Panel Hotkeys | Enable or Disable the Hotkeys for the Panel. |
| Edit Hotkeys Mode | When enabled, you can edit any Hotkey by clicking on the Panel button or Wheel. |
| Save Keyboard Hotkeys Mapping | Saves the Current mapping of the Hotkeys, to a file with the Extension. **cvk**. |
| Load Keyboard Hotkeys Mapping | A pre-saved Hotkeys map can be loaded. |
| Restore System Defaults | Will restore the Factory default hotkey map. |
| Clear Hotkeys Mapping | Will clear ***ALL*** the Hotkeys, so you can start mapping the Hotkeys from the beginning. |
| Current Panel Hotkeys Mapping | Will open a list of current Hotkeys in a new window. |

## The Edit Hotkeys dialog boxes

In Edit mode, pressing on any Panel Key, Wheel or Track ball will open the Edit Hotkeys dialog box. Buttons, wheels and the Track ball each have slightly different edit Hotkeys dialog boxes:

| Button | Dialog box |
|---|---|
| |   **Current Hotkey** When No Hotkey is assigned, the Text in the Box will be [**NONE**] **New Assigned Hotkey** The New assigned Hotkey will be visible in this block. |
| **Wheel** | **Dialog box** |
| |   **Up and down Parameters** Used to assign up and down Hotkeys |
| | |

| Track ball | Dialog box |
|---|---|
| |   **Up, down, left, right** Used to assign up, down, left and right Hotkeys |

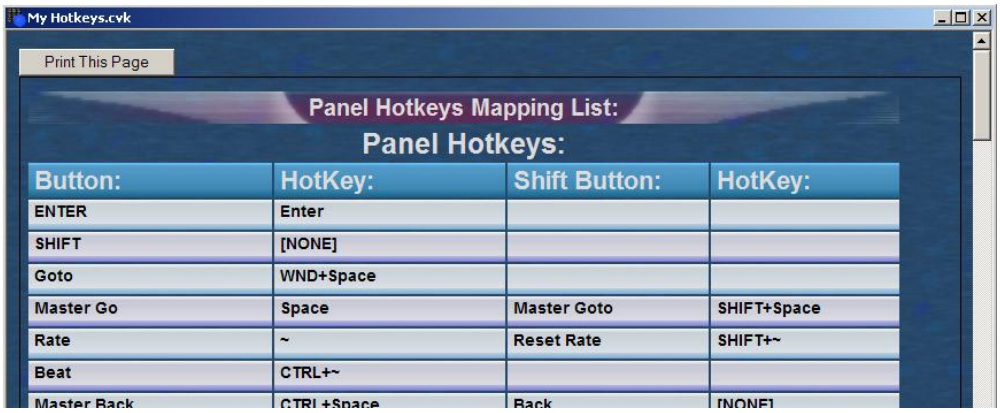
### *The Edit Hotkeys dialog box options*

The following are the Edit Hotkey options and there functions:

| | |
|---|---|
| | Restore the Factory default Hotkey for the Selected key. |
| | Saves the New selected Hotkey. |
| | Clears the Hotkey for the Selected key<br>**NOTE:** If you disable a key, then [NONE] will be displayed:<br> |
| | Cancels any changes made to the Selected Hotkey. |
| | Assign up, down, left and right Hotkeys on the Wheel or Track ball. |

## The Panel Hotkeys Mapping List

The Panel Hotkeys mapping list displays the current panel hotkeys. The Hotkeys list is according to the current Hotkeys mapping of the Panel regardless if the Hotkeys are saved or not. From the Hotkeys mapping list, you can print and track changes of the current Hotkeys.




The Hotkeys list window header will display the Name of the Current loaded Hotkeys map;

.

If any changes have been made to the Hotkeys mapping list, the Window header will display "**Modified**" next to the Hotkeys map name;

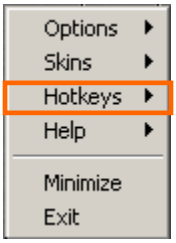

Once the Panel Hotkeys mapping list window is open, you can search for a Hotkey by using **Ctrl + F**, which brings up a search box.

## How to Edit Hotkeys

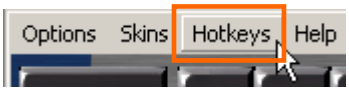
Each panel button can be assigned with only 1 keyboard Hotkey. All changes to the Hotkeys are temporary until saved.

There are 2 ways to access the Hotkeys edit menu:

3. Right click the Mouse anywhere when you see the Hand curser




**-OR-**

4. From the Panel menu bar 

***NOTE:*** *To Reveal the Panel menu bar (Which is normally hidden); place the Mouse over the top left corner of the panel.*

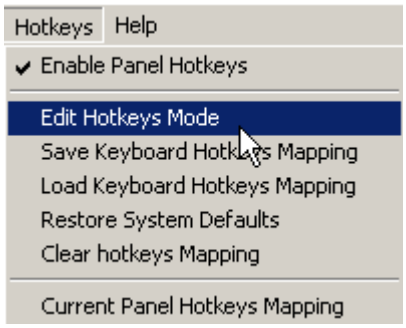
### *To Edit Hotkeys*

1. From the Panel top menu, click on **Hotkeys.**

   **–OR-**

   Right click the Mouse and select **Hotkeys**.

2. From the Hotkeys menu, select **Edit Hotkeys Mode**:




***NOTE:*** *The Command line on the PC panel will display the following:*

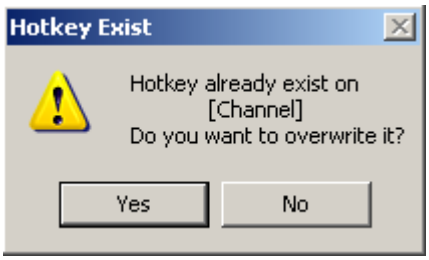
**Edit Hotkeys Mode Active! Tap on a selected button to edit**

3. Click on the Panel button or wheel to edit.

   The Edit Hotkeys dialog box will appear:

4. Select the new Hotkey by pressing the Key from the PC Keyboard.
5. Click **Save**.

***NOTE*:** *If the new Hotkey already exists, then you will be prompt with a warning message to overwrite:*




***NOTE:*** *The Panel will stay in the Edit mode until you disable the Mode.*

***Tip:*** *After you have assigned new Hotkeys, you can test them from the PC keyboard, provided the Enable Panel Hotkeys is enabled;*

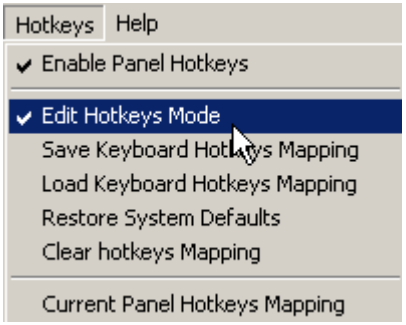

### *To Disable edit Hotkeys*

1. From the Panel, click on **Hotkeys**.

   **–OR-**

   Right click the Mouse and select **Hotkeys**.

2. From the Hotkeys menu, select **Edit Hotkeys Mode** to disable the Edit mode.




***NOTE:*** *The Command line on the Panel will return to normal.*

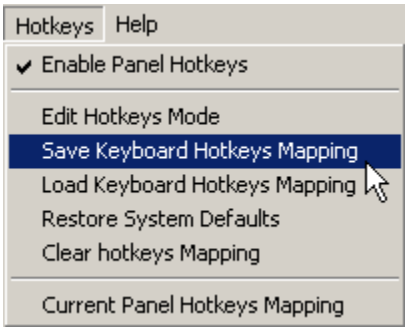
### To Save the Current Hotkey map

1. From the Panel, click on **Hotkeys**.

   **–OR-**

   Right click the mouse and select Hotkeys.

2. From the Hotkeys menu, select **Save keyboard Hotkeys Mapping**.




   The **Save As** dialog box will appear.

3. Type the Name of your Hotkeys file.
4. Click **Save.**

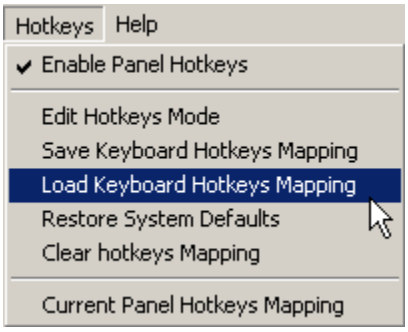
### To Load a Hotkeys map

1. From the Panel, click on **Hotkeys.**

   **–OR-**

   Right click the Mouse and select **Hotkeys.**

2. From the Hotkeys menu, select **Load keyboard Hotkeys Mapping.**




   The **Open file** dialog box will appear.

3. Select the Hotkeys file you want to load.
4. Click **Open**.

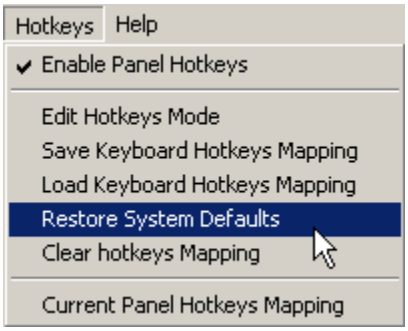
### *To Restore system defaults*

1. From the Panel, click on **Hotkeys.**

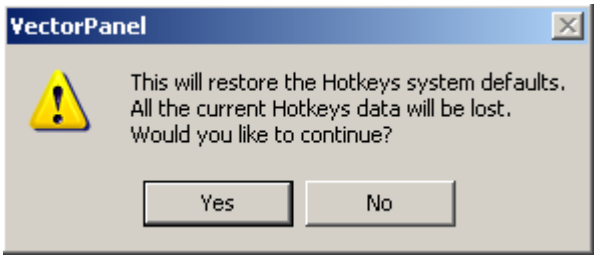
   **–OR-**

   Right click the mouse and select **Hotkeys.**

2. From the Hotkeys menu, Select **Restore System Defaults**.




   The Restore Hotkeys warning dialog box will appear:




3. Click **Yes** to Restore.

   The Hotkeys system defaults will be restored.

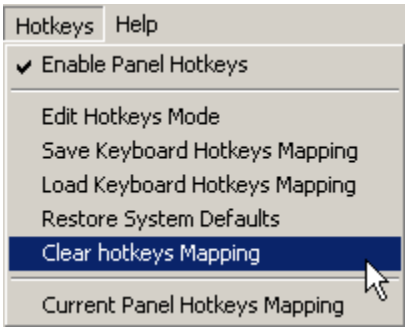
### *To Clear Hotkey mapping*

1. From the Panel, click on **Hotkeys.**

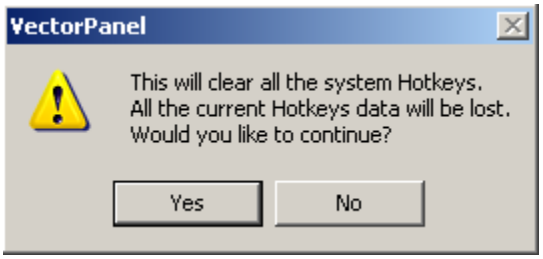
   **–OR-**

   Right click the mouse and select Hotkeys.

2. From the Hotkeys menu, Select **Clear Hotkeys Mapping.**




   The Clear Hotkeys warning dialog box will appear:




3. Click **Yes** to clear Hotkeys.

   The System Hotkeys will be cleared.

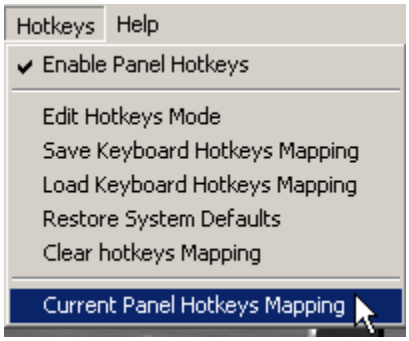
### *To View current panel Hotkeys*

1. From the Panel, click on **Hotkeys.**

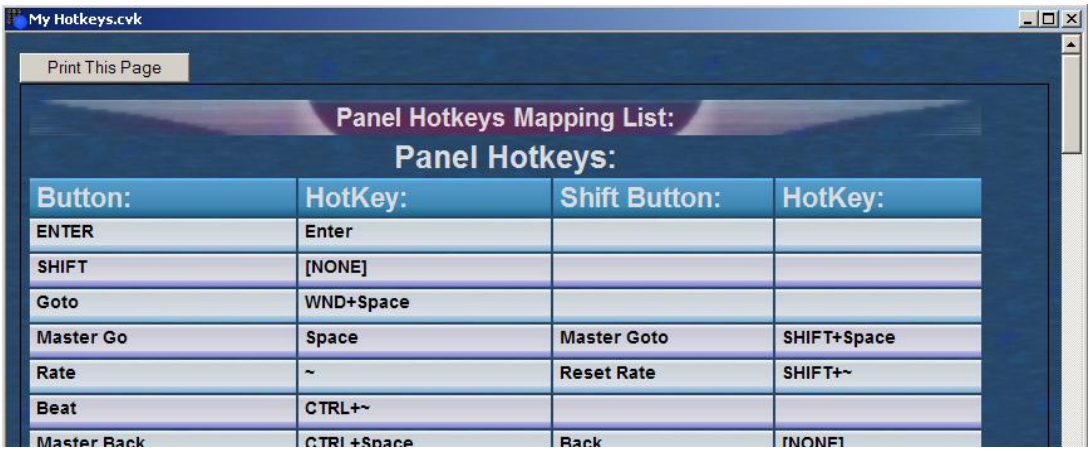
   **–OR-**

   Right click the mouse and select **Hotkeys.**

2. From the Hotkeys menu, select **Current Panel Hotkeys Mapping**.




A New window will open with a list of Current Hotkey mappings:

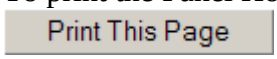



***NOTE:*** *When the Current Hotkey mapping list is open, the option on the Menu will be grayed out:*

## --Optional--

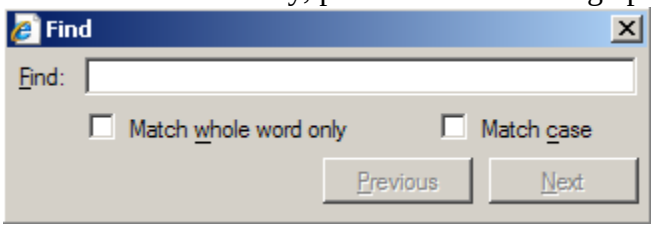
### *To Print the Current Hotkey mapping*

a. To print the Panel Hotkeys Mapping List the Print This Page option;



### *To Search for a Hotkey*

b. To Search for a Hotkey, press Ctrl + F to bring up the search box;




***NOTE:*** *When you change the PC Panel Hotkeys mapping, it will also affect the Remote PC editor and vice versa.*

# Other Improvements for Vector PC Panel

Other Vector PC Panel and Remote improvements include:

- Show or Hide the Panel title bar
- Attach the PC Wing to the Panel

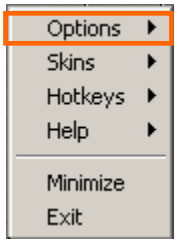
## *Show/Hide panel title bar*

It is now possible to hide the Title bar for the Panel and the Wing to save screen space.

### *Accessing the Option to hide the Title bar*

There are 2 ways to access the Option:

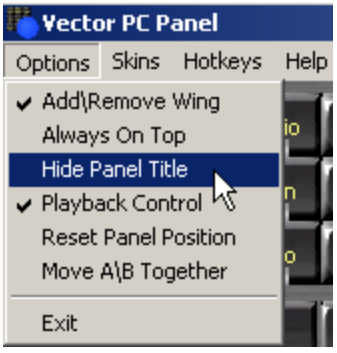
1. Right click the Mouse anywhere when you see the Hand curser




**-OR-**

From the Panel menu bar


2. Select the **Hide Panel Title** option to hide the Title bar on both PC Panel and Wing

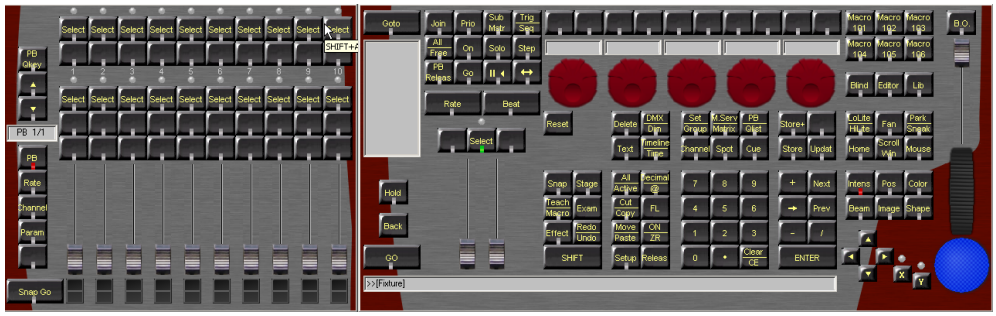


## *The PC Wing can attach to the PC Panel.*

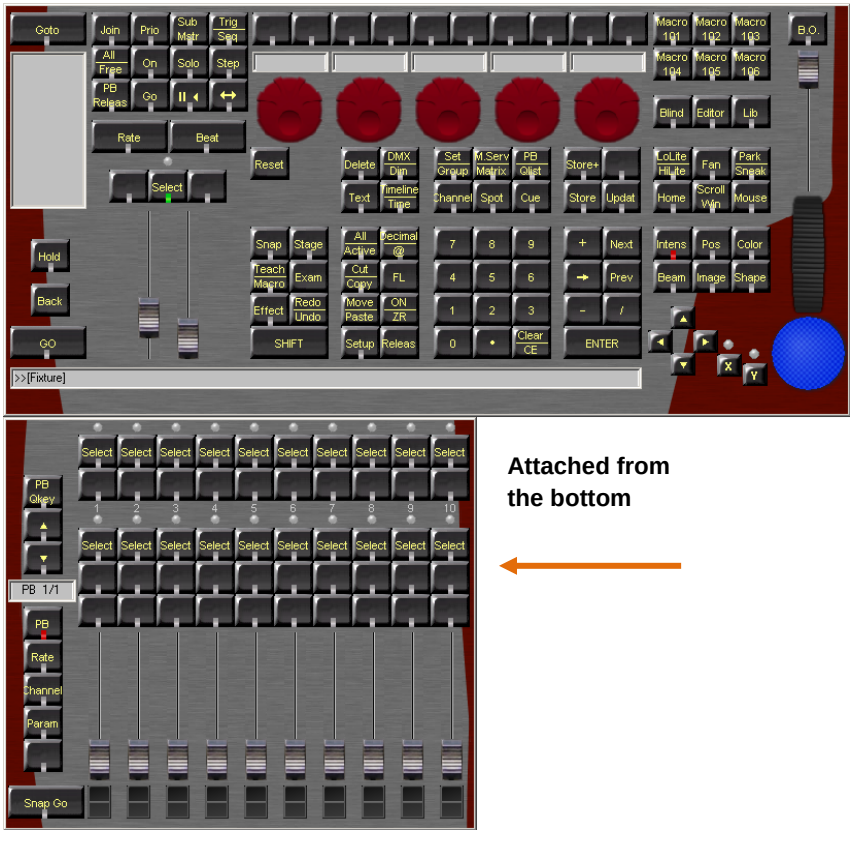
You are now able to attach the PC Wing to the Panel. This helps you move both the PC Wing and Panel at the same time.

The Wing can be attached to the Panel by simply dragging the Wing close to the Panel corner that you want it to attach to. Once they are attached, dragging the Panel ***only***, will affect both the Panel and Wing.

To de-attach the Wing from the Panel, simple drag the Wing away from the Panel.



**Attached from the Left**



**Attached from the bottom**

# New Physical Wheel Features for Vector Violet and Ultra Violet

The Physical wheels on the new line of Vector Violet and Ultra Violet are now pushed down wheels, giving you a faster way of selecting parameters and fine tuning parameters.

The New "push" down feature includes:

3. Ability to select a parameter by pushing down on the Physical wheel, instead of; pressing on the Parameter bank on the Touch screen:
4. Fine tuning of a parameter, by pushing the Physical wheel down and turning it, instead of; pressing and holding **SHIFT** while turning the Physical wheel.

***NOTE:*** *The rest of the wheel functions are the same as the other consoles*.

## *Using the Push down feature on the Wheels*

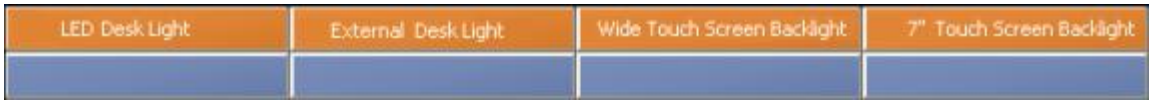
The Push down feature can be used in the Following ways:

| Doing the Following | What happens.. | Same as .. |
|---|---|---|
| Pressing down on the Wheel ***only***. | By Pressing the Wheel down once ***without*** turning it will select the particular parameter. | Selecting the Parameter from the Parameter bank on the touch screen |
| Pressing down on the Wheel and turning. | This gives you finer tuning control of the Selected parameter. | Holding **SHIFT** and turning the Wheel. |

# New Desk Light Control Functions for Vector Violet

New desk light functions have been added to the Vector Violet only. The Desk light control options can be accessed from the Editor Toolbar:

**The New desk light control options:**




## *Desk light control options*

The following is a list of desk light control options and there functions:

| Desk light control option | What it does |
|---|---|
| LED Desk Light | Controls the LED strip light on the Ultra Violet wide screen. |
| External Desk Light | Controls the Gooseneck external light on the Violet. |
| Wide Touch Screen Backlight | Controls the Wide touch screen backlight on the Ultra Violet. |
| 7" Touch Screen Backlight | Controls the Backlight of the On-Board 7" screen on the Violet. |

### *To Access the Desk light control functions*

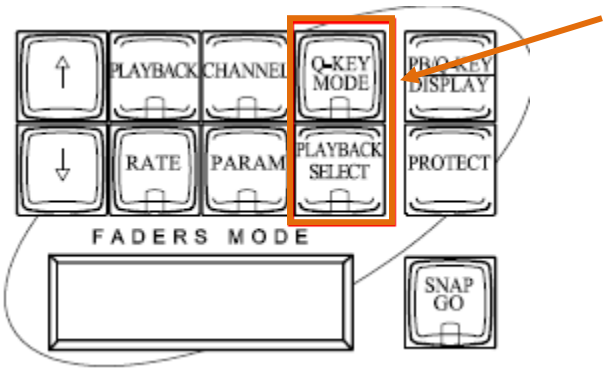
1. Press **Setup**.
2. From the Editor Tool bar, click **Desk lights**.
3. Use the Wheels to change the levels.

# Vector Violet Playback Select Key and Q-Key Mode Functions

The Q-Key mode has now been added to Vector Violet only which will simulate 20 Q-Keys. This gives the ability to change the functions of the PB select key to the Q-Key control key. Once the System is in Q-Key mode you have access to 20 PB's and 20 Q-Keys per page.

Two new buttons have been added to the Vector Violet Console for the Q-Key mode:

- The Q-Key mode key
- The Playback Select key




**New Buttons added:**

Q-KEY MODE

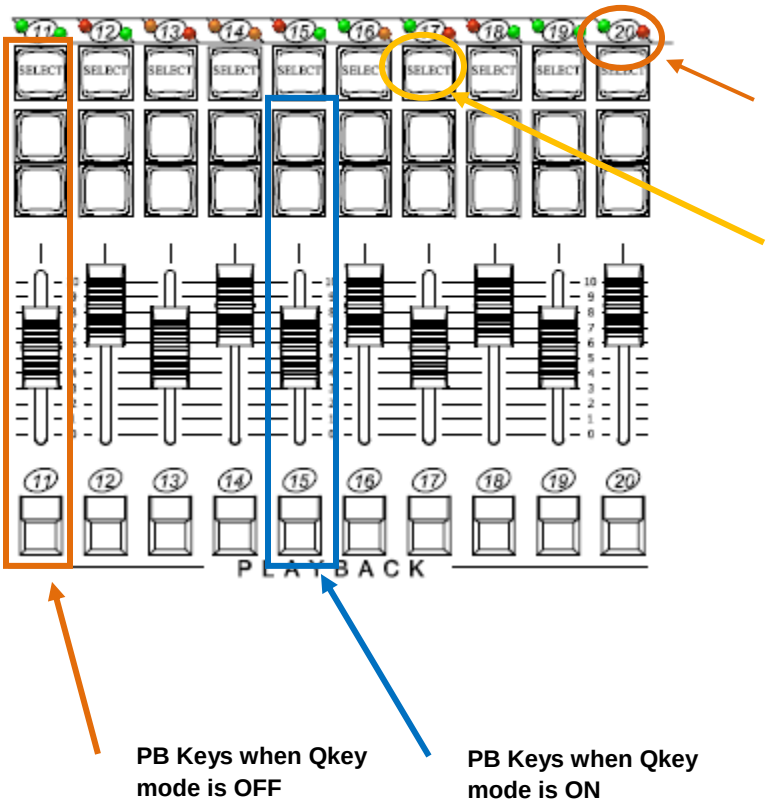
PLAYBACK SELECT

## *Q-Key Mode*

The Q-Key mode can either be turned ON or OFF. When the Q-Key mode is OFF, there will be 20 PB's per page with NO access to the Q-Keys and the Operations are the same as on all the other Vector Consoles.

When the Q-Key mode is ON (LED is Red), there will be 20 PB's and 20 Q-Keys available per page and the **SELECT** keys of the PB's will become the Q-Keys control key. The Sequences for using the PB's and Q-Keys are slightly different as there are NO select keys for the PB's and Q-Keys.

**Q-Key Mode:**




***NOTE:*** *Access to the Q-Keys is from the Q-Key mode ONLY. There is NO Access to the Q-Key when the Console is not in Q-Key mode.*

## *Playback Select key*

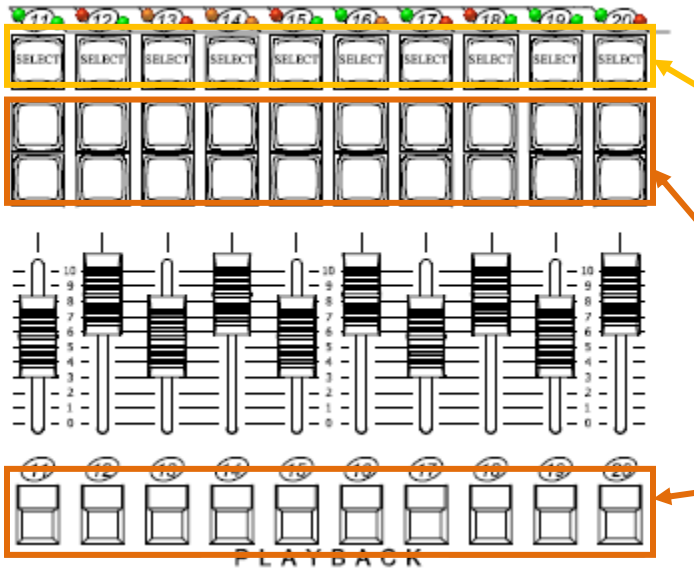
When the Console is in Q-Key mode, the PB's and Q-Keys do not have a physical select key, which means that most of the PB operations are not available. For this reason a general Playback Select key was added to the Vector Violet Console. When pressing the Playback select keys, all PB keys become the Select keys.

The Playback Select key gives you the ability to do all the Playback operations using the same sequences that you use on the other Vector consoles with the addition of one more key in the Sequence.

### Example:

The Console is in Q-Key mode. If you want to store a new Cue on PB 1, the Sequence of **[Store, Cue, Playback Select]** (All the Playback keys function will change to the select key function), then press on any of the Playback keys. The new Cue will be stored on the PB 1.

**Playback Select key mode:**

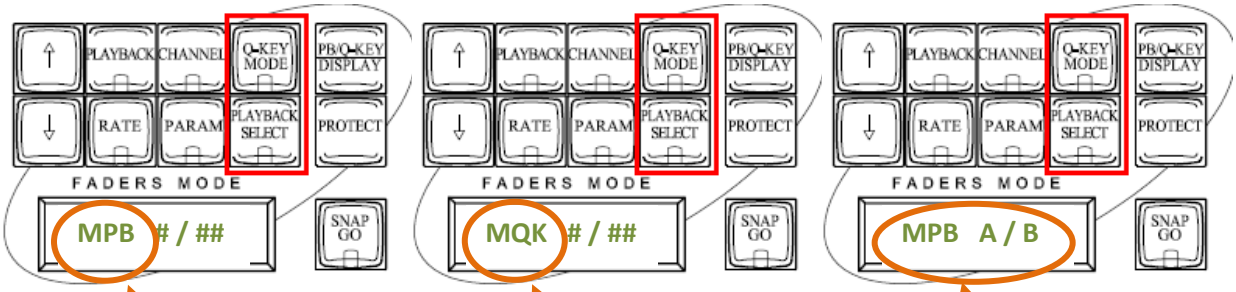



**When pressed, the Q-Keys control key functionality changed to - SELECT**

**When pressed, all of the PB control key's functionality changed to - SELECT**

## *Master PB indication when using the Playback select key*

When you press the Playback Select key, the Faders mode LCD will indicate the current master playback:




**When the PB is the Master**

**When the Q-Key is the Master**

**When A/B the Cross-fader is the Master**

## How to use the Playback Select key

When the Playback Select key LED is ON, then all the Playback control keys function as a SELECT key. The Playback Select key can be used in the following ways:

- Once only (LED is ON)
- Multiple times (LED Blinks)
- Hold down (LED is ON)

### Using the Playback Select key once Only

When you want to do a single Playback operation, one press on the Playback select key (Green LED is ON), will turn the Function of all the Playback control keys to the SELECT key function. Once you press on a control key, the Playback Select key will turn OFF and all Playback keys will return to their original state.

### Using the Playback Select key multiple times

When you want to do a few playback operations at a time, you can double press on the Playback Select key (Green LED Blinks), this will turn the Functions of all the Playback control keys to the SELECT function key. The Keys of the Playback will remain in the SELECT mode until you press on the RESET key or again on the Playback Select key.

### Holding down the Playback Select key

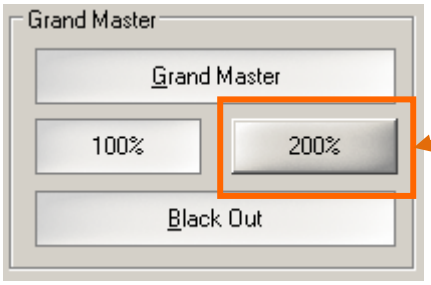
Holding down the Playback Select key is another way of doing a few operations at a time. But instead of double pressing on the Playback Select key, you need to press and hold down the Playback Select key. This will turn all the Playback control keys to the SELECT function key. The Control keys will remain in the SELECT function until you release the Playback Select key.

***NOTE:*** *The Playback select key will function outside of the Q-Key mode only for Playbacks*

# The Grand Master at 200%

A new option was added to enable the Grand master to exceed 100% of intensity to 200%. This is extremely useful if you are moving to a bigger venue with an elevated ceiling that requires a higher lighting intensity.

The new option is located in the **System settings ► General tab**




**The new 200% Grand master option**.

## *Using the Grand Master 200% option*

When switching between 100% and 200%, the System ***must*** match the new Grand Master level ***only*** by going through zero level, either by taking the Fader down to zero level, or by pressing the **B.O**. key when the "**Black Out**" option is enabled.

***ATTENTION!*** *If the Grand master is set to 200% and the Grand master fader is disabled and the Grand Master will go to 100%.*

When switching between options, the following happens:

- The GM will flash yellow with an astrix (*). This can be seen in the Command line;

  
- The B.O
  
  led will blink.
- Fade the GM fader to 0% then increase the fader to the desired level.

  -OR-
- Press twice on the B.O key if the **Black Out** option is enabled.

## New Grand Master indication color

The Magenta color was added to the Grand Master indication area to show when the Grand Master is over 100%:

- When the Grand Master is over 100% the Grand Master indication area changes to Magenta;

and the Led on the B.O. button blinks.