

Vector Release Notes

Release Date: **3/04/2011**

Real time version: **3.19R01**

Windows version: **3.19R01**

RT interface version: **3.19R01**

Firmware file updates are required for:

- Remote Editor Wing: **Version 28**

The following Macro Keys have changed:



SEE [Quick Access to MACRO's](#)

(Please contact your local Compulite distributor for replacement keys)



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IMPORTANT NOTES!!

Please note the following before continuing!

In this version we added more options to the System Settings.


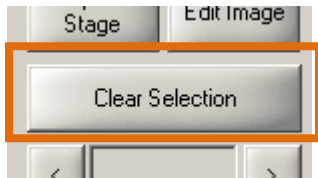
The following list is new options that are disabled by default (Previously they were always enabled); this is relevant for new shows and saved shows from previous software versions:

- The **Remote Control** is now DISABLED by default. See [Remote Control Enable / Disable](#)
- **SMPTE** and **MTC** new buttons are DISABLED by default. Any external trigger (SMPTE or MIDI Time Code) will be ignored unless you enable the relevant SMPTE or MIDI Time Code button. See [SMPTE Midi Enable / Disable](#)
- “**Activate Snap On Load**” is DISABLED by default. Saved shows from previous versions will be loaded to the default setting. See [Vector Snap Enhancements](#)




We recommend using 2GB of RAM for better performance while using this version on Vector PC. (3.19)

Version Highlights

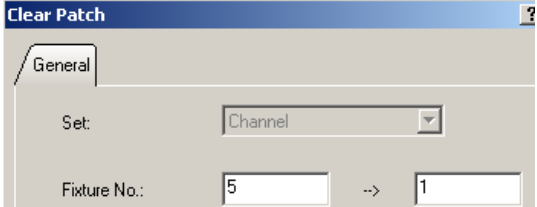
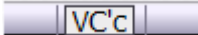
In this version we added more than 40 new devices and updated 80:

| 1. Display | |
|--|--|
| 1.1. View Properties Button | <p>A new View Properties button was added to the pane title of any grid or soft key view:</p>  |
| 1.2. Master PB Indication Enhancement | <p>The Playback key on the Faders Mode can be used to display the Master PB on the Faders Mode LCD.</p> |
| 1.3. Clock and Date View | <p>A Digital and Analog clock was added together with a Date view.</p> |
| 2. Matrix | |
| 2.1. Live Matrix Zoom Function | <p>You now have full zoom function control while in Live view; Zoom in/out and Fit To Screen. These controls are found on the pane title of the Matrix programmer live view.</p> |
| 2.2. Increased Matrix Width / Height in the Patch manager | <p>The Matrix width or Height can now be increased to 10,000. The max <i>cells</i> width/height is still 40,000.</p> |
| 2.3. Clear Selection | <p>A Clear Selection button was added to the Matrix Programmer. Now you can clear a selection by a click of a button:</p>  <p>See Vector Reference Guide; Chapter 11, Page 292 on how to display the Matrix programmer.</p> |
| 3. Editing | |
| 3.1. Vector @ Key Enhancement | <p>This enables only the dimmer intensity parameter value to be affected each time you use the @ Key.</p> |

| | |
|--|---|
| <p>3.2. <u>Fan Enhancements</u></p> <p>3.2.1. <u>Fan From Step to Step</u></p> | <ul style="list-style-type: none"> • You are now able to activate the Fan mode by selecting the Fixture's, then pressing the Fan key. • Now you can change a range of Fixtures while in Fan mode. • You can Fan from one step to another using the Step Picker (Color Wheel Picker, Gobo Picker and Media Server Picker etc.) • Now you are able to go from value to value using a shorter sequence. |
| <p>3.3. <u>Prohibit Mark Cue</u></p> | <p>Vector will now protect Mark cues from being manipulated. However you can still edit the timing properties and the name of the mark cue.</p> |
| <p>3.4. <u>Move Function</u></p> | <ul style="list-style-type: none"> • The Move function enables you to move objects such as cue's, groups, libraries etc. • More sequences where added for Copy and Cut in Enter Mode Syntax. |
| <p>3.5. <u>Effect Editor Improvements</u></p> | <ul style="list-style-type: none"> • Now you can assign an exact value using the keypad. • The Release button has been enhanced. • A Pre Build effect can now be run on parameters of the same type, example; RGB |
| <p>4. Playback</p> | |
| <p>4.1. <u>Direct PB operations</u></p> | <p>You are now able to do PB operations, for example; assign Qlists, release PB's etc., directly from the PB wing view.</p> |
| <p>4.2. <u>Vector Snap Enhancements</u></p> | <p>A new option was added that enables you to choose if the PB will be released or activated when loading a show, for example; "Activate the snap on load".</p> |

| 5. Patch Manager | |
|---|--|
| 5.1. Apply and Continue Wizard | Now you are able to apply a patch and continue working in the same wizard dialog without re-opening the wizard after every operation. |
| 6. System Settings | |
| 6.1. SMPTE Midi Enable / Disable | <ul style="list-style-type: none"> You now have the ability to control the signals from SMPTE, MTC, MIDI In and MIDI Out. A larger clock view was added to the active TimeLine view screen. |
| 6.2. Remote Control Enable / Disable  | <p>A Remote Control Application's option was added to allow you to enable or disable the ability for an external application to connect to the console. This option can be found in the Network tab:</p> <p>Tools ► System Settings ► Network</p> <p>The Remote Control Application's option is DISABLED by default. Enable the option so that an external application can connect. (iControl, iControl App & Remote PC Panel).</p>  <p>You will still be able to see the console in the console list on the remote application, however, the console will NOT respond until you ENABLE the remote control in that console.</p>  <p>Note: External hardware (Editor, Playback and Channel wing), can still be connected to the console if the Remote Control Application's option is either enabled or disabled.</p> |

| 7. Desktop | |
|--|---|
| 7.1. Desktop Enhancements | <p>A bunch of new desktop enhancements were added:</p> <ul style="list-style-type: none"> • Stage Element support: There are 16 elements that can be dragged onto the Desktop. Each element can be manipulated to change size, angle, line thickness and line color. • Ability to add shortcuts from the windows explorer to the desktop. • Printing ability • Undo changes • A new Layers Toolbar that enables you to define layers, lock layers and decide which layers you want to display. |
| 8. General Improvements | |
| 8.1. Export Show to ASCII | <p>Vector now supports ASCII show file export according to the ASCII Standard Protocol.</p> |
| 8.2. Import ASCII Show File Enhanced | <p>Import ASCII Show file now supports:</p> <ul style="list-style-type: none"> • Proportional Patch Level • Cue Link |
| 8.3. WIN SCROLL Mode Enhancements | <p>6 new functions were added to the WIN SCROLL mode.</p> |
| 8.4. Locked Columns Enhancement | <p>A thicker and brighter line can now be seen when you lock columns on a grid view.</p> |
| 8.5. Blind Enhancements | <p>It is now possible to copy the editor values into the Blind editor.</p> |
| 8.6. Import Devices Improvements | <p>You are now able to select multiple devices from the Import Device tree as you would in windows.(CTRL or SHIFT)</p> |

| | |
|---|---|
| 8.7. Delete / Clear Patch in reverse order | <p>Now you can delete or clear a patch in reverse order in the Clear Patch dialog from the Patch manager.</p>  |
| 8.8. VC Compressed Indication | <p>When you use VC Compressed, the indication bar will now indicate VC's.</p>  |
| 8.9. Workspace Improvement | <p>Now if you have only one workspace, there will be no workspace indication tab until you add another workspace. This helps save screen space. See Workspace example.</p> |
| 8.10. Range Information | <p>The Modify or patch dialog title bar now contains range information.</p> <p>See Modify and Patch Information Improvement.</p> |
| 8.11. Import / Export shows Enhanced Menu | <p>The new Import / Export Show's menu now contains all the Import and Export show options:</p> <ul style="list-style-type: none"> • Import Partial Show • Import 4D Show • Import Sabre Show • Import ASCII Show • Export Show To ASCII |
| 8.12. Using PB in Cut Time | <p>You are now able to manipulate PB content by using the [SHIFT] key together with a PB key.</p> |

Bug Fixes – Vector Software 3.19.R01

1. When using DMX input on Fixtures with high Fixture numbers (example; 1000), after loading that show, the DMX input was deleted. This has been fixed. Thanks Bill Peachment, Little Mouse Production, David Bishop & Ian Reith, UK.
2. The column order of the DMX Port view was misleading. Now the first field is the Fixture name. Thanks to Alone Cohen, Israel
3. If a text of a “point cue” contained zero at the end, the text did not show on the SK view. This has been fixed now. Thanks Raphael Ollier, Crystal Equipment, France and our French distributor and his clients.
4. Pressing again on an enabled button in the pre-built tab was not possible. When the PB definition was enabled (in the system settings), and you were working in main master Qlist mode, [STORE, CUE, SELECT] was not using the single cue definition.
5. When a PB fader behavior was X-Fader and the fader was at zero position, raising the fader after [Qlist, #, Cue, #, SELECT] did not work the first, but worked the second time. If the fader is at full position it must be taken down and then up again. This has been fixed. Thanks to Gino De-Leo, Spotlight and RAI TV, Italy.
6. [FIXTURE, #, FULL/ON/ZERO] on an RGB Fixture with a virtual dimmer was not possible.
7. When a RGB device had a Dimmer parameter and you stored cues on a fader that was set as intensity, taking down the fader also took down the RGB values. This is now fixed. Thanks Bill Peachment & Ian Rieth, UK.
8. When fanning values with [90% →10], the spread negative was activated and if pressed again the data changes where incorrectly calculated. This has been fixed.
9. When using HOME or RELEASE key while in REM Dim mode, kicked you out of the mode. This is now fixed. Thanks David Winnik (Vini), Israel.
10. When examining an A/B or PB that was active, the console showed the preview instead of the Exam tab. This has been fixed. Thanks Sabi at House of Tradition (MUPA), Hungry.
11. When using the blackout key, or grand master, the "fine" parameter of the 16 Bit dimmer did not change to 0% and therefore the console did not black-out. This is now fixed. Thanks David Bishop, David Bishop Lighting, UK.
13. [UPDATE, Cue Only] on a cue before a mark cue or a force black cue, was ignoring the cue only function. This has been fixed. Thanks Orit freedman, BEO, Netherlands.

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**

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, the parameter time progress will 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 for slave or node.
- Matrix and Topo selection does not work on a console designated for slave or node.
- Cue numbers in Qlists on time-lines will not be updated when re-numbering Cues.
**Work around: Re-number before teaching the time-line.

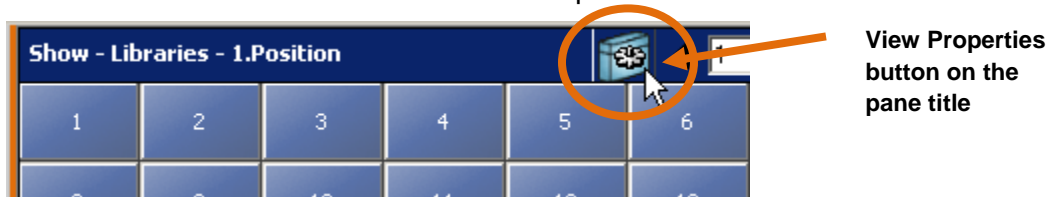
The View Properties Button

The **View Properties** button which replaces the Soft Key editor button enables you to change properties according to the view type on any soft key or grid views. The **View Properties** option can be accessed from; the pane title, right click menu or View menu ► View Properties.

For example:

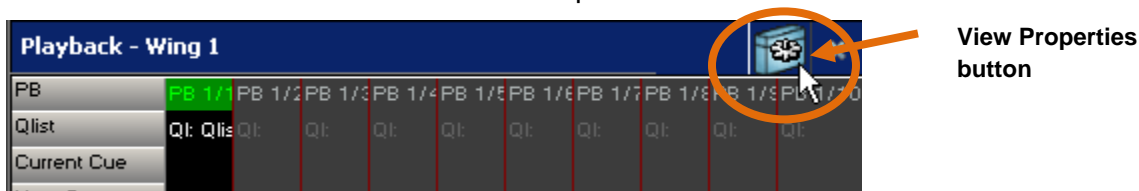
To change the SK view properties

- Click on the **View Properties** button on the SK view pane title bar.
- OR-
- Right click, select View Properties.
- OR-
- From the View menu select View Properties.



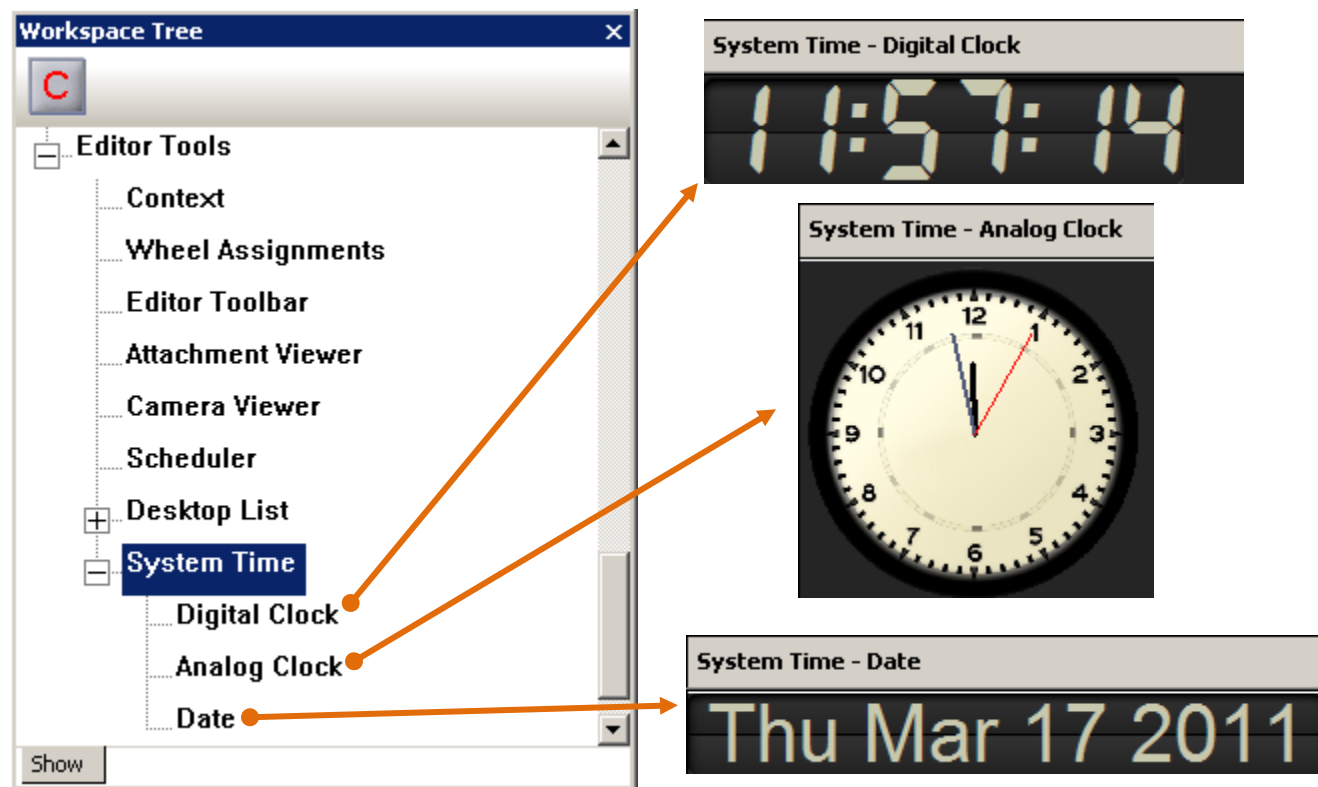
To change the Grid view properties

- Click on the **View Properties** button on the Grid view pane title bar.
- OR-
- Right click, select View Properties.
- OR-
- From the View menu select View Properties.



Clock and Date View

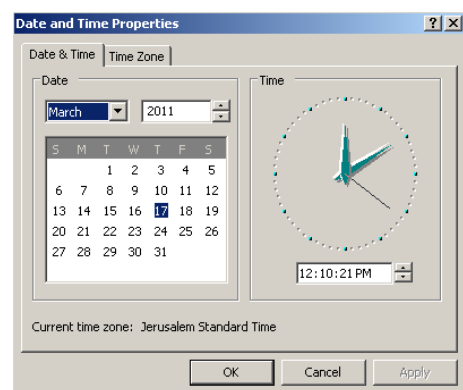
The Clocks and Date view options have been added to the Workspace tree ► Editor Tool's ► System Time:



To add a clock or date

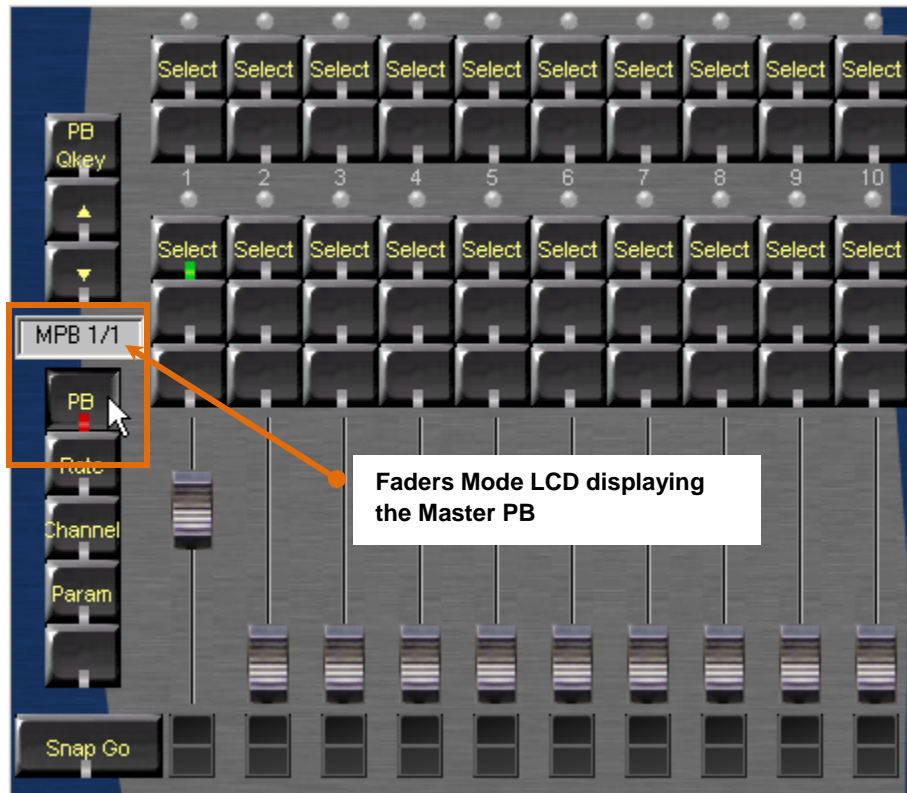
- From the Workspace Tree, click on System Time; choose a clock or date or both. (Each one will be in a separate tab view)

Each clock and date view will be resized automatically when you change the tab size. By double clicking on the actual clock or date will bring up the PC's Date and Time Properties box:



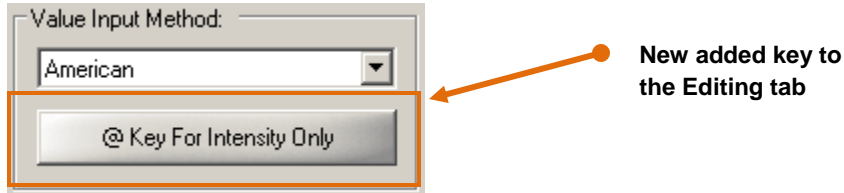
Master PB Indication on the Faders Mode LCD

By pressing and holding down the **Playback** key on the Faders Mode, will display the Master PB in the Faders Mode LCD. This feature works for all Vector models.



Vector @ Key Enhancement

A new button has been added to the System Settings ► Editing tab, called “@ Key For Intensity Only”:



When the **@ Key For Intensity Only** is enabled, only the dimmer intensity parameter value will be affected each time you use the @ Key. The keys; **ZERO**, **FULL** and **ON** will also default to the intensity parameter, not to the last selected parameter.

You can also use **ZERO**, **FULL** and **ON** for parameters but only if the parameter key is pressed directly before you press **ZERO**, **FULL** or **ON**.

The **@ Key For Intensity Only** is saved in the show data, so you can decide if to enable it per show.



NOTE: Old shows will be loaded with the **@ Key For Intensity Only** disabled.

When the **@ Key For Intensity Only** is enabled, you are also able to select and change multiple parameters by using the following sequences:

- [Param, Param, enter value]
- [Param, Param, FULL/ON/ZERO]

If the **@ Key For Intensity Only** is disabled, then the last selected parameter will be affected by the @ Key, (Which is how it has always worked)



NOTE: Decimal value input [**SHIFT+@**], is not affected by the **@ Key For Intensity Only** function key.

Examples:

When the @Key For Intensity Only is disabled:

Sequence:

1. Select a FIXTURE, example; Spot 1.
2. Select a parameter, example; Cyan.
3. Press the @ key and enter a value using the keypad, example; 75.

The Cyan parameter will be changed to value 75.

When the @Key For Intensity Only is enabled:

Sequence 1:

1. Select a FIXTURE, example; **Spot 1**.
2. Select a parameter, example; **Cyan**.
3. Press the @ key. (Once you press the @ key the parameter selection will automatically change to the dimmer intensity parameter).
4. Enter a value using the keypad, example **75**.

The dimmer intensity parameter value will be changed to 75 without Cyan being changed.

Sequence 2: - Selecting multiple parameters:

1. Select a FIXTURE, example; **Spot 1**.
2. Press the @ key.
3. Select parameter, parameter, enter a value, example:
[Cyan, Magenta, 45]

-OR-

1. Select a FIXTURE, example; **Spot 1**.
2. Press the @ key.
3. Select parameter, parameter, enter a value, example:
[Cyan, Magenta, FULL]

When the @ Key For Intensity Only is enabled or disabled

Sequence 1:

This sequence will work regardless if the @ Key For Intensity Only is enabled or disabled.

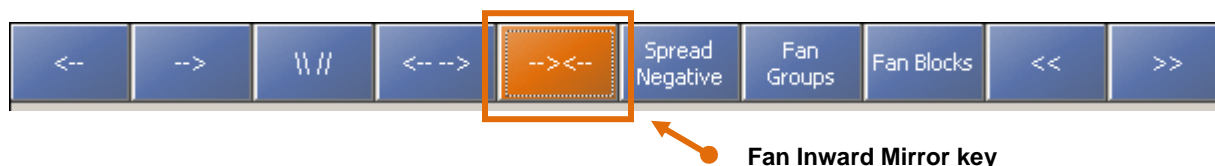
1. Select a FIXTURE, example; **Spot 1**.
2. Select a parameter, example; **Cyan**.
3. Enter a value using the keypad, example **75**.

The Cyan parameter will be changed to value **75**.

Fan Enhancements

The new Fan enhancement gives you a faster way of using the Fan feature without exiting the Fan mode. You are now able to activate the Fan mode by selecting the Fixture's, then pressing the **Fan** key, and then selecting a parameter, or you can use the previous sequence of activating the Fan feature **[Fixture # → # select parameter, FAN]**.

A new soft-key attribute has also been added to the Fan Toolbar which is the **Fan Inward Mirror** button:



The Fan Inward Mirror key

The **Fan Inward Mirror** button **--><--** enables you to fan from the outside to the center. The **Fan Inward Mirror** button is the opposite of the **Fan Outward Mirror** button **<-- -->**.

Using the new Fan Mode

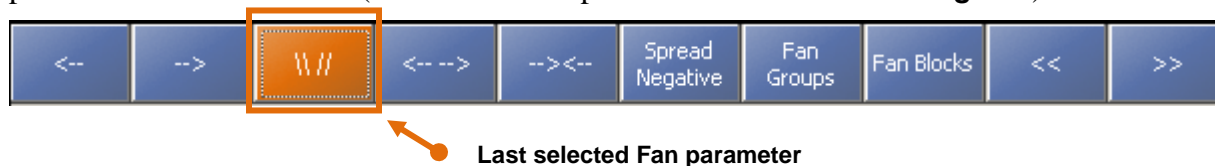
When you are in Fan mode, the **Fan** key LED will be lit and the command line will display **[FAN]** together with the current selected Fan parameter, for example:

```
[FAN]>>Spot 1 Dimmer @Zero--> Fan Outward Mirror (<-- -->)
```

As soon as a parameter key is pressed or a parameter wheel is moved, the indication on the command line will show **[FAN_*_]**, indicating that a parameter is in active Fan mode.

```
[FAN_*_]>>Spot 1 Shutter Outward Mirror (<-- -->)
```

When using the new sequence of activating the Fan **[Fixture # → #, Fan]**, the last used Fan parameter will be selected. (The default Fan parameter is **Fan Center Diagonal**).



NOTE: When using the previous sequence, **[Fixture # → # @ # → #]**, out of the Fan mode, the default fan direction will still be the **Fan Side Right** button.

After the Fan feature is activated using the sequence **[Fixture # → #, Fan]**, you are then able to select a parameter, such as yellow, and then Fan it using the wheel of that parameter.

After selecting a fan option, the system will always default back to the last used fan option until you select a different fan type or reboot the console.

Example:

If you are using the **Fan Side Left** option to fan spots 1-5, then you select spots 6-10, the minute you press the **Fan** key the system will default to the last used fan option which was the **Fan Side Left** option.

When you select a parameter to fan, the fan will stay on that parameter until you select another parameter, in which case you will need to press the **Fan** key again to activate the fan for that parameter.

Example:

If you have selected the **Cyan** parameter to fan, and then you select the **Magenta** parameter to fan, the minute you select the **Magenta** parameter the console will exit the fan mode until you press the **Fan** key again.

To exit the Fan mode

- Press either **Fan**, **ENTER (in ENTER Mode)**, **Clear** or **Reset**.

The **Fan** key LED will turn OFF and **[FAN]** will disappear from the command line.

Fan mode sequences

These are the sequences that can be used to activate the Fan mode:

- Select Fixtures, **FAN**, then adjust fan with a parameter wheel.
- Select Fixtures, Select parameter, **FAN**, then adjust fan with the selected parameter wheel.
- **[Fixture # → #, @, # → #]**
- **[Fixture # → #, Select a parameter, # → #]**
- **[Fixture # → #, FAN, @, # → #]**
- **[Fixture # → #, FAN, Select a parameter, # → #]**
- Using the Step Picker **[Fixture # → # STEP → STEP]**. See [Fan Parameter from Step to Step](#).
- Using the Media Server Picker **[Fixture # → # STEP → STEP]**. See [Fan Parameter from Step to Step](#).

- We also added a sequence to make it easier to go from:
 - Value to value to value etc.:
[Fixture # → #, @, # → # → # → # → # → # → #...etc. etc]

-OR-

- Using the Step Picker:
[Fixture # → #, STEP → STEP → STEP → STEP...etc]



NOTE: You can change the Fixture selection while in fan mode as long you keep working on the same parameter.

Fan Parameter from Step to Step

This new features enables you to Fan from one step to another using the Step Picker (Color Wheel Picker, Gobo Picker and Media Server Picker etc.)

Using the Step to Step Fan Feature

The Step to Step Fan feature is now similar to the sequence of value to value:

[Fixture, # →# @ # →#]

You are now able to use the same sequence using Steps from a Picker. This sequence can be used whether you are in Fan mode or not.

For example;

1. Select a range of Fixtures.
2. Open a picker from a parameter, for example; double tap on color wheel to open the color wheel picker.
3. From the picker, tap on a step, for example; Red.
4. Press on the “Thru” key →.

The console will now enter into Fan mode.

5. From the picker, tap on another step, for example; Orange.

The selected range of Fixtures is now fanned from Red to Orange.

6. Repeat point 4 – 5, to carry on fanning from step to step.



Tip! You can change the Fan attributes from the Fan toolbar.



Note the following:

When you Fan using pickers, if the Fixtures in the selected range are from different device types, the Fan will be from the start point of the step you choose from the active picker, until the end step you choose from the active picker. This will actually spread the result values of that parameter type to all the active devices.

Example; If you work with VL3000 Spot and Mac III Spot, assigning values to both of these Fixtures range from the color wheel picker of the VL, from step 2 (24%, Orange) to step 7 (72%, Deep Red), the values of the Fan on the *whole* range will be fixture 1 color wheel at 24% until the last fixture at level of 72%, This will happen even though the actual step value and content on either of the device type are not necessarily a Deep Red color but the device value of the color wheel at 72%.

Prohibit Mark Cue Data Modifications

You are now prohibited from editing the Mark Cue, except the timing properties and the name of the mark cue. If you try to update, overwrite or store on an existing mark cue, the console will prompt you with “**Mark cue cannot be edited**”. You are still able to delete a mark cue.

If a mark cue already exists and you try to re-store the mark cue, then the console will prompt you with “**Object Exists**” together with an option to “**Overwrite**”.

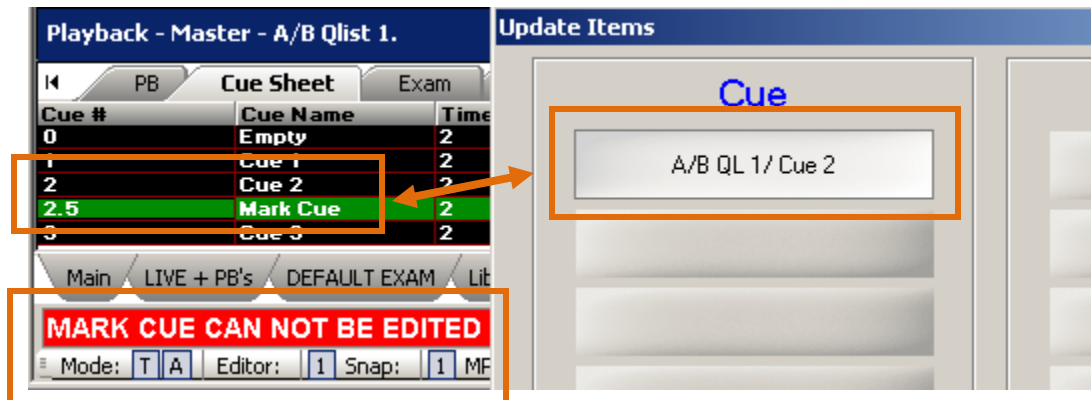
Updating an Active Mark Cue

If a Mark cue is active on the PB and you update that mark cue using the Update dialog [Update], the command line will show the error message “**MARK CUE CAN NOT BE EDITED**” and the Update dialog will open. The Update dialog will show the Cue before the Mark cue that you are trying to update. You will now have the option to update the cue before the Mark cue or update a different cue.

Example:

1. [Spot 1-10, HOME, Channel 1-10, @ 50%, Cue 1, Store]
2. [Spot 1-10, ZERO, Cue 2, Store]
3. [Spot 1-10, FL, Pan Tilt changes, Cue 3, Store]
4. [Cue 2.5, Mark Cue, Store]
5. Go to cue 2 on the PB, the console will automatically fade to the mark cue (2.5)
6. [Channel 1- 10, @ 80%, Update]

The Update dialog will open showing Cue 2 (which is the cue before the Mark cue) and the Command line will indicate “**MARK CUE CAN NOT BE EDITED**”:



The Move Function

The Move function enables you to move objects such as cue's, groups, libraries etc. This is a faster and easier way without using the cut and paste functions. We also enhanced the Copy and Cut sequences to work in Enter mode. (Meaning now you can start with an action, e.g. [Copy])

Sequences to move objects

The following sequences are used to move objects by either using the keypad or soft keys. These sequences can also be used with Copy and CUT.

To move an object using the keypad

1. **[SHIFT + MOVE]**
2. Press on the object key that you want to move, e.g. **[Group]**, **[Qlist]** etc.
3. Type in the object number that you want to move.
4. Press **@** key.
5. Enter in the target number (The place number to move the object to)

A

6. **[Store]**

-OR-

E

7. **[ENTER] / [Store]**

Example:

In this example we will move Group 1 to Group 10:

1. **[SHIFT + Move]**
2. Press **[Group]** and type **1** on the keypad.

The command line will indicate the following:

```
[MOVE]>>Group 1
```

3. Press the **[@]** key.

The command line will indicate the following:

```
[MOVE]>>Group 1 @ Group
```

4. Enter target number **10**
5. Press **[Store] / [ENTER]**

The command line will indicate the following:

```
>>Group 10 Paste
```

To move a range of objects using the keypad

1. **[SHIFT + MOVE]**
2. Press on the object key that you want to move, e.g. **[Group]**, **[Qlist]** etc.
3. Select the range **[# → #]**
4. Press **[@]** key.
5. Enter in the target number. (The place number to move the object to)

```
A
```

6. **[Store]**

-OR-

```
E
```

7. **[ENTER] / [Store]**

Example:

In this example we will move Group 1-5 to Group 8:

1. **[SHIFT + Move]**
2. Press **[Group, 1 → 5]**

The command line will indicate the following:

```
[MOVE]>>Group 1 -->5
```

3. Press the **[@]** key.

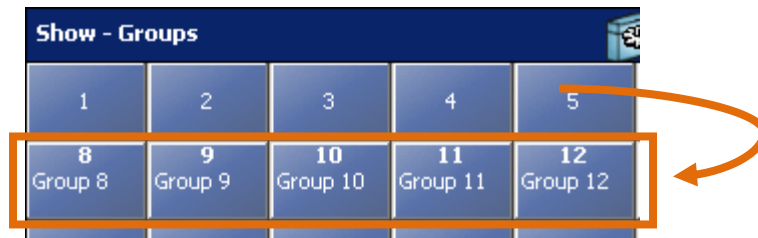
The command line will indicate the following:

```
[MOVE]>>Group 1 --> 5 @ Group
```

4. Enter target number 8.
5. **Press [Store] / [ENTER]**

The command line will indicate the following:

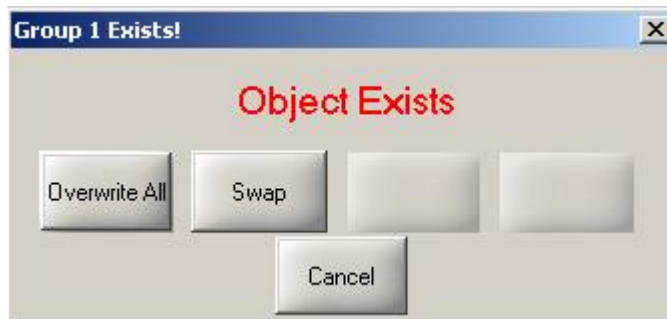
```
>>Group 8 --> 12 Paste
```



The above image shows that the group range 1 -5 was moved to group range 8-12.



NOTE: If an object already exists in the target place, a pop-up message will appear giving you the option to either overwrite the existing or Swap the existing:



ATTENTION! By default the numeric object type is Cue.

For example;

If you have Qlist 1 on the Master PB, which has cues 1-5, as soon as you start the sequence **[MOVE, 4]**, the system will know you are referring to cue 4 from Qlist 1.

To move an object using the soft keys

Sequence 1

1. **[SHIFT + MOVE]**
2. Select or Tap on the object to move.
3. Select or Tap on the target soft key.(If the SK is empty)
-OR-
4. Press @
5. Select or tap on any target soft key.

Sequence 2

1. Press and Hold down **[SHIFT + MOVE]**
2. While holding down **[SHIFT + MOVE]** select the object to move.
3. Release **[SHIFT + MOVE]**
4. Select or Tap the target soft key. (any free or occupied soft key)

-OR-

Enter the target number on the keypad.



5. Press **[Store]**

-OR-



[ENTER] / [Store]



ATTENTION! Sequence 2 above will *not* work if you have Fixture selection.

To overcome this problem, press **[SHIFT+ ●]**, before using the sequence.

To move a range of objects using the soft keys

Sequence 1

1. **[SHIFT + MOVE]**
2. Select or Tap on the objects to move.
3. Select or Tap on the target soft key.(If the SK is empty)
-OR-
4. Press @
5. Select or tap on any target soft key.

Sequence 2

6. Press and Hold down **[SHIFT + MOVE]**
7. While holding down **[SHIFT + MOVE]** select the objects to move.
8. Release **[SHIFT + MOVE]**
9. Select or Tap the target soft key.

-OR-

Enter a target number from the keypad.



10. Press **[Store]**

-OR-



[ENTER] / [Store]

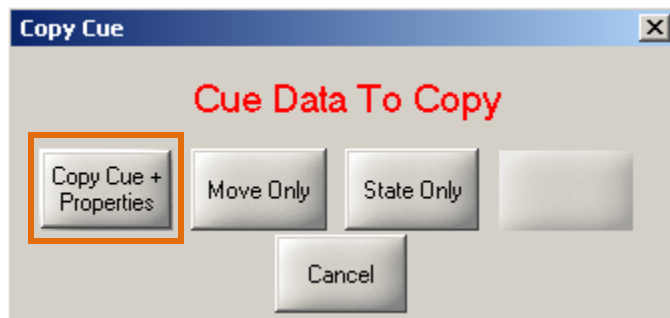


Note the following:

- Holding down the Copy / Cut or Move key on the keypad, will disable the keypad until you release them.
- The MOVE sequences are NOT valid for Fixture copying or playbacks.
- The above sequences can be used with numeric or non-numeric ranges.
- Objects will be pasted in order of selection.
- On non-linear ranges, the gaps will be kept after pasting to the target range.

The Copy Cue + Properties Button

In tracking mode, we added another option to the Copy Cue dialog:



By using this new option you are able to copy the Cue together with the cue properties(time, Delay etc.). This is the Default option.

Effects Editor Improvements

The following improvements were added to the Effects Editor:

- Assign a value using the keypad at any time
- Assign a negative value using the keypad
- The **Release** button has been enhanced
- Ability to run a Pre-Built effect on parameters of the same type example; RGB

Assign a value using the keypad

When using the Effect Editor, you are now able to assign an exact value using the numbers keypad. The value will be assigned immediately once entered. The system will now also accept a single digit number such as “1”.

If you have entered a value and you decide to change that value completely, then you will need to do either of the following before entering a new value:

- Press on the Effect attribute button you are working on, example; Rate → All
- **-OR-**
- Press on the parameter key associated with the effect you are working on. (The keys above the Parameter wheels on Vector Red or Vector Blue)

You are now also able to enter a negative value for Size and Rate using the “-“key.

[- Key, #], Example; -50



Note the Max values for the following:

- Offset; 100%
- Size; 100% -OR- **-100%**
- Rate; 327 sec -OR- **-327 sec**
- Duty Cycle; 255



Tips!

- Instead of using the Keypad for Full, On or Zero values, press the **FULL** or **ON/ZERO** keys.
- You can also use the negative “-“key with the FULL or ON/ZERO keys. For example; **[- Key, FULL]**

The Enhanced Release Button

The enhanced **Release** option which has now also been added to the advanced tab can now be used in 2 ways:

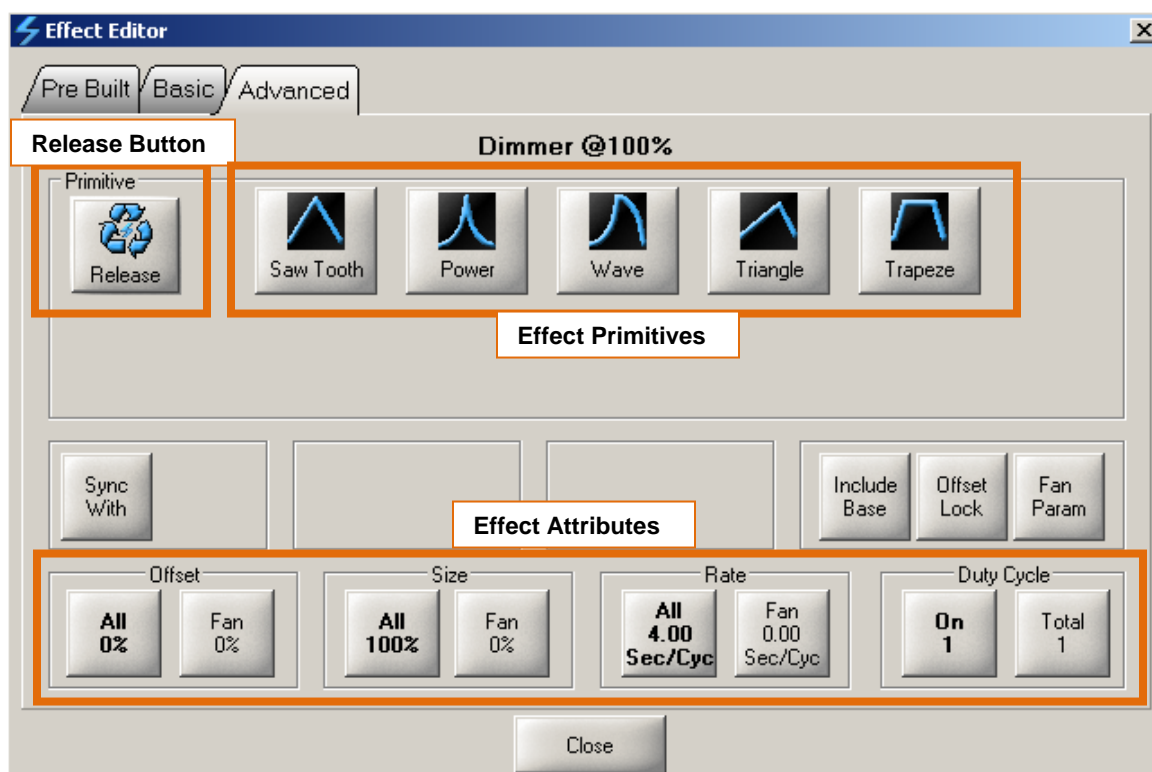
- When an effect is running, click on the **Release** button once to release a Primitive selection, click again to reset the other effect attributes. (Offset, Size, Rate, Duty cycle)
- If NO Primitive is selected, click once to reset the Effect attributes.



ATTENTION! If you release a Primitive only (One Click), then close and re-open the Effect Editor, the Effect attributes will be reset.



NOTE: You can also use the **[RELEASE]** key on the console panel to perform the above operations when the effect machine is open.



Run a Pre-Built effect on parameters of the same type

An effect will now run on all parameters from the same type. This can only be done when using effects from the Pre-Built tab.

Example 1:

If you have 10 (Color kinetics), ColorBlaze-72 fixtures:

[Fixture, 1->10, EFFECT, RAINBOW]

The effect will now run on all the 12 sets of RGB parameters.

Example 2:

If you have 10 (Studio Due), CS-4 fixtures:

[Fixture, 1->10, EFFECT, DIMMER FADE]

The effect will now run on all the dimmer parameters of that fixture (4 Dimmers).

Direct PB Operations

You are now able to perform PB operations, for example; assign Qlists, release PB's etc., directly from the PB wing view by using the option "Interactive Selection". This option is located in the View menu and can also be used to enable or disable the feature for every PB view.

Using Interactive Selection

When Interactive Selection is enabled a divider will be placed on the PB and Q-Key wing view:

| Interactive Selection OFF | | | Interactive Selection ON with divider | | |
|---------------------------|---------------|---------------|---------------------------------------|---------------|---------------|
| Playback - Wing 1 | | | Playback - Wing 1 | | |
| PB | PB 1/1 | PB 1/2 | PB | PB 1/1 | PB 1/2 |
| Qlist | Ql: | Ql: | Qlist | Ql: | Ql: |
| Current Cue | | | Current Cue | | |
| Next Cue | | | Next Cue | | |
| Next Cue Time | | | Next Cue Time | | |
| Type/Rate | Nrm,R:100% | Nrm,R:100% | Type/Rate | Nrm,R:100% | Nrm,R:100% |
| Top Key/Prio | Go,Pr: 11 | Go,Pr: 11 | Top Key/Prio | Go,Pr: 11 | Go,Pr: 11 |
| Mid Key | Hld/Bck | Hld/Bck | Mid Key | Hld/Bck | Hld/Bck |
| Fader/Level | Intens, L: 2r | Intens, L: 2r | Fader/Level | Intens, L: 2r | Intens, L: 2r |
| Bottom Key | Flash | Flash | Bottom Key | Flash | Flash |

To turn ON Interactive Selection

- From the View menu select Interactive Selection.

Once Interactive Selection is enabled, then the section above the divider line will behave like the **Select** keys of the playbacks. This means that all operations that are done using the Select keys can now be done from the PB wing view. By clicking on the section below the divider line will open the Cue sheet for that PB. See [Viewing the Cue sheet](#)

| Playback - Wing 1 | | |
|-------------------|---------------|---------------|
| PB | PB 1/1 | PB 1/2 |
| Qlist | Ql: | Ql: |
| Current Cue | | |
| Next Cue | | |
| Next Cue Time | | |
| Type/Rate | Nrm,R:100% | Nrm,R:100% |
| Top Key/Prio | Go,Pr: 11 | Go,Pr: 11 |
| Mid Key | Hld/Bck | Hld/Bck |
| Fader/Level | Intens, L: 2r | Intens, L: 2r |
| Bottom Key | Flash | Flash |

Use this section to assign Qlists, Release PBs, etc.

Click here to open the Cue sheet

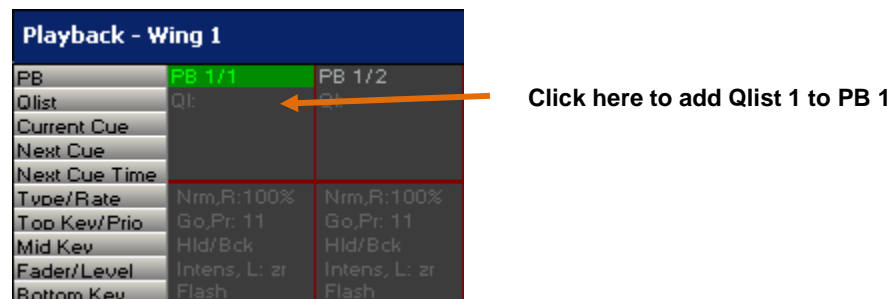


Tip! You can use the PB control keys to manipulate the PB, (PB release, Free, GO, Forward or Backwards, take Priority, Etc...)

Example:

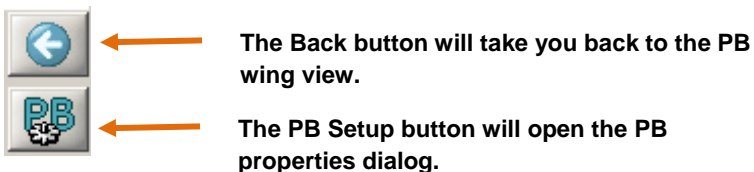
If Interactive Selection is enabled and you want to store Qlist 1 on PB 1, then instead of using the Select key PB 1, click on the top section of PB 1 in the PB wing.

Type Qlist 1 and tap or click on the Playback wing:



Viewing the Cue sheet

You can view a Cue sheet of a PB by simply clicking on the section under the divider line. From the Cue Sheet, you can also view the PB, Exam and Preview by clicking on those tabs. The Cue sheet now has 2 new buttons on the right hand side for easier navigation- A back button and PB Setup button:



The PB Setup option is also available on the pane title bar of any specific PB view including A/B and Master PB Views:



Inside a specific PB view, the PB tab is also interactive and can be used instead of using the PB select key. This includes A/B and Master PB views:

| Cue Sheet - PB 1/2 Qlist 1. | |
|-----------------------------|------------------------|
| IB | PB |
| | Cue Sheet Exam Preview |
| PB | PB 1/2 |
| Qlist | Ql: Qlist 1 |
| Current Cue | |
| Next Cue | 1. Cue 1 |
| Next Cue Time | 2 |
| Type/Rate | Nrm,R:100% |
| Top Key/Prio | Go,Pr: 11 |
| Mid Key | Hld/Bck |
| Fader/Level | Intens, L: 2r |
| Bottom Key | Flash |



ATTENTION! By default the Interactive Selection is enabled, even when loading a layout from a previous version (3.18).

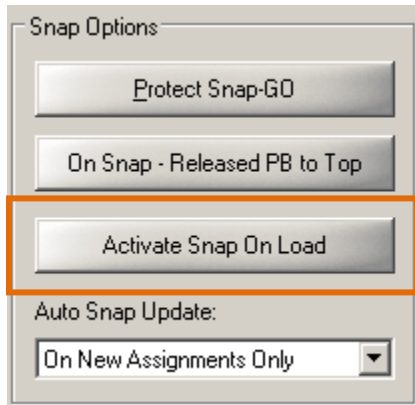


Note the following:

- The Right hand side options (Back button and PB Setup) are not available on A/B and Master PB views.
- The Interactive PB operations will work on PB's and in Qkeys views.
- The console will divide the PB view regardless of the fields order.

Vector Snap Enhancement

A new button has been added to the System Settings ► Playback tab under the Snap Options called “**Activate Snap On Load**”. The “**Activate Snap On Load**” enables you to choose what happens to the snap when you load a show. When the option is enabled, the snap will load as it does at the moment. When the option is disabled, the snaps will be loaded forcing all PB’s to be released.



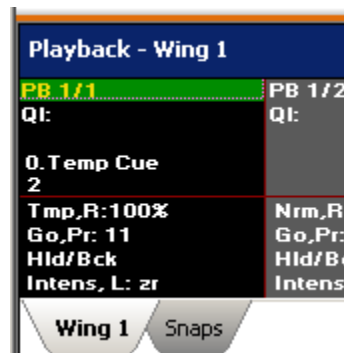
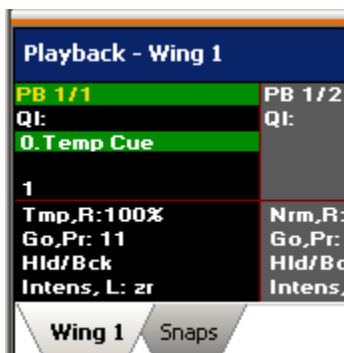
The behavior of the “**Activate Snap On Load**” is saved in the Show Data, (Meaning, when loading a show, the console will check the state of this option and then load the show accordingly). Therefore, before saving a show you will need to decide how you want the snap to behave when loading that show.

Example:

1. Store a Cue on a PB. Make sure the PB is activated. Save as Snap 1.
2. Enable “**Activate Snap On Load**”. Save the show as “Snap Active”.
3. Disable “**Activate Snap On Load**”. Save the show as “Snap Released”
4. Load a new show to clear all the data.
5. Load the saved shows and notice what happens:

Activate Snap On Load - Enabled:

Activate Snap On Load - Disabled:





ATTENTION! Old and new shows will be loaded to the default setting of “**Activate Snap On Load**” disabled.



Tip! Load your old shows, and then re-save them using the “**Activate Snap On Load**” feature.



Note the following:

- Warm Data has no relation to the “**Activate Snap On Load**” option. Warm Data will continue working as it does today.
- The Snap will remember which PB’s are enabled, but when loading the show this data will be ignored.

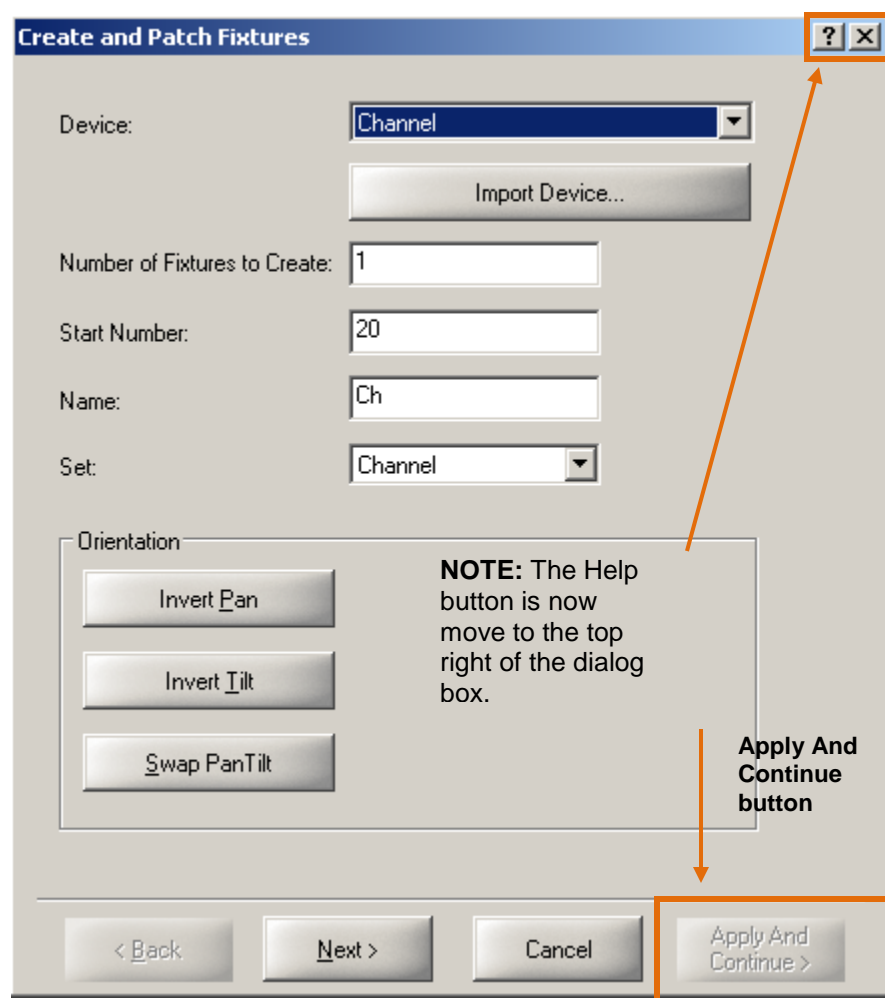
The Apply & Continue Option in the Wizard

The Wizard that is used to Create & Patch Fixtures, Patch Fixtures, Modify Fixture Ranges, and Modify Dimmer Ranges has been enhanced with a new button called “**Apply & Continue**”.

This button enables you to apply the change and continue working in the same wizard dialog without re-opening the Wizard after every operation. The “**Finish**” button is still a valid operation that can be used once you are satisfied with your changes.

Using the Apply & Continue button

When opening a wizard the **Apply & Continue** button will be greyed out until you have made your additions or changes and have moved to the next screen using the **Next** button:





Tapping on the **Apply & Continue** button will apply the changes, and then the wizard will return to the previous screen thereby enabling you to add more devices or fixtures. When you are satisfied with your additions, tap the **Finish** button to close the wizard.

Every time you use the Apply & Continue button, the system will automatically generate the next available number for that device. For example; if you modify a range for spots 1-9, then you use Apply & Continue, the next range will start from the next available number, i.e. spot 10.

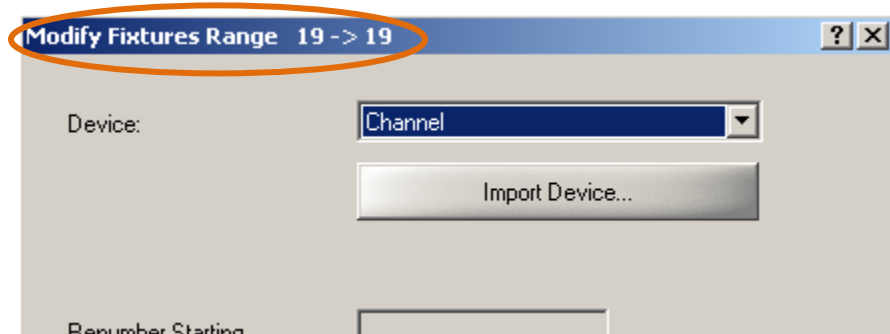


NOTE: The Help button is now at the top right corner.

Modify and Patch Information Improvement

Now when you Modify or Patch dimmers in the patch manager, the range selected will be shown in the Title of the dialog. This applies to the following:

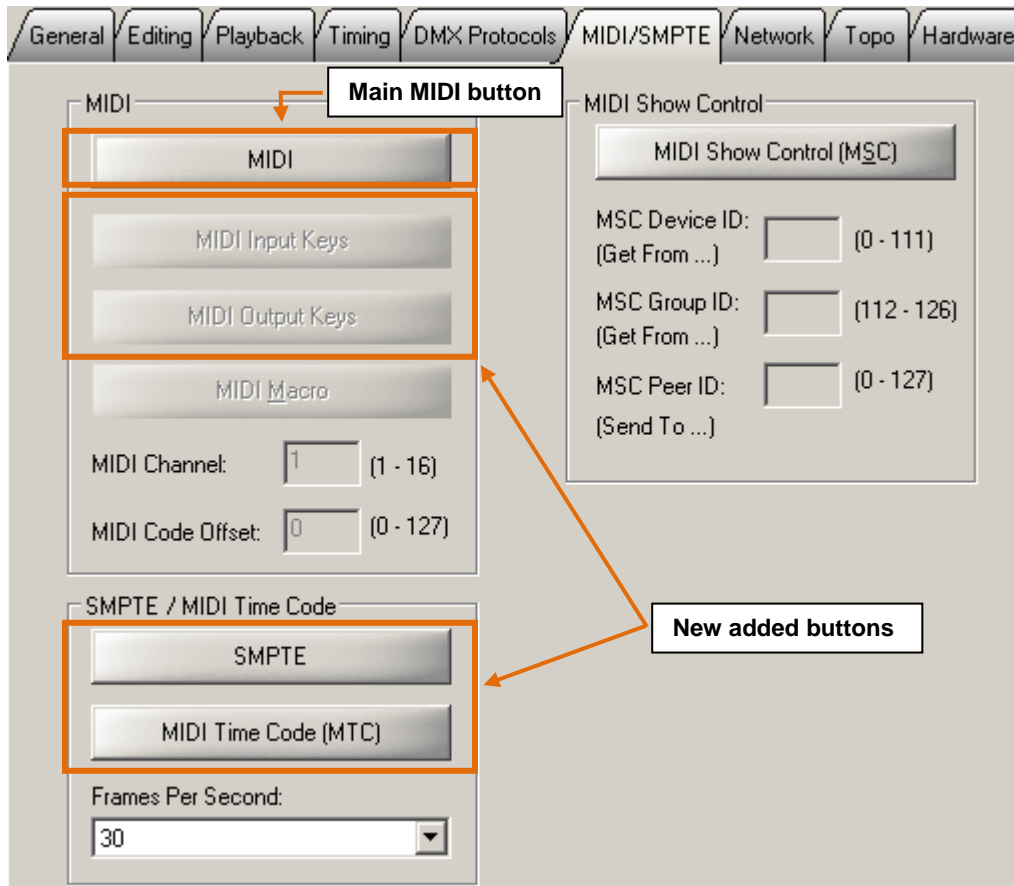
- Creating and Patching Fixtures
- Patching Fixtures
- Modifying Fixture Ranges
- Modifying Dimmer Ranges



SMPTE, MTC, MIDI Enable / Disable

You now have the ability to control the signals from SMPTE, MTC, MIDI In and MIDI Out. This enables you to turn OFF one or more of these protocols.

New buttons have been added to the System Settings ► MIDI/SMPTE tab:

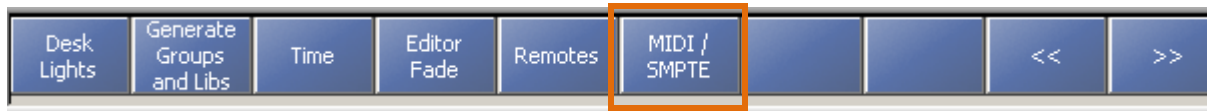


The **MIDI Input**, **Output** and **Macro** buttons are greyed out until the main **MIDI** button is activated.



NOTE: When MTC is enabled, the console will listen for MIDI time code protocol regardless if the main MIDI button is enabled or not.

A new “**MIDI/SMPTE**” Soft Key option has also been added to the Setup Toolbar. This is accessed by pressing the **Setup** key on the actual console:



By pressing the **MIDI/SMPTE** soft key will open a new **MIDI/SMPTE** toolbar:



Tip! You can create a Macro to trigger the options in the MIDI/SMPTE Toolbar.

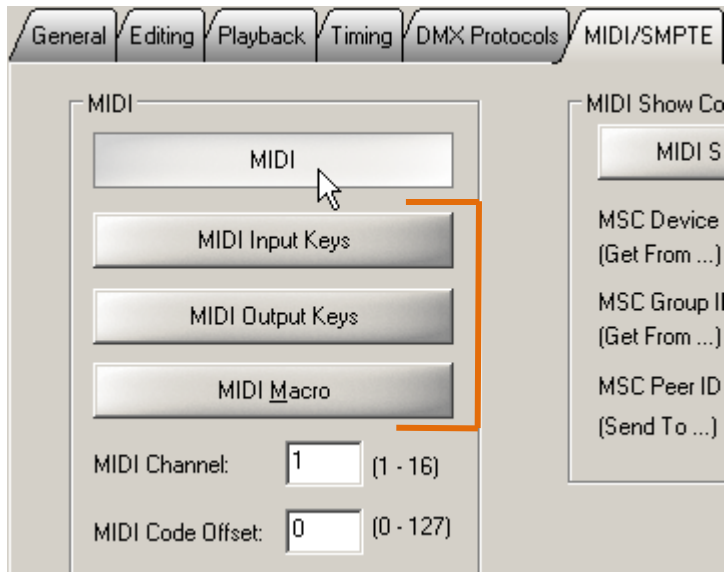
The MIDI/SMPTE new buttons

The following is a list of the new **MIDI/SMPTE** buttons with their functions:

| Button | Function |
|------------------|--|
| MIDI Input Keys | Enable this key together with the main MIDI button to receive MIDI commands into the console. |
| MIDI Output Keys | Enable this key together with the main MIDI button to send MIDI commands from the console. |
| MTC | Enable this key to receive MIDI Time Code protocol (External Timeline Clock) into the console. |
| SMPTE | Enable this key to receive SMPTE protocol (External Timeline Clock) into the console. |

Using MIDI/SMPTE System Settings Tab

After pressing on the main **MIDI** button, the **MIDI Input**, **Output** and **Macro** keys will become available:



Once the main **MIDI** key is activated, and you have clicked on **OK** or **Apply**; The Indication bar will display **MIDI**:

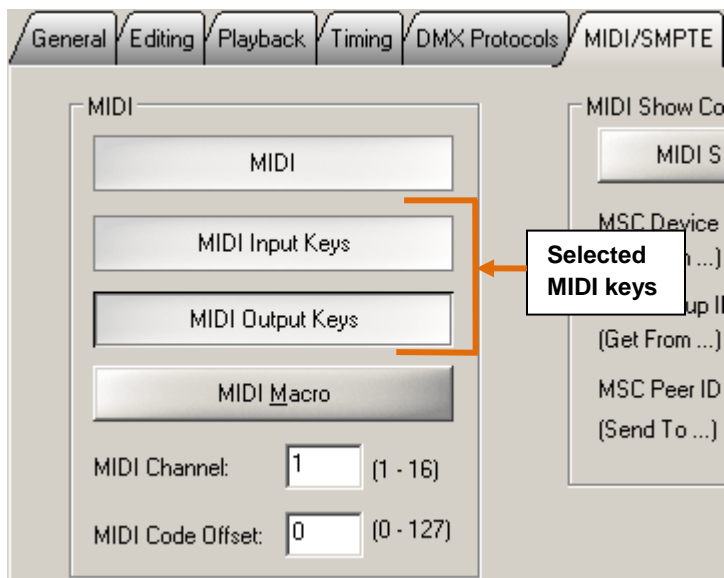


After selecting a **MIDI** key choice; **MIDI Input Keys**, **MIDI Output Keys**, or **MIDI Macro**, the changes will *NOT* be immediate until you apply the change by pressing **OK** or **Apply**.

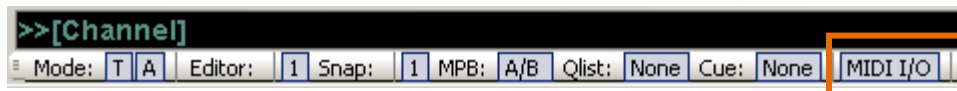
Once you have applied the change, it will be visible on the Indication bar and on the MIDI/SMPTE Toolbar.

Example:

MIDI, **MIDI Input** and **MIDI Output** keys have been selected:





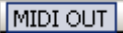

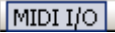


After you press **Apply**, the Indication bar will display “**MIDI I/O**”(MIDI Input / MIDI Output):



Indication bar MIDI/SMPTE indications

The following is a list of **MIDI/SMPTE** indications on the Indication bar:

| MIDI Indications | Activated key's | SMPTE / MTC Indications | Activated key's |
|---|--|---|------------------------------|
|  | Main MIDI Only or main MIDI + MIDI Marco |  | SMPTE |
|  | Main MIDI + MIDI Input keys |  | MIDI Time Code (MTC) |
|  | Main MIDI + MIDI Output keys |  | MIDI Time Code (MTC) + SMPTE |
|  | Main MIDI + MIDI Input keys & MIDI Output keys | | |

Using the MIDI/SMPTE Toolbar

The MIDI/SMPTE Toolbar is accessed by pressing the **Setup** key ► **MIDI/SMPTE** Soft key:

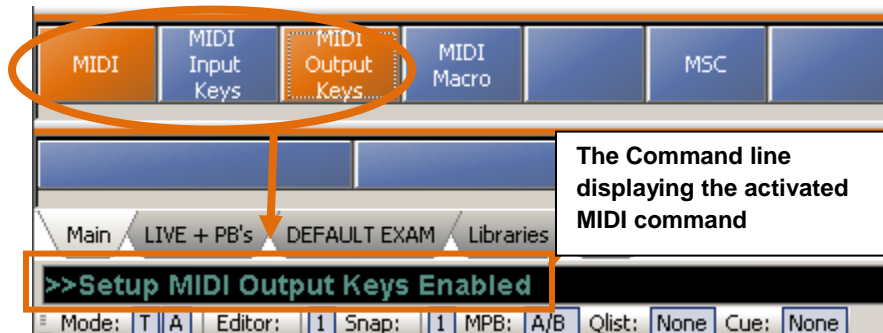


When using the MIDI/SMPTE Toolbar, by pressing on any of the MIDI commands (**MIDI Input**, **MIDI Output**, **MIDI Macro**), will automatically activate the main **MIDI** key. After selecting an option from the MIDI/SMPTE Toolbar, **Store** (Action Mode) or **ENTER/Store** (Enter Mode) needs to be pressed to assign the command. Once the MIDI/SMPTE command is assigned, the Command line will display *Assigned* and the Indication bar will display the assigned MIDI or SMPTE command.

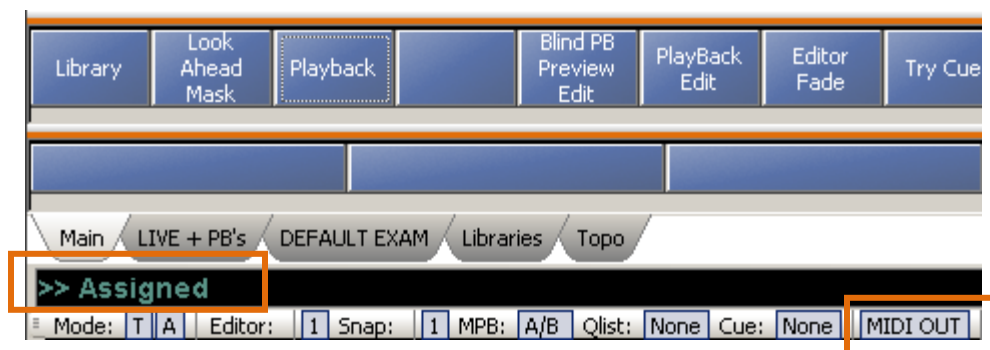
The Assigned command will also be visible in the MIDI/SMPTE System Settings tab.

Example:

MIDI Output is enabled:



After the MIDI/SMPTE command is stored, the Command line will display *Assigned* with the Indication bar displaying the assigned command:



NOTE: The MIDI/SMPTE Toolbar will return back to the Default Tool bar after assigning the command.

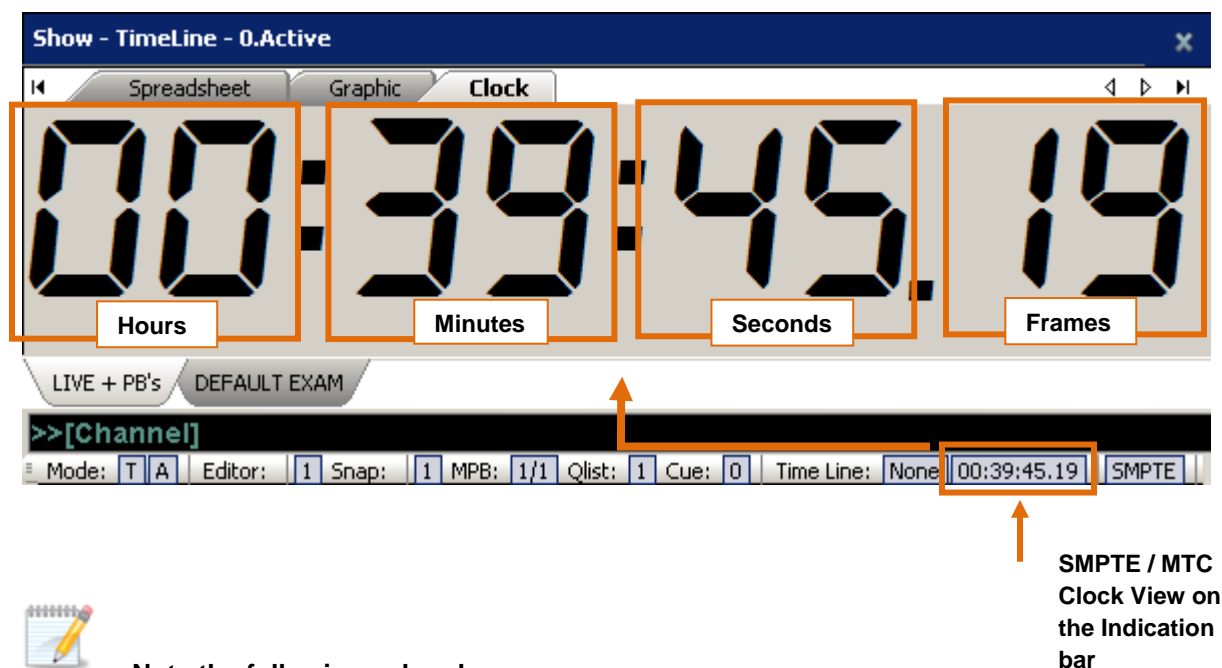


ATTENTION! SMPTE and MTC new buttons are disabled by default, so any external trigger (SMPTE or MIDI Time Code) will be ignored unless you enable the relevant SMPTE or MIDI Time Code button. This is relevant for new shows and saved shows from previous software versions.

The SMPTE / MTC TimeLine Clock

A new Clock tab has been added to the active TimeLine view screen. This clock is a reflection of the Indication bar TimeLine clock. The Clock can be resized by changing the tab size.

The active TimeLine clock is for preview only and cannot be edited.



Note the following color changes:

(This also applies to the SMPTE / MTC Clock on the indication bar)

- The Clock color will be Orange when SMPTE is running from the internal clock. (TimeLine Toolbar ► RUN)
- When running from an external clock, the clock color will be according to the console theme.

Desktop Enhancements

The new desktop enhancements enable you to do the following:

- Add stage elements in various shapes
- Define, lock, display or hide elements using the Layers Toolbar
- Group elements
- Drag shortcuts from the Window explorer to the desktop
- Undo last changes
- Print the desktop

With these enhancements come two new Toolbars; The Stage Elements Toolbar and the Layers Toolbar. These are floating Toolbars which can be positioned anywhere on the screen.



The Toolbars are accessed from two new buttons located on the Desktop pane title:



Stage Elements Toolbar
Layers Toolbar

NOTE: The Grid button has also been added to the Desktop pane title.

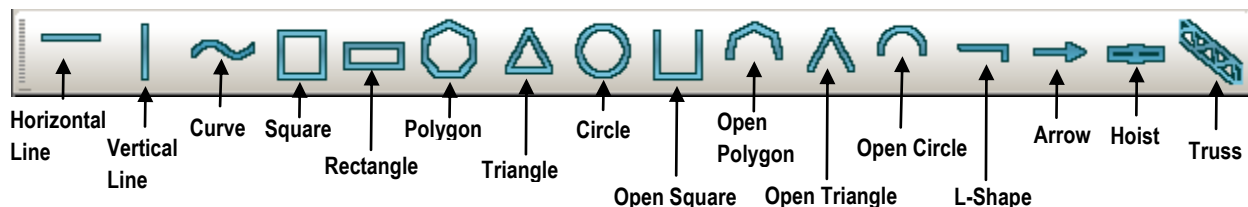


NOTE: Unlock  the display before editing anything on the desktop. When finished, be sure to lock the display. 

The Stage Elements Toolbar

The Stage Elements Toolbar contains 16 pre-defined elements that can be dragged onto the Desktop. Once an element has been dragged to the desktop, then you can manipulate them to change size, angle, shape, line thickness and line color.

Stage Elements Toolbar:



To add stage elements to the Desktop

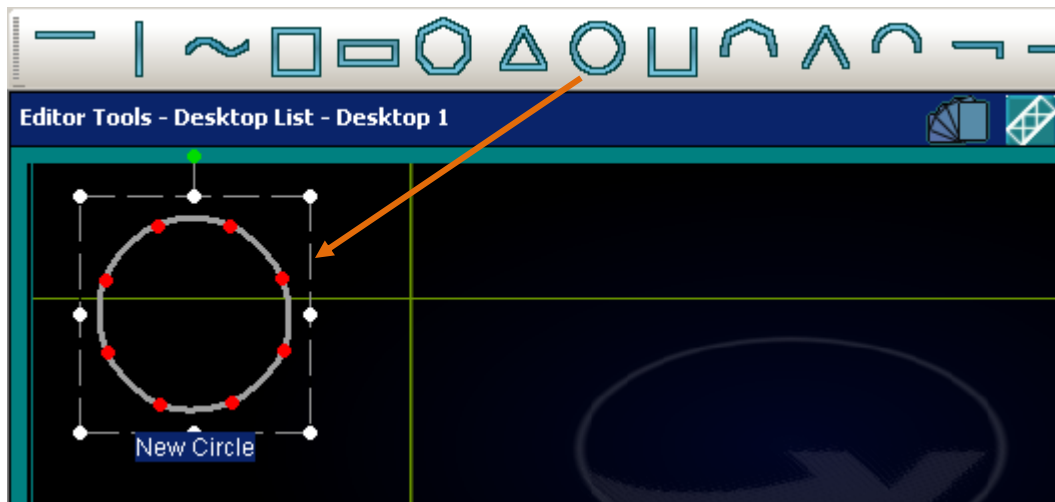
1. Add a Desktop to your show.(Right click and select Add Desktop)
2. From the Desktop pane title click on the Stage Elements button:



The Stage Elements Toolbar will appear:

3. Using the mouse, drag the desired element onto the Desktop area.

The Element will appear on the Desktop like the following example which is a circle:



To name the element

1. Double click the Name field.

-OR-

Click on the actual element to select it, and then Right click, select Rename from the menu.

2. Type desired name in the Name field.
3. Press Enter or click anywhere in the desktop area.

To move an element

1. Click on the actual element to select it.

-OR-

Highlight the Element/s by left clicking the mouse and dragging the highlighter over the Element/s.

-OR-

Select a few elements using CTRL and left mouse click.

2. Once the Element is selected, left click on the actual element, hold the mouse key down and move the Element to the desired location.

You can also move the Element by clicking on the Name field and dragging the mouse.

To change element size

Click and drag one of the white points from the outside frame:



The Arrows icon will appear once the mouse is over a stretch point.



Tips!

- To change the size of multiple elements, select the elements, and then drag one of the points from the outside frame.
- To equally change the size of an element; press and hold SHIFT while stretching the element.

To rotate the element

Click and drag the rotation handle (Green point) at the top of the Element in the direction that you want to rotate.

OR

Right click ► Rotate.



The Rotate icon will appear once the mouse is over the rotate point.

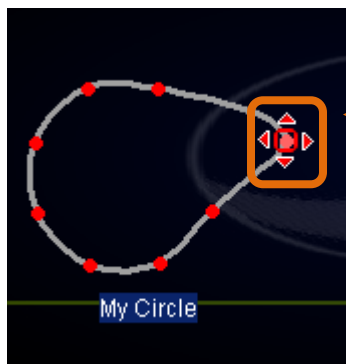


Tips!

- To rotate multiple elements, select the elements, and then drag the rotate point of one of the elements.
- By holding SHIFT together with the mouse, you can rotate the element in jumps of 18 degrees.

To change the element shape

Click and drag one of the points on the actual element (Red points):



The Red Arrows will appear once the mouse is over a draggable point.



Tip! By holding SHIFT together with the mouse, you can drag the element from the red points in a straight line.

To add points to an element

You can add more points (Red only) to an element if needed; Min 2, Max 16 points.

1. Select the stage element.
2. Place the mouse on the element line where you want to add a point.
3. Right click and select Add Point.

To remove a point

1. Place the mouse on the red point you want to remove.
2. Right click and select Remove Point.

To delete an element

1. Click on the actual element to select it.

-OR-

Highlight the Element/s by left clicking the mouse and dragging the highlighter over the Element/s.

2. Press Delete.

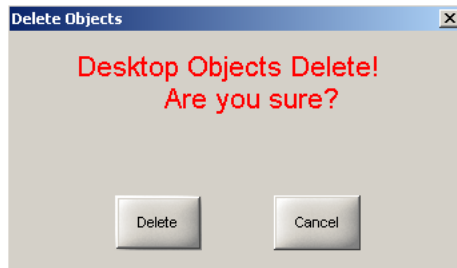
-OR-

Right click ► Delete

-OR-

Press Delete on the keyboard.

A Delete Objects dialog will appear:



3. Click Delete to delete the Element or Cancel.

To print a desktop

You are now able to print the desktop.

1. Open the Desktop view
2. Click on the Desktop view tab to activate it for printing.
The selected desktop view should have an orange frame around it.
3. From the File menu select Print.

-OR-

Ctrl + P



NOTE: The Desktop will not print using the “Print Multiple” option.

Using Undo

The Undo command can be used to undo the following:

- Undo Movement of an object.
- Undo a deleted object. (When using undo to restore a shortcut, the shortcut will be restored with a generic icon)
- Undo an “Add/Remove” object from the user defined layer.
- Undo Rotation, Stretch and drag.
- Undo for group or ungroup.

To undo

1. Place the mouse anywhere in the Desktop.
2. Right click, select Undo.



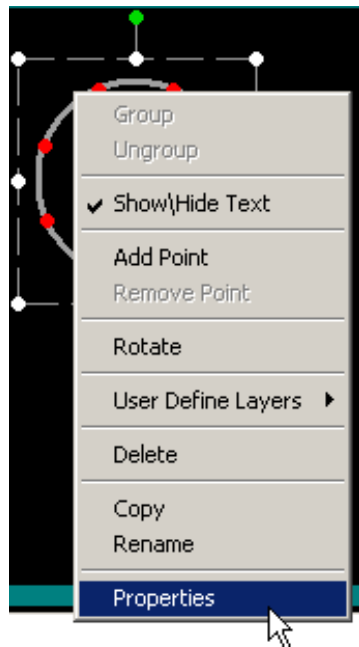
NOTE: You only have 1 Undo.

Stage Element properties

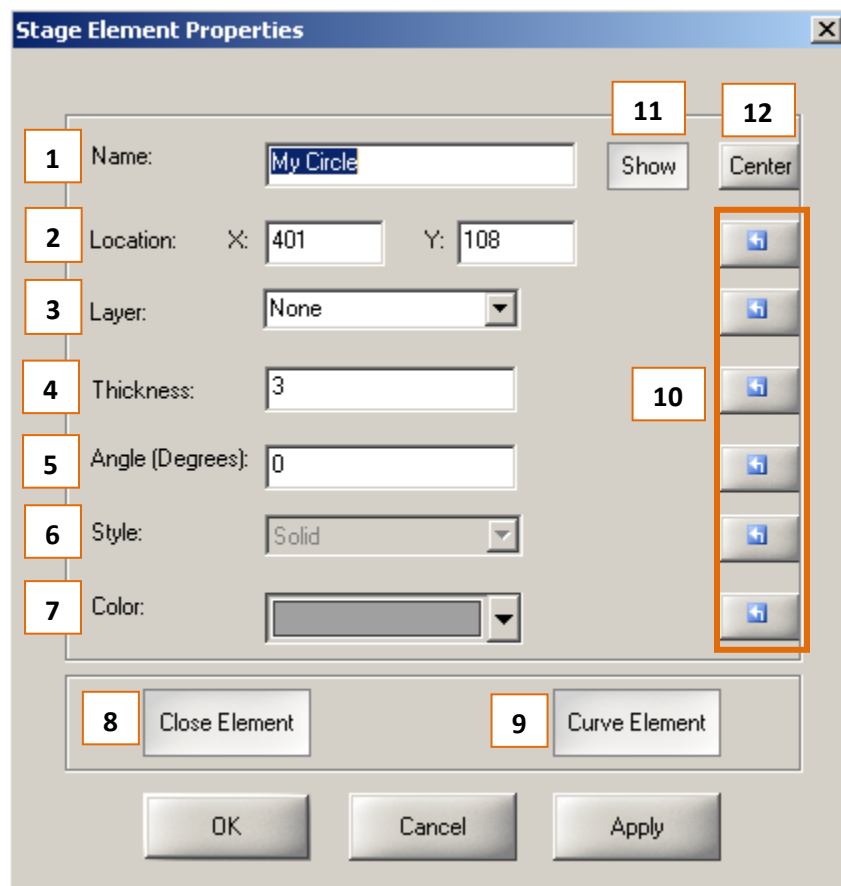
In the Stage Element Properties you can change line thickness, angel, color, and style, name the Element and decide if you want the Element to be open or closed, curved or not curved.

To access stage element properties

1. Right click on the element.
2. Select Properties.



The Stage Element Properties window





The screenshot shows the 'Stage Element Properties' dialog box. It contains the following fields and controls, each labeled with a number in an orange box:

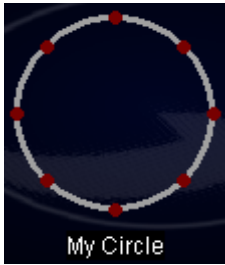


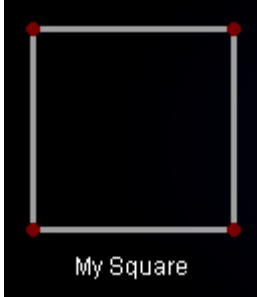
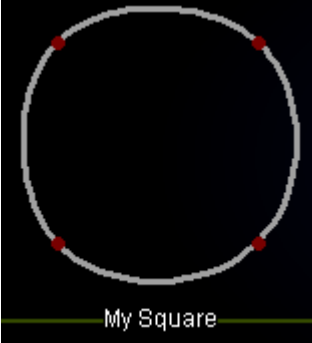
- 1** Name: Text field containing 'My Circle'.
- 2** Location: X: 401, Y: 108.
- 3** Layer: Drop-down menu showing 'None'.
- 4** Thickness: Text field containing '3'.
- 5** Angle (Degrees): Text field containing '0'.
- 6** Style: Drop-down menu showing 'Solid'.
- 7** Color: Color selection field.
- 8** Close Element: Button.
- 9** Curve Element: Button.
- 10** A vertical stack of five 'Truss' icons (a blue square with a white cross) on the right side.
- 11** Show: Button.
- 12** Center: Button.

At the bottom are the standard 'OK', 'Cancel', and 'Apply' buttons.

Stage Element properties options

The following is an explanation of the Stage Element Properties options:

| | |
|----------|---|
| 1 | Name: Name of the Element. Click in the Name field to change the name. |
| 2 | Location: The X and Y points enable you to place the element in the exact location. |
| 3 | Layer: Use the Layer drop down menu to add the element to a layer. See The Layers Toolbar |
| 4 | Thickness: Changes the thickness of the Element line; Min value is 0. Max value is 255. |
| 5 | Angle: Changes the Angle of the Element. 0 - 360Deg |
| 6 | Style: Allows you to change the Style of line, for example; Dotted line.....  NOTE: In order to use the Styles, the Curved Element button must be disabled. See number 9 below.  Tip! You can also change any element into a "Truss" style by selecting Truss from the Style pull down menu and increasing the Thickness of the line. |

| | |
|---|--|
| 7 | Color: Changes color of the Element line. |
| 8 | <p>Close Element: If the button is enabled the Element shape will be closed. If the button is disabled the Element shape will be open.</p> <p>Example:</p> <p>In this example we will use the Circle Element.</p> <div data-bbox="277 541 776 846"> <div> <p>Closed Element:</p>  </div> <div> <p>Open Element:</p>  </div> </div> <p> Tip! If you have an open element, for example; Open Square, you can close the Square by clicking the on the Close Element button.</p> |
| 9 | <p>Curve Element: The Curve Element button is used to Curve or un-curve the Element.</p> <p>Example:</p> <p>In this Example we will use the Square Element.</p> <div data-bbox="277 1360 1222 1770"> <div> <p>Curve Element button is disabled:</p>  </div> <div> <p>Curve Element button enabled: The Square now becomes a sort of circle:</p>  </div> </div> |

| | |
|-----------|--|
| 10 | Reset Buttons: By clicking on the Reset button will reset the individual function back to the last saved value. |
| 11 | Show: Show or hide element name. |
| 12 | Center: Centers the Element name or places the name outside the Element. |



NOTE: The changes to the object will be saved only if you close the dialog by clicking on OK or Apply.



Tips!

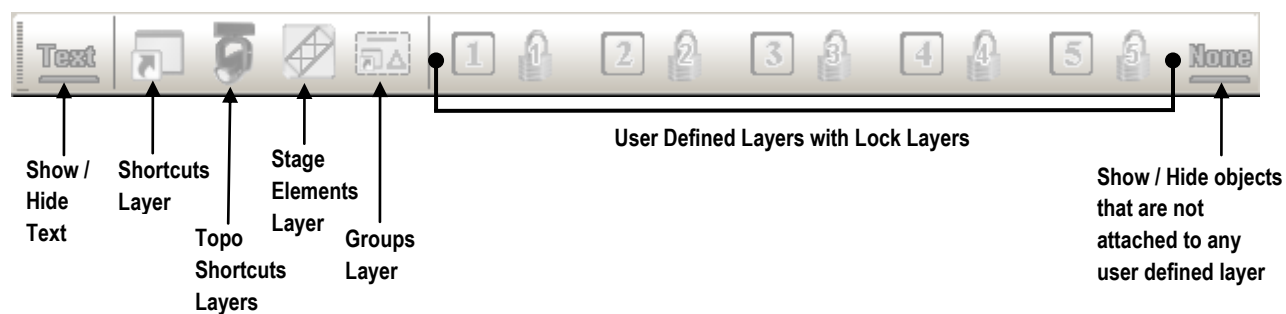
- You can change the stage properties of multiple elements by selecting the elements then selecting properties.
- You can preview the changes on the actual element.

The Layers Toolbar

The Layers Toolbar gives you the option to display the Elements on the Desktop or not. You can also define layers, lock layers and decide which layers you want to display.






A Layers Toolbar button will only become active once you add a relevant object to the Desktop.




Layers Toolbar:



The Layers Toolbar options

The following is an explanation of the Layers Toolbar options:

| Layers Toolbar Option | What it does... |
|---|---|
|  | <p>This option will show or hide all text on the desktop.</p> <p>When Enabled: Object text will be visible on the desktop (According to the object properties)</p> <p>When Disabled: All object text will be hidden.</p> |
|  | <p>This option will show or hide all shortcut objects on the desktop, (except Topo shortcuts)</p> <p>When Enabled: All shortcut objects will be visible.</p> <p>When Disabled: All shortcut objects will be hidden.</p> |
|  | <p>This option will show or hide all shortcut objects added from the Topo view.</p> <p>When Enabled: All Topo shortcut objects will be visible.</p> <p>When Disabled: All Topo shortcut objects will be hidden.</p> |
|  | <p>This option will show or hide Stage elements on the desktop.</p> <p>When Enabled: All Stage element objects will be visible.</p> <p>When Disabled: All Stage element objects will be hidden.</p> |
|  | <p>This option will show or hide grouped objects on the desktop.</p> <p>When Enabled: All grouped objects will be visible.</p> <p>When Disabled: All grouped objects will be hidden.</p> |

| | |
|--|--|
|  | <p>These options are user defined layers, of which there are 5 to work with.</p> <p>When the Layer is Enabled: All the objects in the layer will be visible.</p> <p>When the Layer is Disabled: All the objects in the Layer will be hidden.</p> <p>Locked or Un-Locked Layers</p> <p>When a layer is locked, you will not be able to select or manipulate the objects in it. The layers lock can only be used when the Vector display is Unlocked : </p> <p>When the Layer is Locked: The Objects in the layer will be visible but they cannot be manipulated.</p> <p>When the Layer is Un-Locked: The Objects in the layer will be visible and can be manipulated.</p> |
|  | <p>This option will show or hide objects that are NOT linked to a user defined layer.</p> <p>When Enabled: All the objects that are not linked to a user defined layer will be visible.</p> <p>When Disabled: All the objects that are not linked to a user defined layer will be hidden.</p> |



NOTE: When an object is part of a user defined layer, the object will still be part of its generic layer. Therefore both of the layers must be visible in order for the object to be visible.

Example:

If you add a shortcut to the desktop, it is automatically part of the Generic shortcut layer.

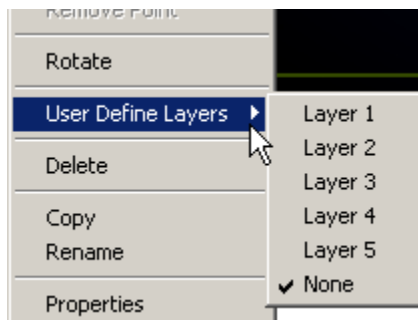
If you add that shortcut into a user defined layer; example user defined layer 1, the object will then part of both layers.(Generic shortcut layer and User defined layer 1)

In order to see this object, both layers must be enabled.

To add objects to a user defined layer

Any desktop object can be added to a user defined layer.

1. Select the objects to add.
2. Place the mouse on the selected objects.
3. Right click.
4. From the User Defined Layers list select a layer from 1-5.



-OR-

Right click on the Object ► Properties ► Layer

Once you have selected a User Defined Layer, the User Defined button on the Layers Toolbar will become active:



To hide objects in a layer

- Click on the active User Defined Layer.

To lock objects in a layer

- Click on the lock button

To remove objects from a layer

1. Make sure the layer is unlocked.
2. Select the objects to remove.
3. Place the mouse on the selected element.
4. Right click.
5. From the User Defined Layers list select None.

To hide text on all objects on the desktop

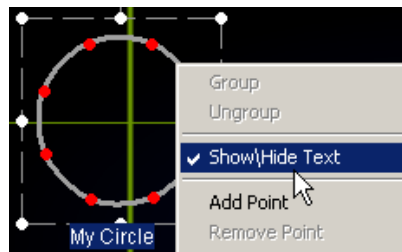


- From the Layers Toolbar click on the Text button

This will hide all text from all objects.

To hide text on selected objects on the desktop

- To hide text from a selected object, Right click on the object and select Show/Hide Text.



Groups

Grouping is when you take a bunch of objects and put them into one group. You can have many groups each with a bunch of objects. Any desktop object can be grouped.

Note the following on groups:

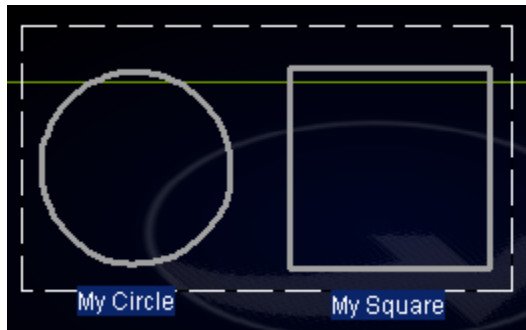
- A group can also be part of a user defined layer.
- Objects in a group cannot be selected or manipulated separately.
- Object options such as rename, properties, rotate etc. will be greyed out when the object is in a group.
- Objects that are part of a user defined layer or any other generic layer will be cleared from those layers after grouping. (These objects will now be part of the Groups layer)
- Groups can be combined together by selecting both the groups (Right click ► Group)
- An object in a group will belong to the Groups Layer until ungrouped.
- When you group objects, their unique properties will be kept (Show/Hide Text, Color, thickness etc.)

To group objects

1. Select the objects to group.
2. Place the mouse on the actual element.
3. Right click, select Group.



The Groups Layer button will become enabled and there will be white broken lines around the group. These broken lines will become a dark grey color once you click on another object.



To ungroup objects

1. Select the group to ungroup.
2. Place the mouse on the selected group.
3. Right click, select Ungroup.

To undo

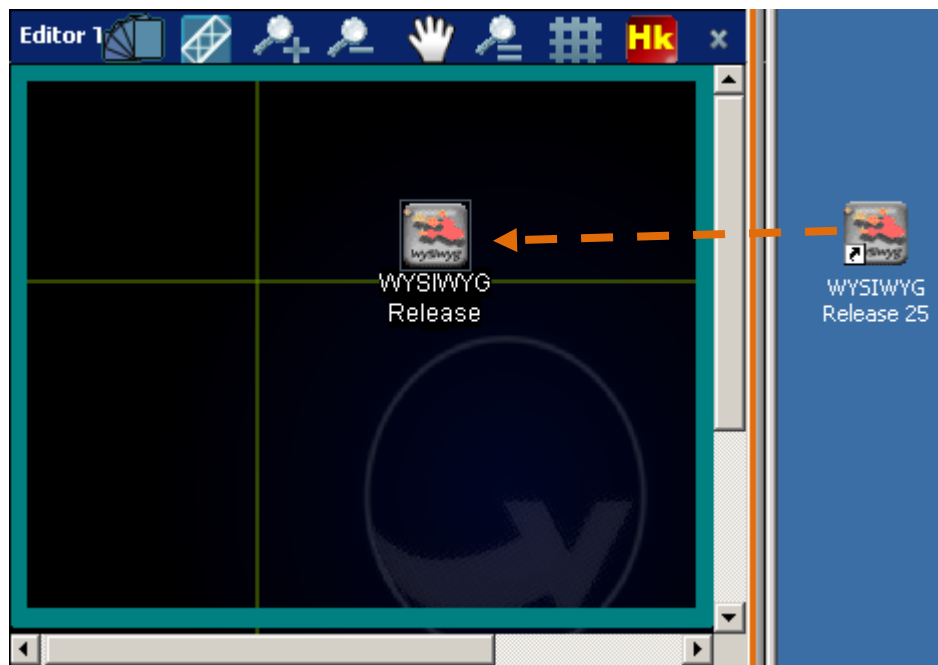
See [Using Undo](#)

Drag Files from PC Desktop to Vector Desktop

Shortcuts from the Window explorer can be dragged to the desktop (Except windows components, such as “My Computer, My Networks, etc.)

To drag files to the desktop

- Simply drag the Shortcut from the Window explorer to the Vector desktop:



NOTE: The shortcuts are LINKS only. These files will not be saved in the show, only the links will be saved.



Tips! Dragging files to the Vector Desktop can be usefull for:

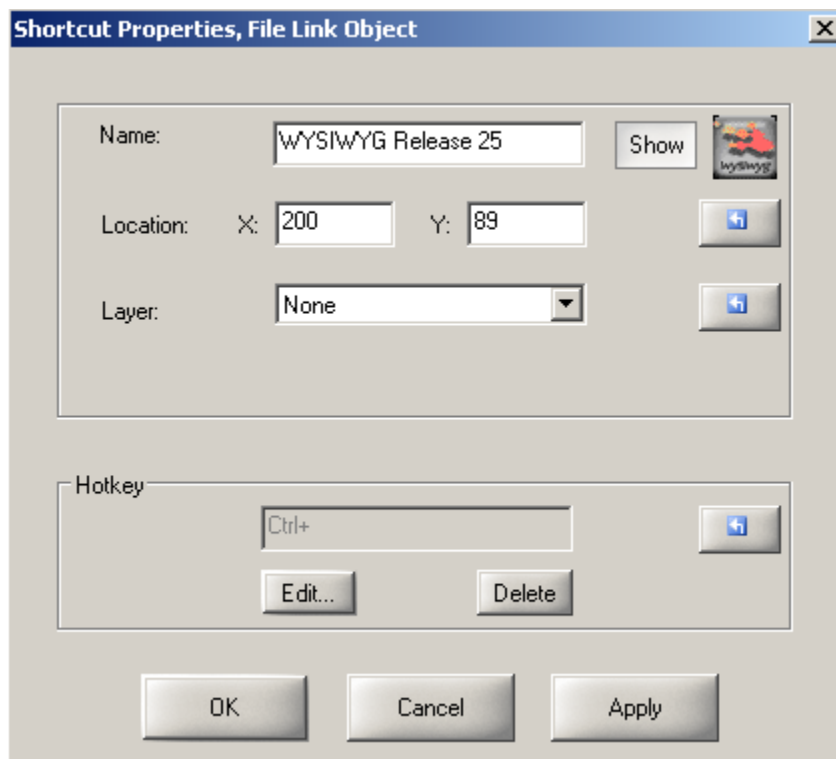
- Quick access to run applications such as C-Net Manager.
- CAD drawing of your stage or bitmap.

The Shortcuts properties dialog


The Shortcuts properties dialog is used to edit properties of a shortcut object.

You can perform the following:

- Change the name of the Shortcut
- Show / Hide the Shortcut text
- Enter an exact location to place the shortcut using X and Y fields
- Add the Shortcut to a user defined layer
- Add a hotkey for the shortcut



Using the Grid

The Grid Show / Hide button , which is located on the desktop title pane, adds layers of dots that can be used to align objects. This grid works the same as the grid on the Topo.

General Desktop Notes

The following are general notes on using the Desktop enhancements:

- To select an object click once, then click again to move the object.
- When moving an object red point the frame will reset.
- When printing a desktop the zoom may change.

Export Show to ASCII

You are now able to export channel information, groups and 1 single Qlist (According to the standard protocol) to an ASCII show file. The console will not allow you to export unless you have at least 1 channel and 1 Qlist.

When exporting an ASCII show file, the following data is exported:

- Cue data
- Group data
- Cue time data (time-in / time-out)
- Cue Link
- Patch
- Proportional patch level
- Text of the Cue or Group

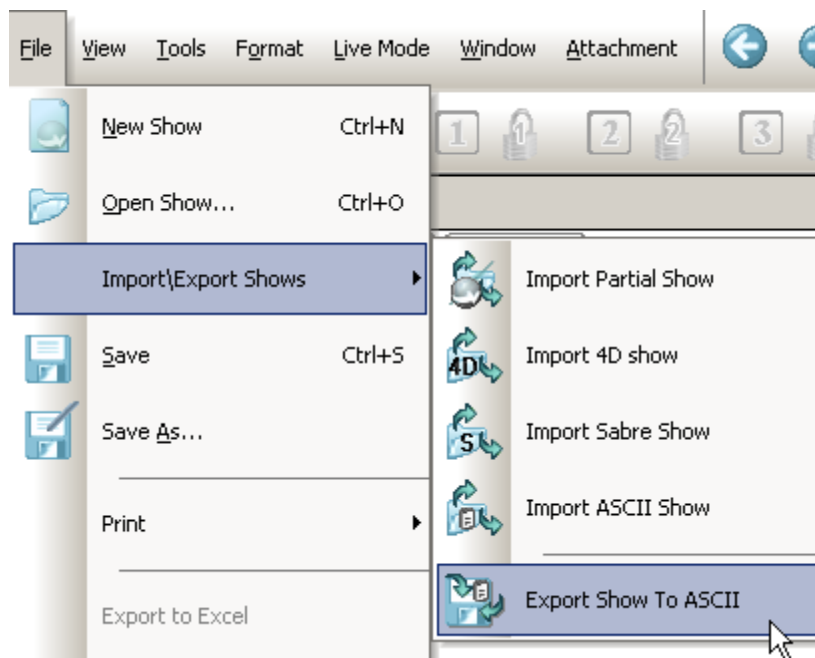


NOTE: A group will not appear in the Export to ASCII Show dialog if it does not contain any channel data.

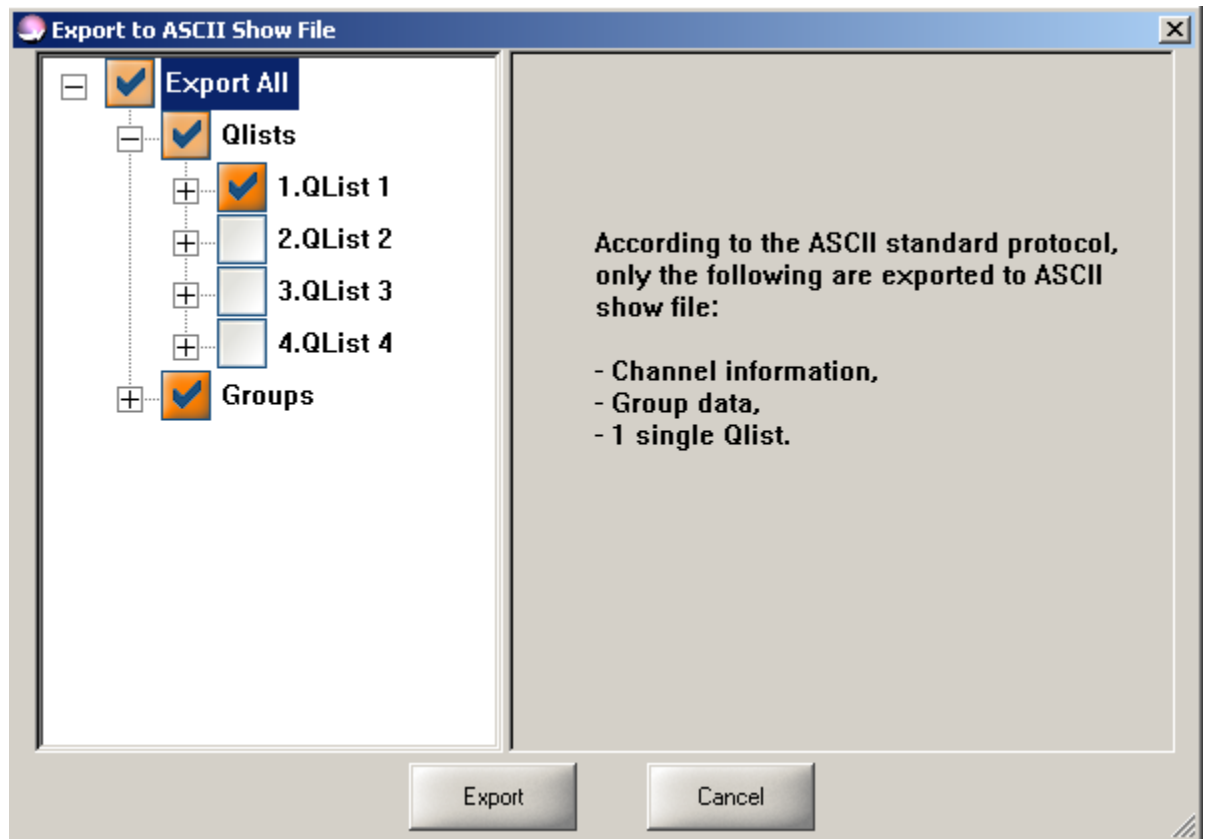
To export a show to ASCII

Before you export a show to ASCII make sure you have a channel and a Qlist in the show.

1. From the File menu select Import/Export Shows ► Export Show To ASCII.



2. From the Export to ASCII show dialog select the objects to export:



3. Click Export.
 4. Select the destination to save the file.
 5. Type the file name, select Save.
- The file will be saved with the extension: **.asc**



ATTENTION! If more than 1 Qlist is selected, the console will merge these Qlists into 1 Qlist. This will cause the cues to be re-numbered.



NOTE: Import ASCII show file now supports; Proportional Patch and Cue Link.

More General Enhancements

The following pages contain explanations on more general enhancements.

WIN SCROLL Enhancements

The following are new supported keyboard keys in WIN SCROLL mode:

| Pressed PC Panel key | Will act as Keyboard key |
|----------------------|--------------------------|
| [MACRO] | ALT |
| [SNAP] | Space |
| [UNDO] | UNDO (CTRL + z) |
| [COPY] | COPY (CTRL + c) |
| [PASTE] | PASTE (CTRL + v) |
| [ACTIVE] | SELECT ALL (CTRL + a) |



Tip!

By using **[MACRO] + → (Thru)** in **WIN SCROLL** mode will give you the same effect as Alt + Tab on the windows keyboard.



NOTE:

When you open a Text dialog or the Matrix ► Fixture properties, the WIN SCROLL will turn ON automatically.

The WIN SCROLL will automatically turn OFF when you exit the Text dialog or Matrix ► Fixture properties.

Locked Columns Enhancement

Now when you lock columns there will be a thicker and brighter line. This line will take the colors according to the grid colors:

| Live - Spot | | | | | | | |
|-------------|-----------|---------|--------|------|--------|---------------|-------|
| | Fixture # | Fixture | Pan | Tilt | Limmer | Shutter | Color |
| Val | 1 | b7_1 | 50% | 51% | FL | Open End-9.FL | 0.W. |
| Lib | | | Pos 1. | | | | |
| Val | 2 | b7_2 | 51% | 51% | FL | Open End-9.FL | 0.W. |
| Lib | | | Pos 1. | | | | |
| Val | 3 | b7_3 | 50% | 51% | FL | Open End-9.FL | 0.W. |
| Lib | | | Pos 1. | | | | |
| Val | 4 | b7_4 | 48% | 52% | FL | Open End-9.FL | 0.W. |
| Lib | | | Pos 1. | | | | |
| Val | 5 | b7_5 | 46% | 53% | FL | Open End-9.FL | 0.W. |
| Lib | | | Pos 1. | | | | |

Thicker and brighter line when columns are locked

Blind Enhancement

By using the following sequence you can copy the editor values into the Blind editor. This can be done even if the Blind editor already has values.

To copy current editor values into the blind editor

This sequence will copy the editor values into the blind editor and will automatically enter the blind editor:

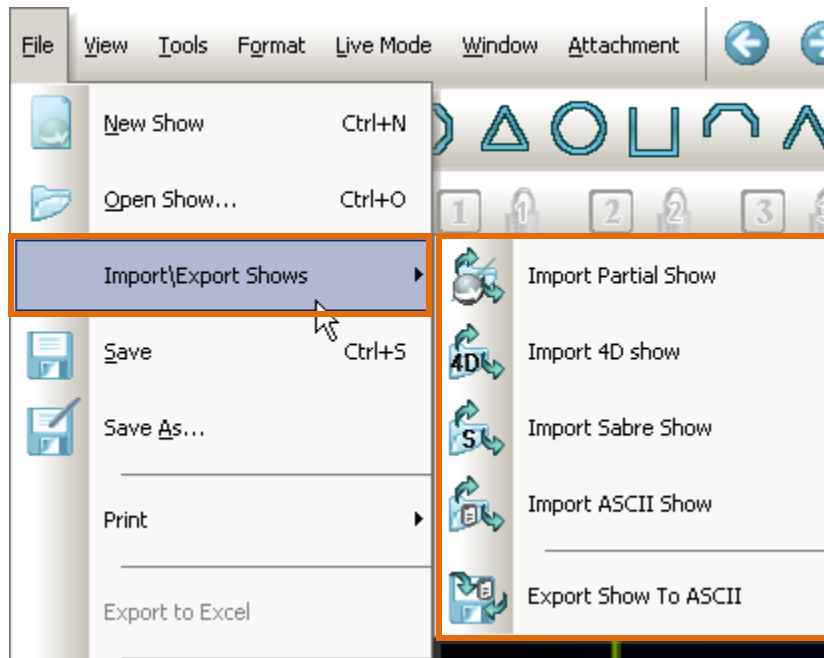
- **[SHIFT+BLIND]**

Import Devices Improvement

By using CTRL or SHIFT together with the mouse (as you would do in windows), will enable you to select multiple devices in the Import device tree.

Import / Export Shows Enhanced Menu

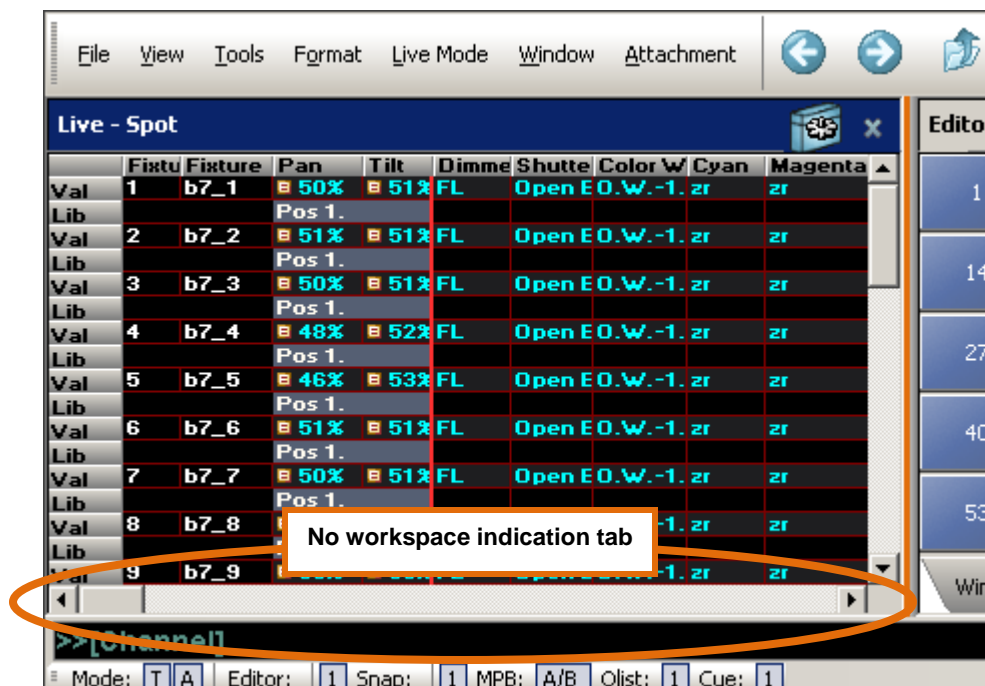
All Import and Export options have been added into one menu:



ATTENTION! The previous way of importing 4D / Sabre / ASCII shows by using File ► Open Show is NO longer valid.

Workspace Improvement

When you have only one workspace in a window, there will be no workspace indication tab until you add another workspace:



To add a workspace

1. Right click anywhere.
2. Select Add Workspace.

The Workspace indication tab will appear and will show both workspaces.

Using PB in Cut Time

You are now able to manipulate PB content by using the [SHIFT] key together with a PB key.

The following are PB key behaviors:













| Key Behavior | With SHIFT | Without SHIFT |
|---------------------|---------------------------------|--|
| GO | PB will fade in using Cut Time. | PB will fade in using Cue Time. |
| GO / RELEASE | PB will act as ON / OFF | PB will fade in using Cue time or will be released using release Time. |
| RELEASE | PB will be released in Cut time | PB will be released in release time |
| BACK / HOLD or BACK | PB will fade back in Cut Time. | PB will fade back using back time. |
| ON / OFF | PB will act as GO / RELEASE | PB will fade in/ out using Cut Time. |



NOTE: The above behavior will work with PB's and Q-keys.

Quick access to MARCO's 111 – 116

You are now able to use MARCO's 111 – 116 directly from the 6 original MARCO keys on the panel. You can do this by pressing [SHIFT], then pressing on a relevant MACRO key.

| MARCO Key | Key + SHIFT | MARCO Key | Key + SHIFT |
|---|---|---|---|
|  macro 101 |  macro 111 |  macro 104 |  macro 114 |
|  macro 102 |  macro 112 |  macro 105 |  macro 115 |
|  macro 103 |  macro 113 |  macro 106 |  macro 116 |