

# Vector Release Notes

## Dual Core Release

Release Date: **27/11/2011**

Real time version: **3.20.R01**

Windows version: **3.20.R01**

RT interface version: **3.20.R01**



## NOTE!!

**This version does not support *Single Core\** consoles.**

**\*Vector Orange will support this release with a few hardware limitations.**

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## Version Highlights

1. Display	
1.1. <a href="#">Live Mode View Enhancement</a>	The Pan Title Bar will now display the selected Live Mode.
1.2. <a href="#">Live Fixtures Display Enhancement</a>	An option has been added to view the Live Fixture display grid either horizontally or vertically.
1.3. <a href="#">External Wing Display</a>	A dedicated display has been added to the Workspace Tree for an external wing.
1.4. <a href="#">Navigation History</a>	Navigation history items can now be selected from drop down menus on the Back and Forward navigation buttons.
2. Editing	
2.1. <a href="#">Shuffle</a>	3 new shuffle options have been added; Shuffle Order, Shuffle Fixtures and Shuffle All Cells.
2.2. <a href="#">User Defined Curves</a>	8 User Defined curves have been added which can be edited accordingly.
2.3. <a href="#">Invert Values</a>	Selected Fixtures and Parameters can now be inverted to an opposite value.
2.4. <a href="#">Bypass Library Time</a>	A library fade-in time value can be bypassed, in which case CUT time will be used.
3. Playback	
3.1. <a href="#">Enhanced Move Function</a>	Playbacks can now be moved to Playbacks on-the-fly.
3.2. <a href="#">New Snap Options</a>	New snap options have been added which enable you to store a current master PB and/or current page number to a snap.
3.3. <a href="#">Tap Beat</a>	Tap Beat enables you to set the Rate speeds by tapping on the <b>BEAT</b> button.

3.4. <a href="#">Go Reverse</a>	Go Reverse is a new playback control feature that enables you to go in a reverse direction when using cues.
3.5. <a href="#">Group Selection and Release via PB</a>	Fixtures can now be selected and/or released by pressing on an assigned PB key or Q-Key.
<b>4. System Settings</b>	
4.1. <a href="#">System Lock</a>	You are now able to lock the console using a 1 to 10 digit code.
<b>** Vector Violet Improvements **</b>	
Vector Violet is now able to transmit up to 12 outputs from any protocol (VC's, ArtNet and Streaming ACN) regardless of the amount of ePorts connected.	

## Important Bug Fixes – Vector Software 3.20R01

- Snaps that were saved with running/off status did not come up as “Saved”. This has been fixed. Thanks to Stephen Plotkin, Canada.
- Communication has been improved between Master console and Slave or Node. Thanks to Bambi, Bonder and Vini, Israel.
- A Macro with Freeze Effect did not unfreeze on the second pass. Now only one Macro can be used to freeze and unfreeze. Thanks to Moshiko Pe’er, Israel.
- Assigning or storing a range of cues to a range of playbacks did not work properly; instead it was spreading the cues to Qkeys. This has been fixed. Thanks to Gerhard Feiner, Germany.
- If the Autosave folder was moved or changed from the Vector Shows folder, an error message occurred. This has been fixed and now the system will auto create the Autosave folder again. Thanks to Eli Osawa, Tokyo.
- Copying a fixture or parameter did not work properly especially when selecting groups. This has been fixed. Thanks Bill Peachment, UK.
- When attempting to update a Library on a show that was saved on an older software version, produced an error message which was related to Mark-Cue. This has fixed. Thanks to Gino DeLeo, David Winnik, Ronen Ben-Harosh, Italia, Israel.
- When assigning Delay In/Out times with a value smaller than 1 sec and using the decimal dot (.), the result was a wrong value. This has been fixed. Thanks to Uri Morag, Israel.
- On some occasions, Vector did not download more than 180 thumbnails from Arkaos' Media-Master. This has been fixed.
- On Vector orange, when loading a show that had DMX-In + Art-Net or DMX-In + ACN enabled, caused a windows crash. This has been fixed. Thanks to Orit Freedman, Holland.
- There was a crash using the sequence [FIXTURE, #, VIRTUAL DIMMER, @, RED, Spin wheel] on a device that was using a virtual dimmer. This has been fixed. Thanks to Stephen Plotkin, Canada.
- When loading a show from a previous version that had an infinite time setup to control parameter, caused the infinite time to be around 10 minutes. This has been fixed. Thanks to Pekka Rytlahti, Finland.
- The Park sequence was always selecting the whole fixture. Now it is possible to select specific parameter/s that will be parked. This is done by the sequence:[FIXTURE, #, (→,



#), Move values, PARAM, PARAM,... (To select the parameters in RED), SHIFT+PARK, STORE]. This sequence will also work to release parameters from park. Thanks to Moshiko Peer and Speedy Cole, Israel & Matthias Kern, Switzerland.

- When working in Multi-Editors mode with the option "Take Multi-Editors" activated, then updating objects did not take all the editors. Now when this flag is enabled, updating objects will use all editors.
- When examining a PB after the key "PB/QKey Display" was pressed, the content of the exam was incorrect. This has been fixed. Thanks to Raphael from Crystal, France.
- The Automatic Parameter Grouping flag from the Editing tab in the system settings was not applied after exiting the System Settings. This has been fixed. Thanks to Orit Freedman, Holland.
- The sequence of releasing fixtures from Sub-Masters did not work on some occasions. This has been fixed. Thanks to Filip Wiesner, Austria.
- Wheel assignments did not page correctly when there were spaces between the parameters on the wheels. Now paging will page exactly as stored in the device. Thanks to Bonder, Israel.
- If a device had no Dimmer, Virtual Dimmer or RGB parameter patched, it caused odd behavior to the system. This has been fixed. Thanks to David Bishop, UK.
- The sequence of [CUE, #, NEXT/PREV] did not work if the # (cue number) did not exist. Now when doing this sequence on a non-existing cue and pressing NEXT/PREV then it will give the nearest cue next/prev to the number that was entered. Thanks to Aviram Shahinu, Israel.
- It was not possible to see 16 bit color parameters in the Matrix-List live view. This has been fixed. Thanks to Jerry Roberto Romani, Italy & David Bishop, UK.

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## Text Conventions

The following text conventions exist in this document:

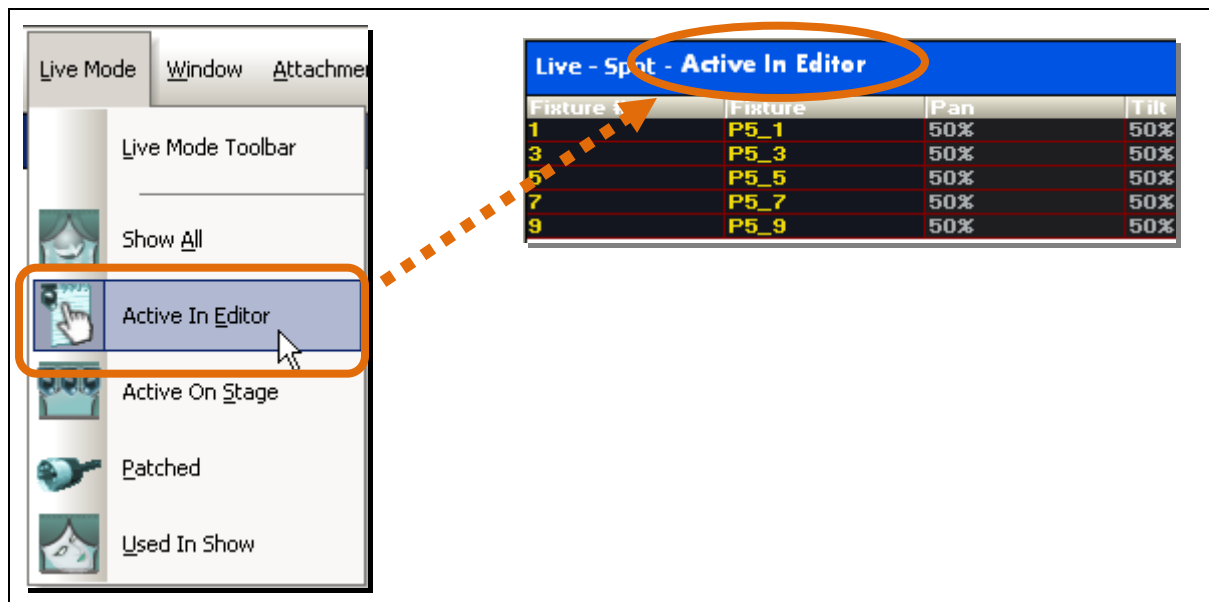
- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as ***BUTTONS***. Touch screen ***BUTTONS*** are ***BOLD ITALICIZED CAPS***.
- Dialog boxes, Window titles and field names appear in this font.
- Sequences appear like this; **[SEQUENCE, SEQUENCE]**.
- The word “Click” also refers to “tap”. This depends if you are using the mouse to “click” or “tapping” on the touch screen.

## Live Mode View Enhancement

An option has been added to enable the selected “live mode” to be displayed on the live mode title bar. This will only be visible if the title bar is not hidden; Show/Hide Pane Title

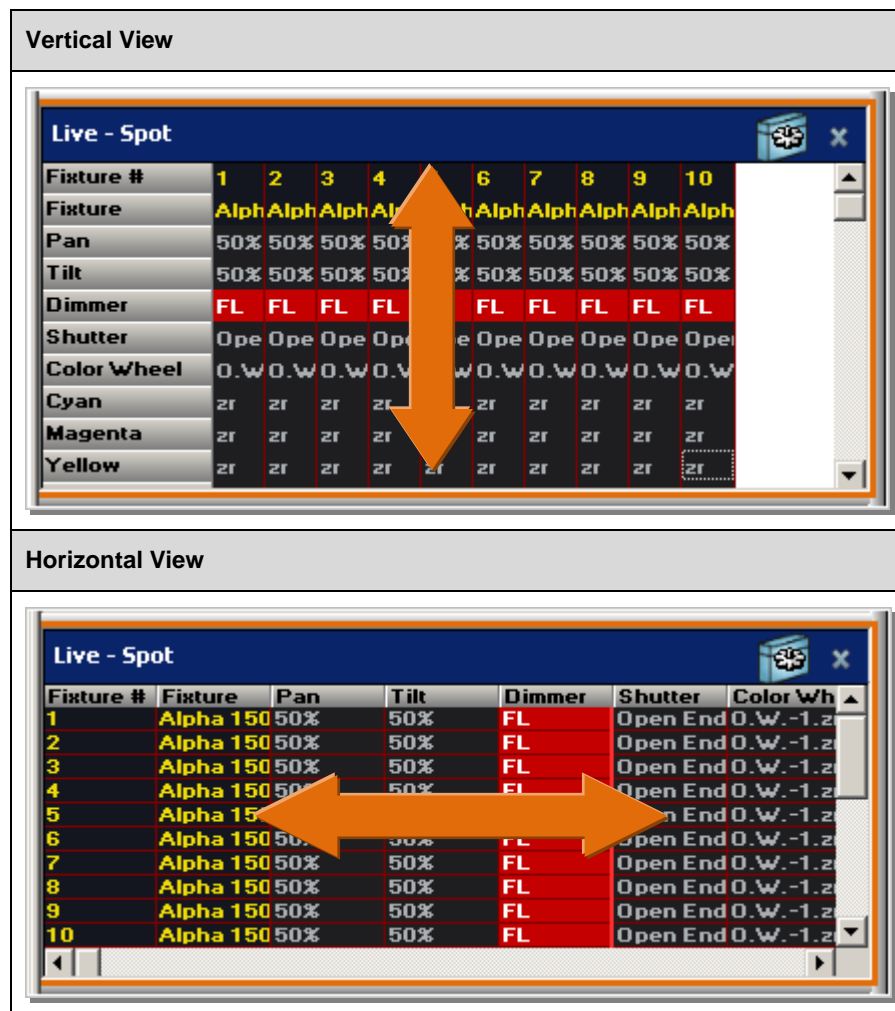
### Example:

If you select Active In Editor from the Live Mode menu, the live mode title bar will display the text “Active In Editor” provided the Pane Title is not hidden.

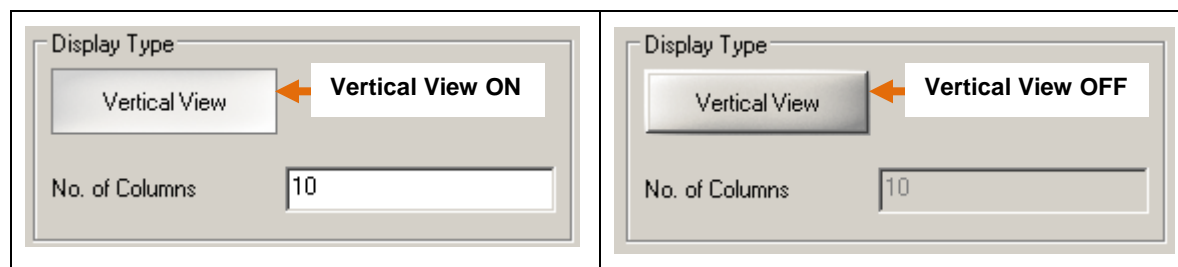


## Live Fixtures Columns Display Enhancement

The Live Fixture display grid can now be viewed either horizontally or vertically for Live Channels, Spots, Matrix and Media Server:



A new option has been added to the Columns tab; View Properties ► Grid Properties, called Vertical View. When Vertical View is activated the grid style will be vertical and the number of columns can be defined. (Default No of Columns is 10). When Vertical View is OFF the grid style will be horizontal.





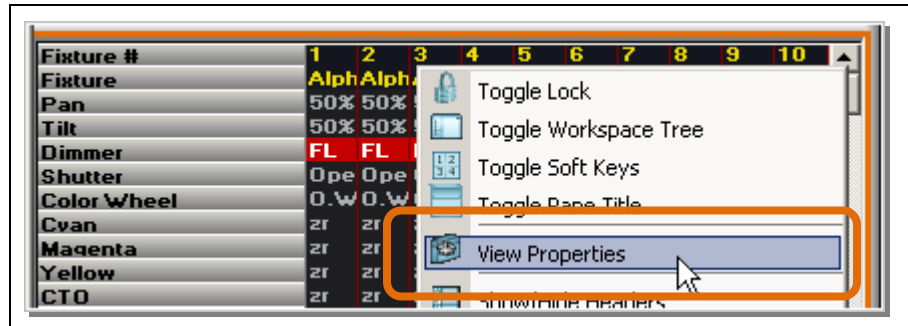
### To change columns display type

1. Click on the **VIEW PROPERTIES** button in the grid view pane title bar.



-OR-

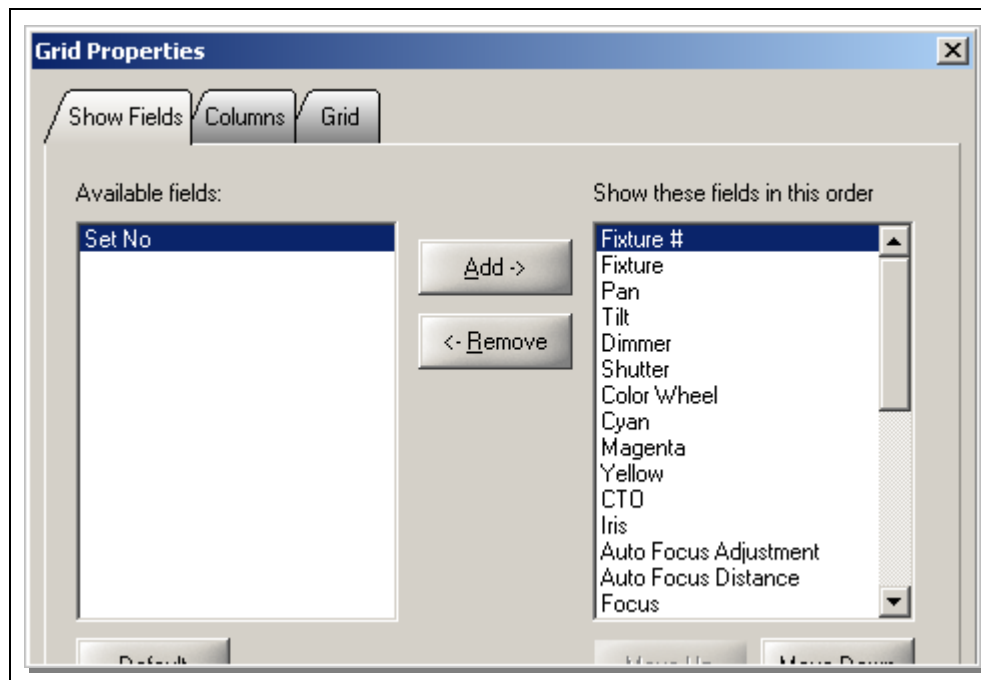
Right click and select View Properties:



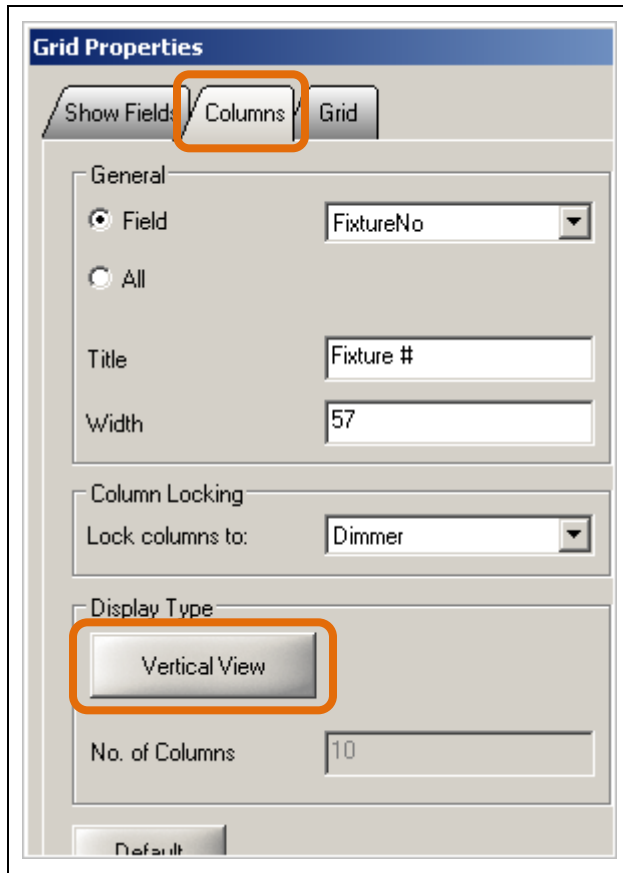
-OR-

From the View menu select View Properties:

Either way will open the Grid Properties dialog:

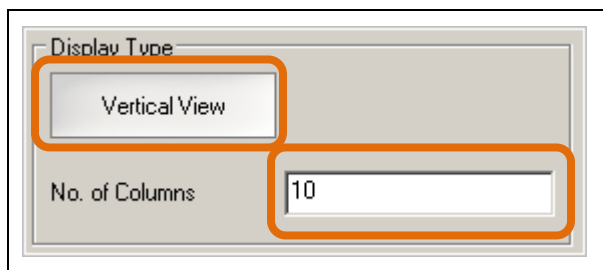


2. Select the Columns tab:



The image shows the 'Grid Properties' dialog box with the 'Columns' tab selected. The 'General' section has 'Field' selected with a dropdown set to 'FixtureNo', 'Title' set to 'Fixture #', and 'Width' set to '57'. The 'Column Locking' section has 'Lock columns to:' set to 'Dimmer'. The 'Display Type' section has 'Vertical View' selected and 'No. of Columns' set to '10'. A 'Default' button is at the bottom.

3. Click on the Vertical View option under Display Type to activate vertical view and enter the amount of columns - if desired:



The image shows a close-up of the 'Display Type' section of the 'Grid Properties' dialog box. The 'Vertical View' button is selected, and the 'No. of Columns' text box contains the value '10'.



**Note:** When Vertical View is OFF, the display grid type will be horizontal view.

4. Click Apply to apply the change.

## External Wing Display

The External wing display is a dedicated display of external wings; Wing 10 and Wing 20. The external wings are selected from the Workspace Tree ► Playback ► External Wing. The display will enable you to view Wings and QKeys.

The display window will be blank if an external wing is not present in the network.



### To view external wing

Before you can view an external wing, make sure the wing is connected and a connection has been established with a Vector console.

1. Open the Workspace Tree.
2. From the Workspace Tree click on the Playback folder, then click on the External Wing folder.
3. Select a Wing / Qkey to view.

### ***Exam Qkeys on Playback 20 Wing***

Examining Qkeys on Wing 20 can **ONLY** be done in Parallel mode. If the wing is **NOT** in parallel mode, then follow the instructions below:

#### ***To select parallel mode on Wing 20***

1. On the Vector console press **SETUP**.  
The edit tool bar will now be in setup mode.
2. From the Edit toolbar select **REMOTES**.
3. Select the type of wing; **REMOTE WING-20PB**.  
The wings will be displayed on the toolbar.
4. Select the specific wing.  
The operation mode dialog box opens and the current mode is displayed at the top of the dialog box.
5. Select **PARALLEL**.  
The dialog box closes.

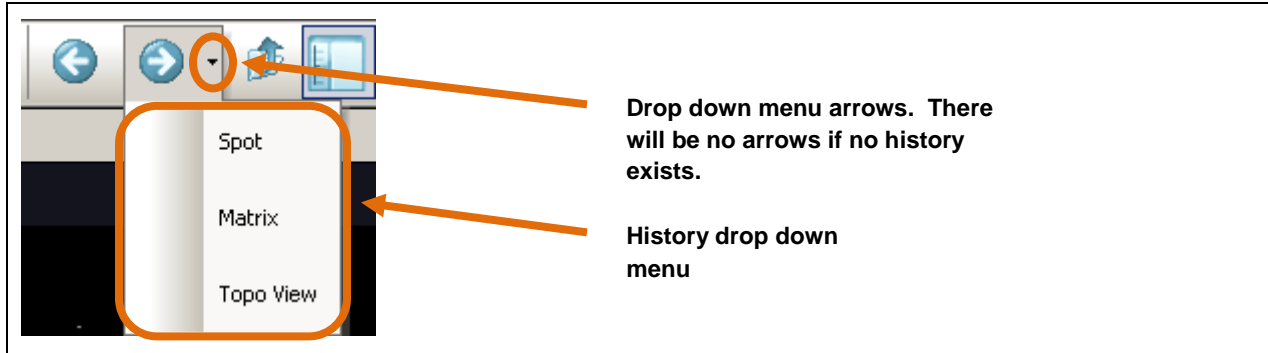
#### ***To Exam Qkeys on Wing 20***

1. On the Vector console press **EXAM**.
2. On the Wing 20 press **QKEY MODE**.  
The LED on the **QKEY MODE** key will turn ON (Red)
3. On the Wing 20 press the **PLAYBACK SELECT** key twice.  
The LED on the **PLAYBACK SELECT** key will blink green  
You should now be able to exam a Qkey by pressing a **SELECT** key on the wing 20.



## Navigation History

Navigation history can now be viewed by selecting the desired view history from a drop down menu. The History drop down menu will display up to 10 history pages of the current active view. (The current active view has an orange border) Using the drop down menu is a faster way of selecting a history item.

The Navigation history drop down menu has been added to the Back and Forward navigation buttons:



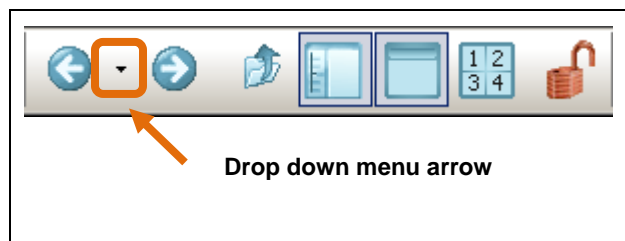
### Using Navigation History

The Back  drop down menu will display only the history that you can go back to. The Forward  drop down menu will display only the history that you can go forward to.

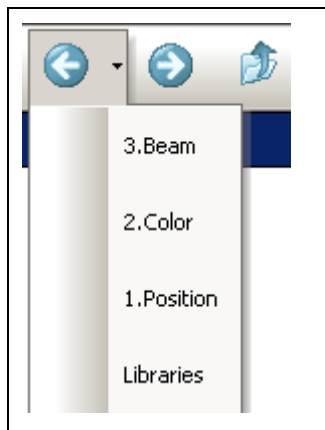
The following is an example of how to use navigation history:

#### To use navigation history – Example

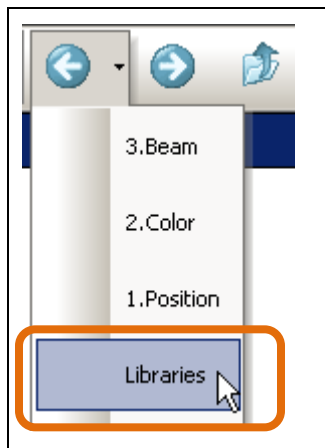
1. From the Workspace Tree click on Libraries.  
The Libraries view window will become the active view.
2. From the Workspace Tree and under the Libraries file, select Position, Color, Beam and Effect. (The last selected view ,Effect, becomes the current view)
3. From the Navigation bar click on the drop down menu arrow:



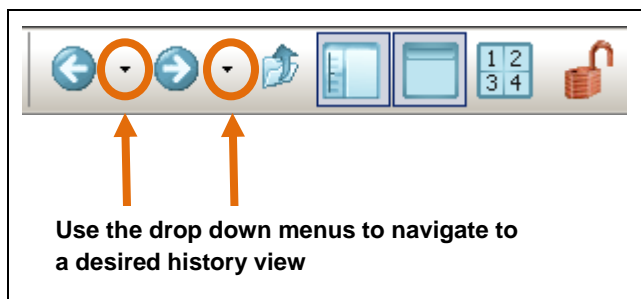
The history drop down menu will appear:



4. Select a history item to go back to, for example Libraries:



After selecting a history item, another drop down menu arrow will appear next to the forward button. You can now use the drop down menus on both buttons to navigate to a history view:



## Shuffle

There are now 3 new options to shuffle a fixture selection order; Shuffle Order, Shuffle Fixtures and Shuffle All Cells. By using shuffle you are able to build effects and/or chaser steps without any thinking or creativity.

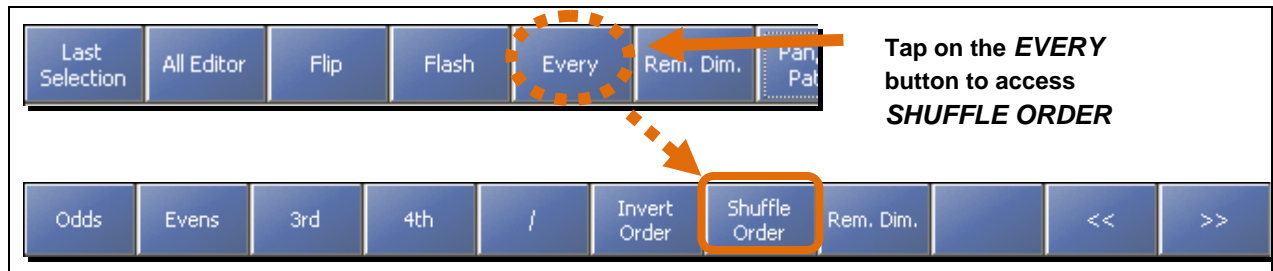
Shuffling can be done via the following:

- The Editor toolbar using a new button called; **SHUFFLE ORDER**  
**-OR-**
- The Effects Editor which has two new shuffling buttons; **SHUFFLE FIXTURES** and **SHUFFLE ALL CELLS**

### USING SHUFFLE ORDER

Shuffle Order will shuffle a selection in random order when using the Next / Prev buttons.

The new Shuffle Order button is located on the Editor toolbar, and is only available once the “Every” button has been selected.



### To shuffle order

**Example:** Shuffle order of spot 1 -5 and assign a dim intensity value of 45%.

1. Select Fixtures; **[SPOT 1 → 5]**
2. From the Editor toolbar select **EVERY**.



3. From the Editor toolbar select **SHUFFLE ORDER**.



The Command line will display the following:



4. Press on **NEXT** or **PREV**.
5. Type; **[@, 45]**
6. Press on **NEXT** or **PREV** to shuffle the order.

### Shuffle Order Sequence Examples

- [FIXTURE, # → #, EVERY, SHUFFLE ORDER, NEXT / PREV, FULL, NEXT, NEXT, PREV, etc.]
- [FIXTURE, # → #, EVERY, SHUFFLE ORDER, NEXT / PREV, @, ##, NEXT, NEXT, PREV, etc.]
- [FIXTURE, # → #, @, ##, EVERY, SHUFFLE ORDER, NEXT / PREV, PAN / TILT, NEXT, NEXT, PREV, etc.]




## Using Shuffle Fixtures with Effects

Shuffle Fixtures will only shuffle the selected fixture **rows** in random order. All fixture attributes will be shuffled, except the Base value. (Base value is a parameter value that defines an effect's starting point). *For more information on Base, see Chapter 10, page 274 in the Vector Reference Guide.*

### Example of shuffling fixture rows:

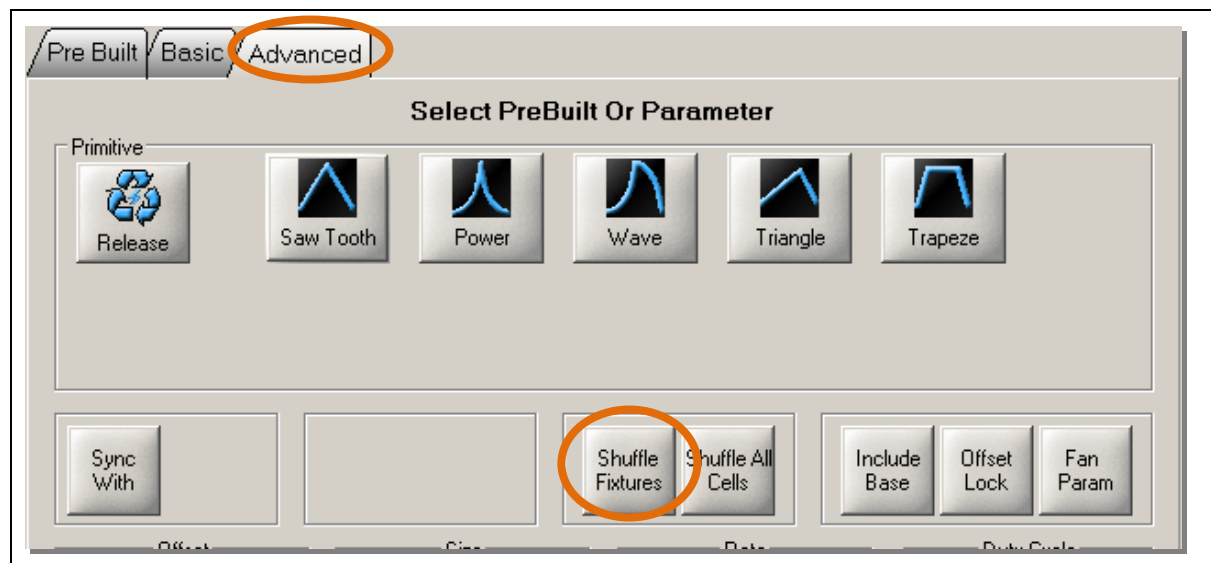
Selected fixtures  
1-5



Fixture #	Fixture	Pan	Tilt
1	Alpha 1500_1	12.00%	12.00%
2	Alpha 1500_2	12.34%	12.31%
3	Alpha 1500_3	12.52%	12.75%
4	Alpha 1500_4	14.27%	14.59%
5	Alpha 1500_5	12.74%	12.56%
6	Alpha 1500_6	50%	50%
7	Alpha 1500_7	50%	50%

Fixtures  
rows will be  
shuffled in  
random  
order

The Shuffle Fixtures option is located in the Effects Editor ► Advanced tab:



### To shuffle fixtures

**Example:** In this example we will assign a circle and wave effect for spots 1-5, then use shuffle fixtures to shuffle the order.

1. Select Fixtures; [SPOT 1 → 5].
2. Press **EFFECT**.  
The Effect Editor dialog will open
3. From the Pre-Built tab select the Circle effect option.
4. Now click on the Basic tab.
5. From the Basic tab and under Wave Functions select the Wave option.
6. Now click on the Advanced tab.
7. From the Advanced tab select the Shuffle Fixtures option.

The selected fixtures rows will now shuffle in a random order.



**TIP!** You can re-shuffle the order by selecting the Shuffle Fixtures button again until you find a desired shuffle order or effect.

### Using Shuffle All Cells

Shuffle All Cells will shuffle **only the Offset** values of the selected fixture cells in random order.

#### Example

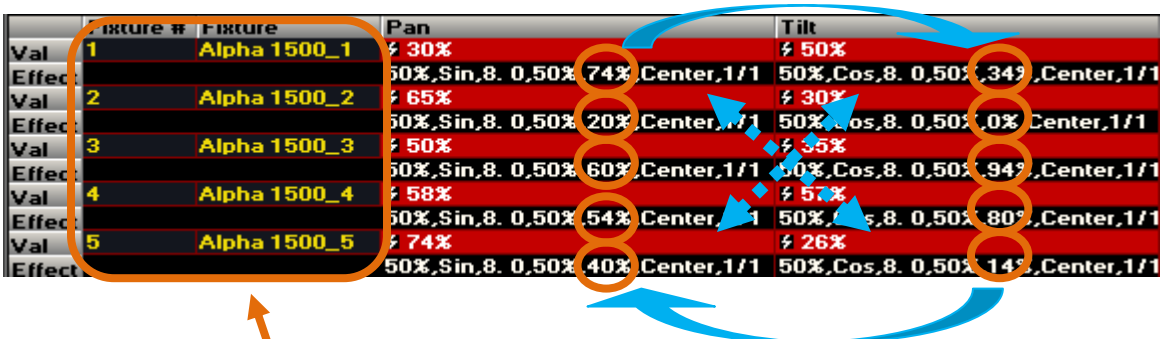
Before using Shuffle All Cells:

Fixture #	Fixture	Pan	Tilt
Val 1	Alpha 1500_1	50%,Sin,8.0,50%,0%,Center,1/1	50%,Cos,8.0,50%,14%,Center,1/1
Effect			
Val 2	Alpha 1500_2	50%,Sin,8.0,50%,20%,Center,1/1	50%,Cos,8.0,50%,34%,Center,1/1
Effect			
Val 3	Alpha 1500_3	50%,Sin,8.0,50%,40%,Center,1/1	50%,Cos,8.0,50%,54%,Center,1/1
Effect			
Val 4	Alpha 1500_4	50%,Sin,8.0,50%,60%,Center,1/1	50%,Cos,8.0,50%,74%,Center,1/1
Effect			
Val 5	Alpha 1500_5	50%,Sin,8.0,50%,80%,Center,1/1	50%,Cos,8.0,50%,94%,Center,1/1
Effect			

Selected Fixtures 1- 5

The Offset values remain unchanged.

After using Shuffle All Cells:

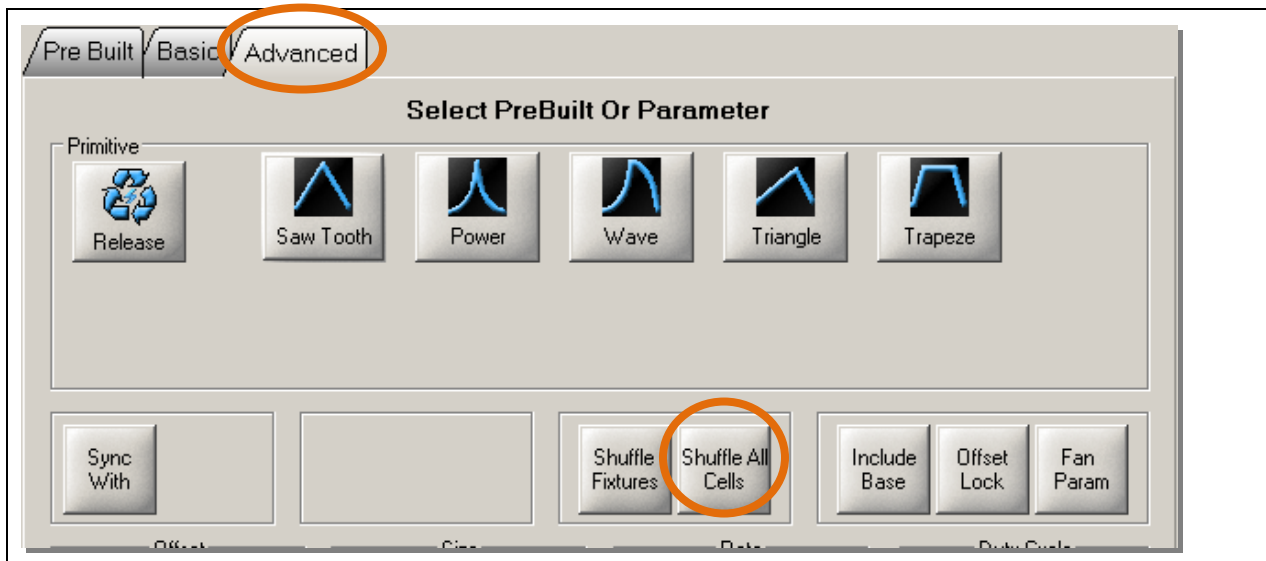


Fixture #	Fixture	Pan	Tilt
1	Alpha 1500_1	50%	30%
2	Alpha 1500_2	65%	30%
3	Alpha 1500_3	50%	55%
4	Alpha 1500_4	58%	57%
5	Alpha 1500_5	40%	26%

Selected Fixtures 1- 5

The Offset values are shuffled in random order.

The Shuffle All Cells option is located in the Effects Editor ► Advanced tab:



### **To shuffle all cells**

**Example:** In this example we will assign a circle and wave effect for spots 1-5, then use shuffle all cells to shuffle the order.

1. Select Fixtures; **[SPOT 1 → 5]**.
2. Press on **EFFECT**.  
The Effect Editor dialog will open.
3. From the Pre-Built tab select the Circle effect option.
4. Now click on the Basic tab.
5. From the Basic tab and under Wave Functions select the Wave option.
6. Now click on the Advanced tab.
7. From the Advanced tab select the Shuffle All Cells option.

The selected fixtures cells will now shuffle in a random order.



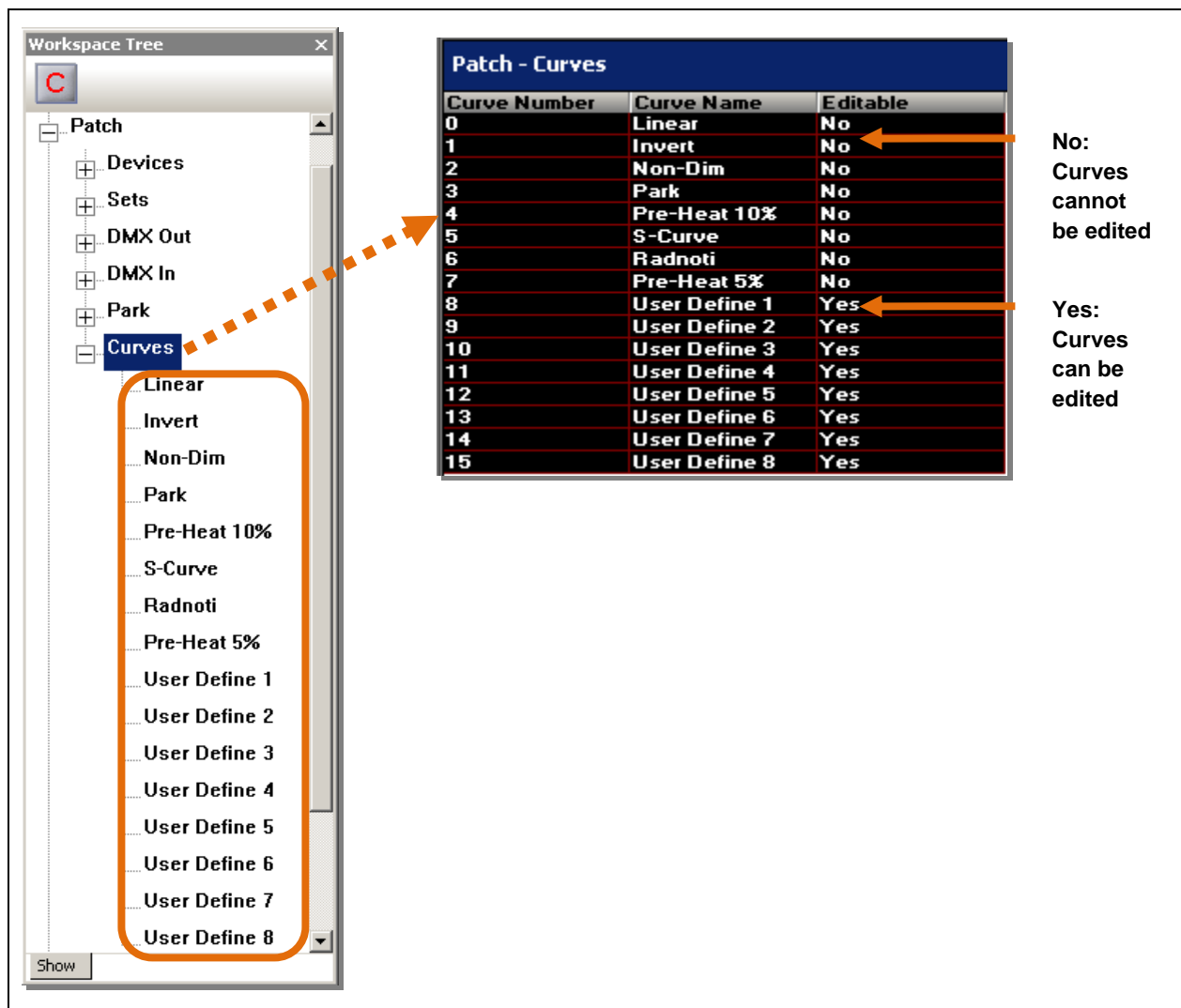
**TIP!** You can re-shuffle the order by selecting the Shuffle All Cells button again until you find a desired shuffle order or effect.

## User Defined Curves

8 User Defined curves have been added which can be edited using the windows interface. User Defined curves can be applied to a dimmer the same way you apply the factory curves. See: *Editing DMX channel properties on page 76 in the Vector Reference Guide.*

A new folder called “Curves” has been added to the Patch folder in the Workspace tree. The folder contains factory and user defined curves. Clicking on the Curves folder in the Workspace Tree will also display the curves in a grid window, and will indicate which curves can be edited or not; (Yes / No).

Editing of User Defined curves can only be done from the Patch Manager.



The screenshot shows the 'Workspace Tree' on the left with the 'Curves' folder expanded. An orange dashed arrow points from the 'Curves' folder to the 'Patch - Curves' window on the right. The 'Patch - Curves' window displays a table of curves with their editability status.

Curve Number	Curve Name	Editable
0	Linear	No
1	Invert	No
2	Non-Dim	No
3	Park	No
4	Pre-Heat 10%	No
5	S-Curve	No
6	Radnoti	No
7	Pre-Heat 5%	No
8	User Define 1	Yes
9	User Define 2	Yes
10	User Define 3	Yes
11	User Define 4	Yes
12	User Define 5	Yes
13	User Define 6	Yes
14	User Define 7	Yes
15	User Define 8	Yes

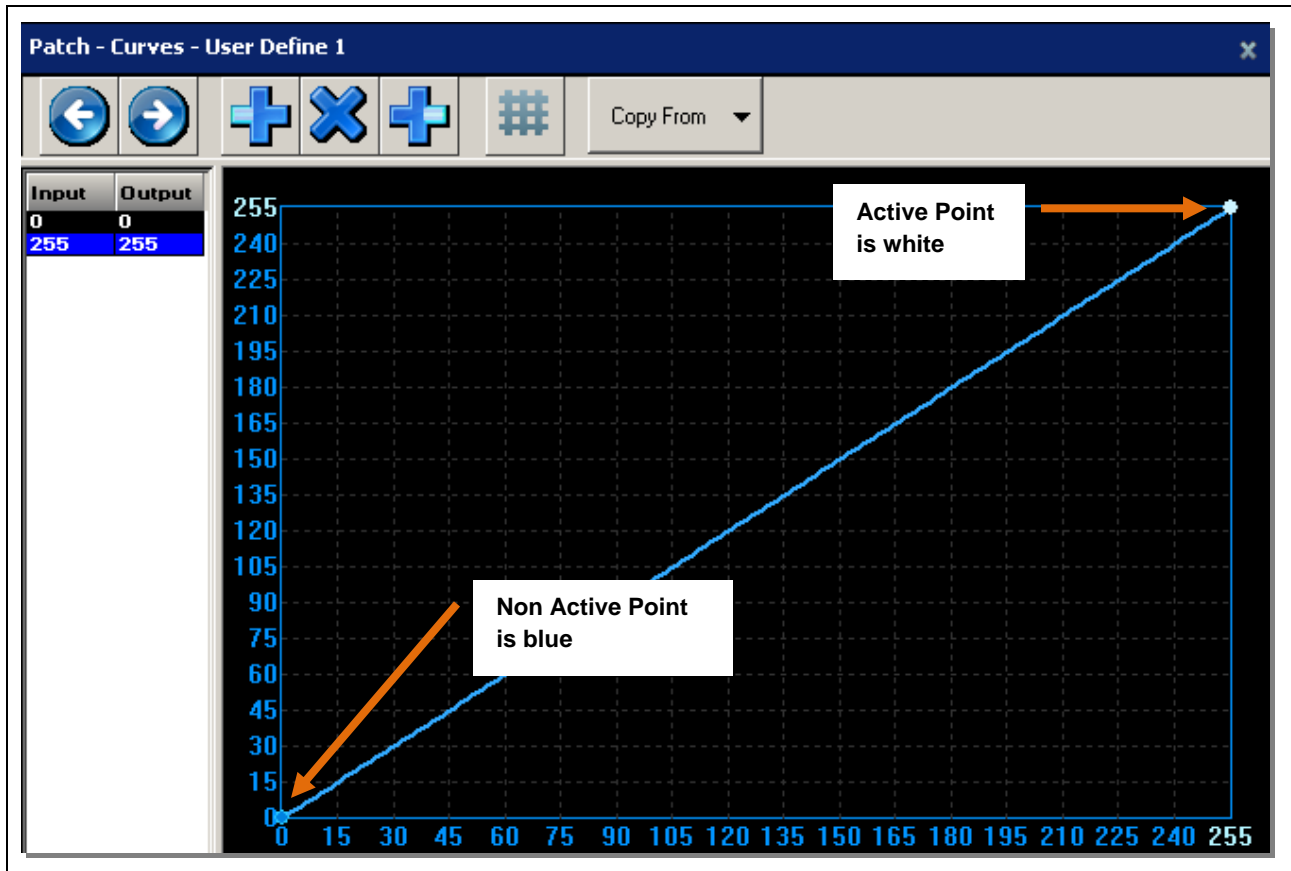
Annotations in the image:

- An orange dashed arrow points from the 'Curves' folder in the Workspace Tree to the 'Patch - Curves' window.
- An orange arrow points from the 'Linear' row (Curve 0) to the text 'No: Curves cannot be edited'.
- An orange arrow points from the 'User Define 1' row (Curve 8) to the text 'Yes: Curves can be edited'.

## Editing User Defined Curves



Curve names and points can be edited and saved to a show. Curves can contain up to 255 curve points (Min is 2 points). Factory curves can also be copied and pasted into user defined curve and then edited.


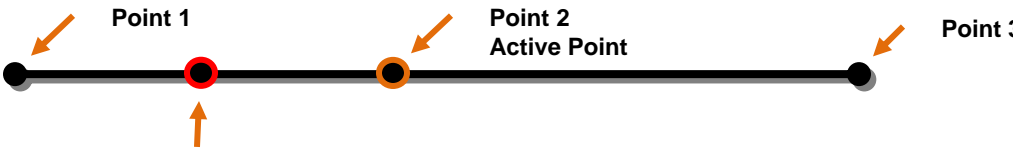


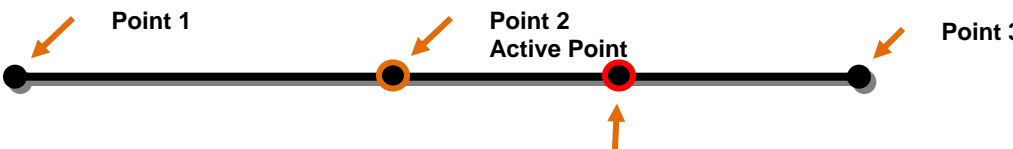

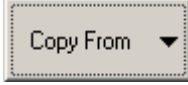
Curves are edited by adding and moving active points. Active points are white and non-active points are blue:



## Graph Editing Controls

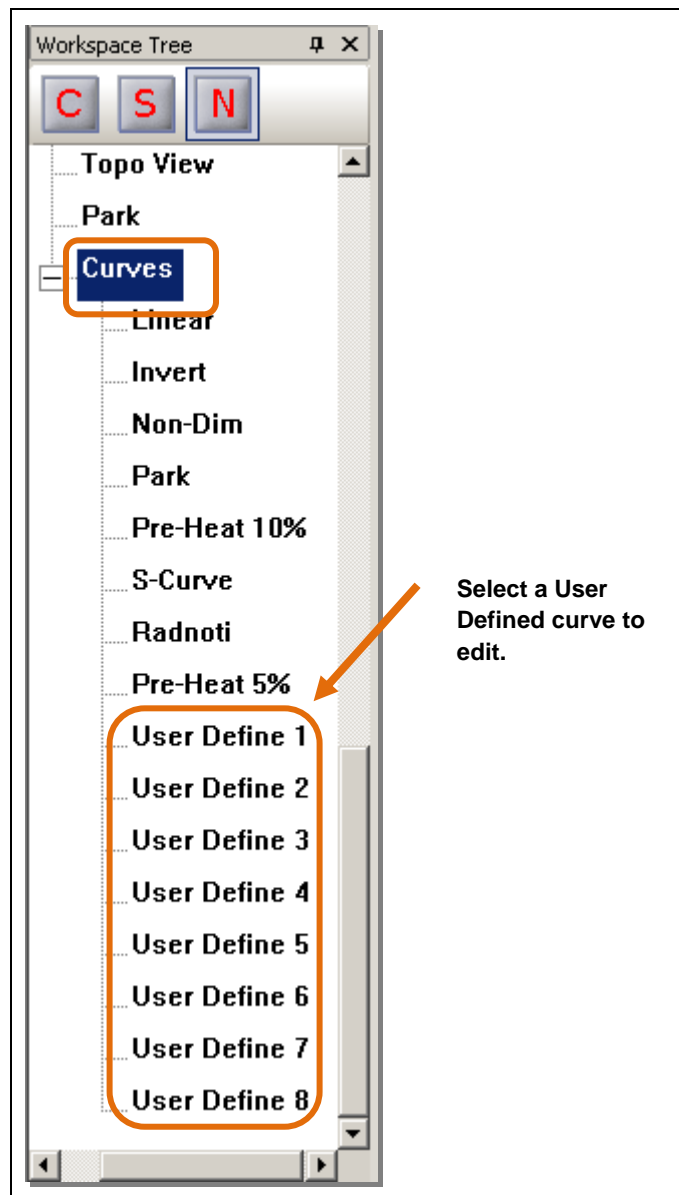
The following is list of graph editing controls and what they do:

Controls	What it does...						
 	These controls are used to move the active point to the <b>next</b> or <b>previous</b> point on the graph.						
<table border="1" data-bbox="203 1690 397 1785"> <thead> <tr> <th>Input</th><th>Output</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td></tr> <tr> <td>255</td><td>255</td></tr> </tbody> </table>	Input	Output	0	0	255	255	These shows the Input and Output points of the curve.
Input	Output						
0	0						
255	255						

Controls	What it does...(Cont.)
 <div data-bbox="235 367 389 493">Note the light shade</div>	<p>This will add a point to the <b>left</b> of the active point. The point will be added in the middle of the two points:</p> <p><b>Example:</b></p>  <p>The new point will be added in the middle of point 1 and point 2. (To the left of point 2 – Active point)</p>
	<p>This will delete an active point only. Click on a point to make it an active point and then press the delete button.</p>
 <div data-bbox="267 892 389 1060">Note the light shade</div>	<p>This will add a point to the <b>right</b> of the active point. The point will be added in the middle of the two points:</p> <p><b>Example:</b></p>  <p>The new point will be added in the middle of point 2 and point 3. (To the right of point 2 – Active point)</p>
	<p>Hide or show grid icon.</p>
	<p>Copy From enables you to copy a curve from either Factory curves or User defined curves and automatically pastes it to the current open User defined window.</p>

### To edit a user defined curve

1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the Workspace Tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. From the Curves folder select a User defined curve to edit.

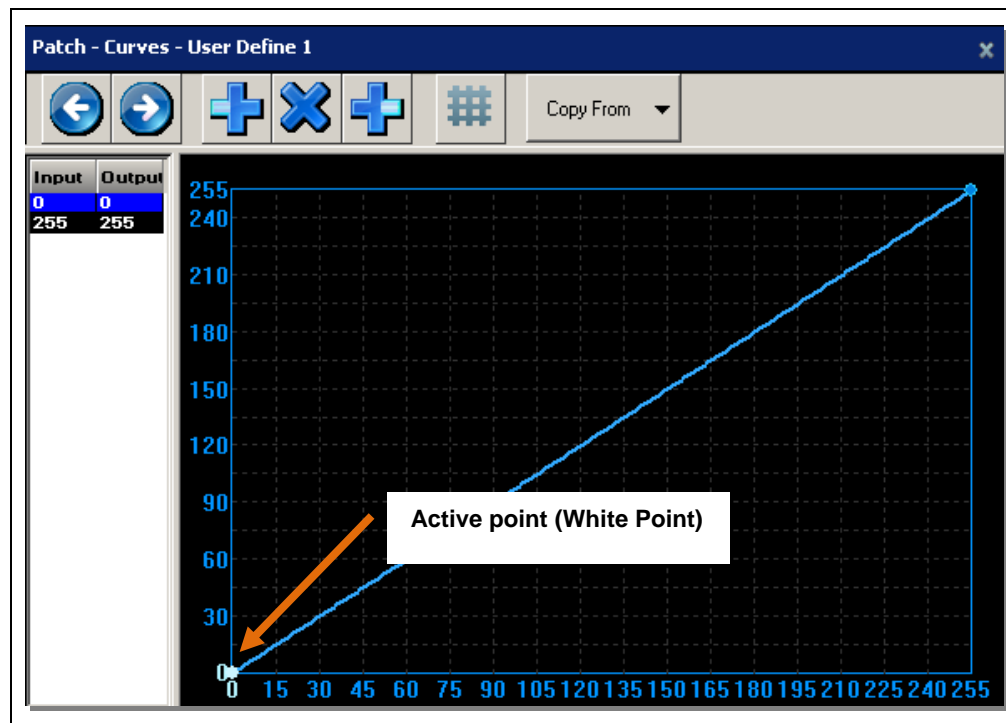






The User Defined curve window will open.

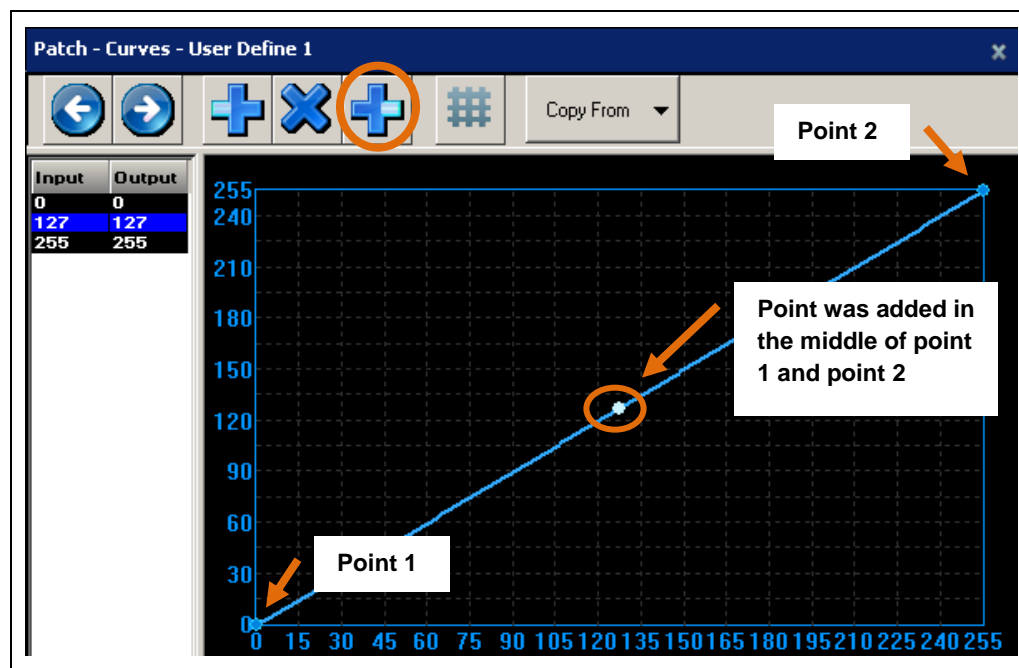
**Example:**

User Define1 was selected:



6. Add points to the graph using the plus button;  or .

For example; one point was added using the right plus button:

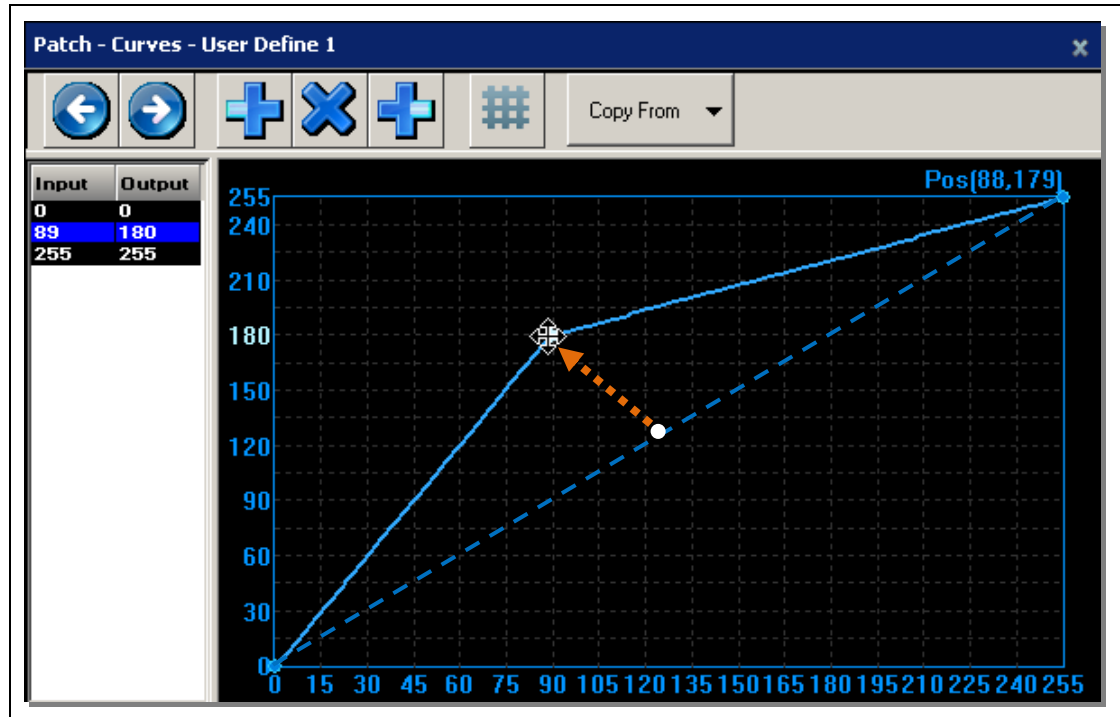




**TIP!** You can add a point by double clicking the mouse on the graph line.

7. Using the mouse, left click and hold on the active point and drag the point to the desired location:

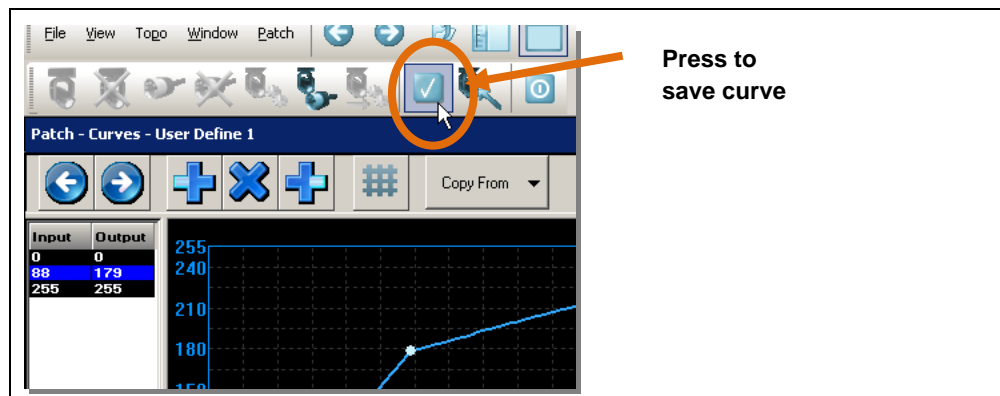
**Example:**



**TIP!** You can use the arrow keys on the keyboard for moving the point to a more accurate value:

Using the mouse, left click on the point to move, and then use the keyboard arrow keys to move the point.

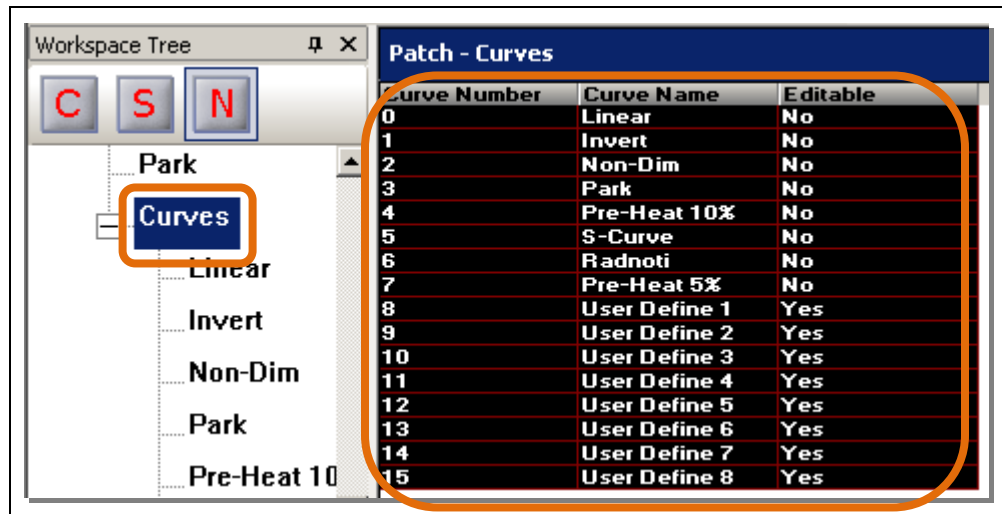
8. To add more points go back to step 6.
9. Save the curve by clicking on the tick button on the Patch Manager toolbar:



### To name a curve

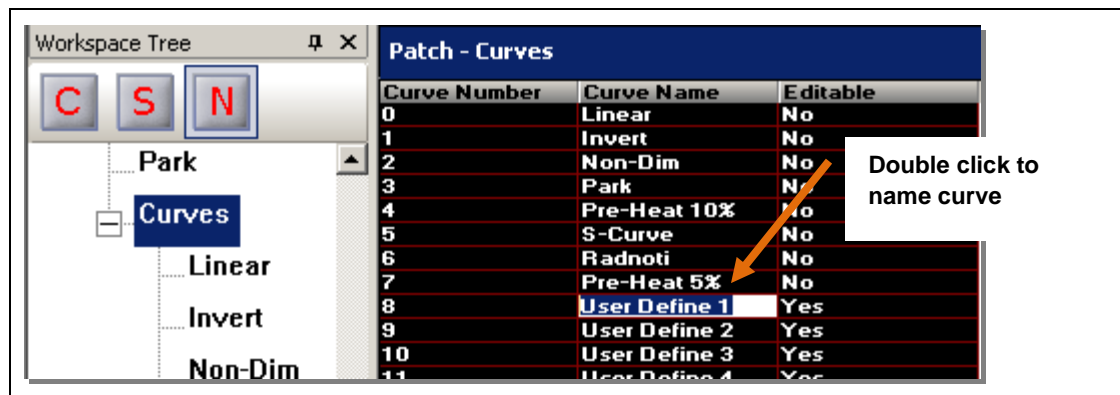
1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the workspace tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. Select the Curves folder.

A window will appear with all the curves in a grid form:

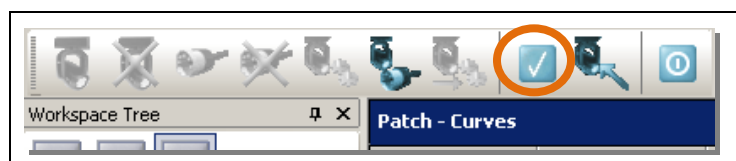


6. Double click on the User Define curve you want to name.

### Example:

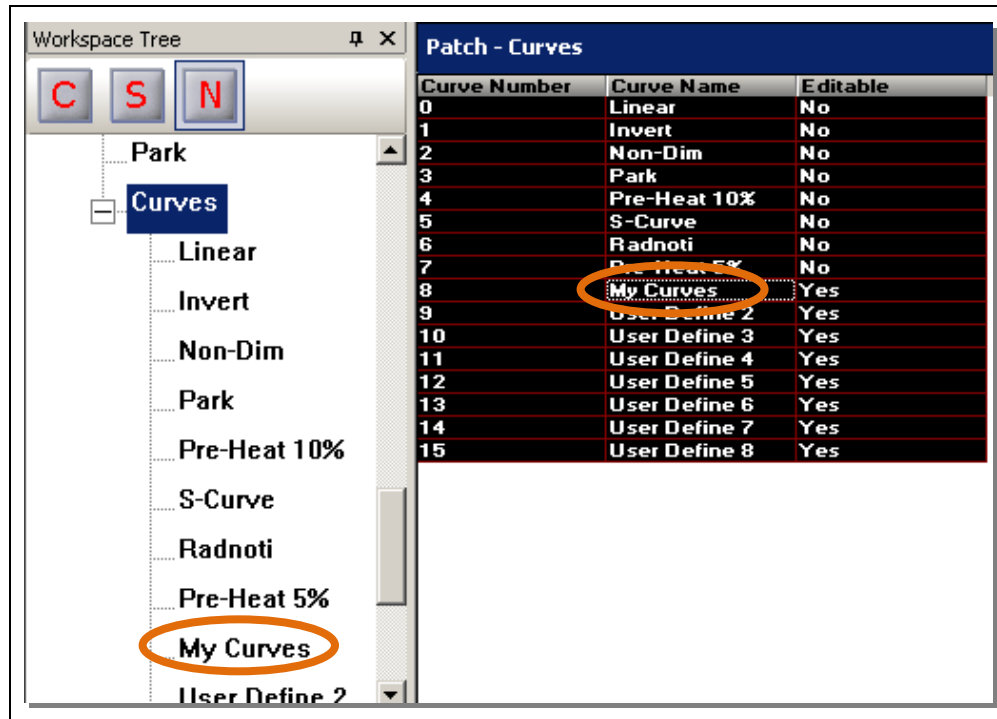


7. Type in the name of the curve.
8. Save the curve name by clicking on the tick button on the Patch Manager toolbar:



The curve name will be changed in the Workspace Tree and the Curve grid:

### Example:



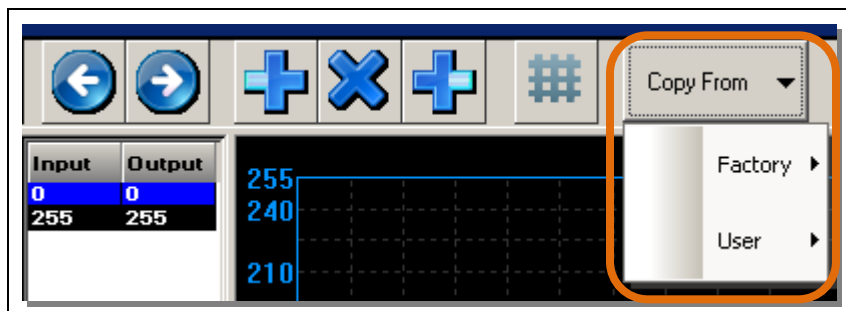
### To copy a curve

1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the Workspace Tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. From the curves list select a User Defined curve that you want to copy a curve to.

The User Defined curve window will open.

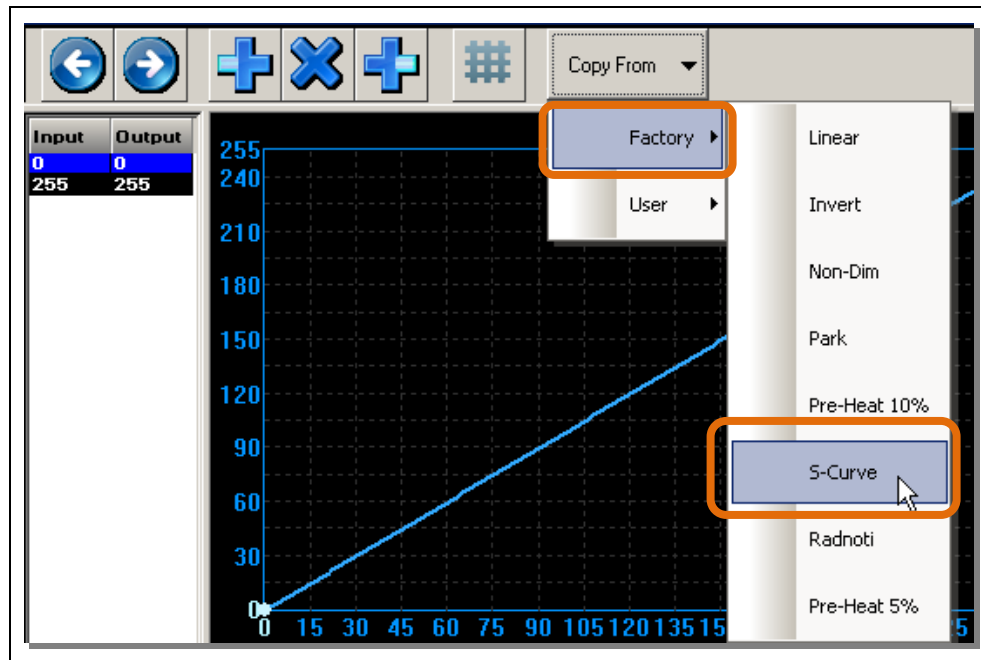
6. From the Curve editing toolbar select the Copy From button.

A Copy From drop down menu will be displayed:



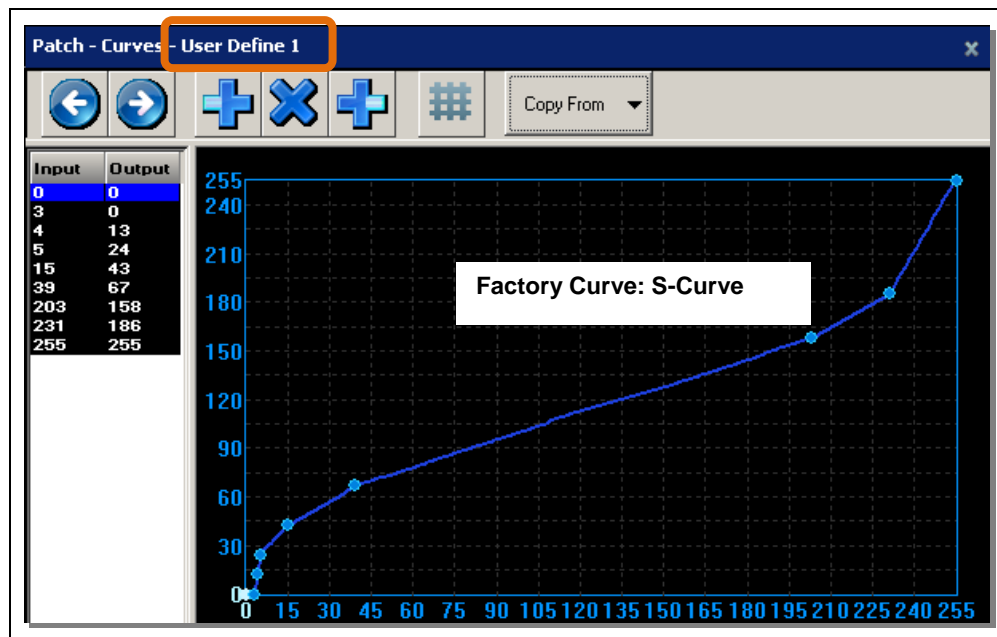
- From the Copy From drop down menu select where you want to copy the curve from; either Factory curves or User curves, then select the actual curve you want to copy.


**Example:** In this example we will copy from Factory curves and select the S-Curve:



Once you select the curve it will be immediately copied into the User Defined curve:

**Example:** Factory curve; S-Curve was copied into User Define 1:



- The curve can now be edited and named; See [To edit a user defined curve](#)
- Save the curve by clicking on the tick button  on the Patch Manager toolbar.

## Invert Values

Selected Fixtures and Parameters can now be inverted to an opposite value by using a new option called **INVERT VALUE**, which has been added to the Editor toolbar.



When using Invert Value, selected Fixtures that have parameter values highlighted in red will be inverted, whereas when selected fixtures have no specific values selected, all the fixture parameter values will be inverted.

Below are examples of using Invert Value for fixtures with and without parameter values selected.

### Example: Fixtures with parameter values selected.

[SPOT 1 → 5, @, 40%]

Spot 1 to 5 is selected with dimmer output value of 40%:

Fixture #	Fixture	Pan	Tilt	Dimmer	Shutter
1	Alpha 1500_1	50%	50%	40%	FL
2	Alpha 1500_2	50%	50%	40%	FL
3	Alpha 1500_3	50%	50%	40%	FL
4	Alpha 1500_4	50%	50%	40%	FL
5	Alpha 1500_5	50%	50%	40%	FL
6	Alpha 1500_6	50%	50%		FL
7	Alpha 1500_7	50%	50%		FL
8	Alpha 1500_8	50%	50%		FL
9	Alpha 1500_9	50%	50%		FL
10	Alpha 1500_10	50%	50%		FL

**INVERT VALUE** is selected from the Editor Toolbar:

Fixture #	Fixture	Pan	Tilt	Dimmer	Shutter
1	Alpha 1500_1	50%	50%	60%	FL
2	Alpha 1500_2	50%	50%	60%	FL
3	Alpha 1500_3	50%	50%	60%	FL
4	Alpha 1500_4	50%	50%	60%	FL
5	Alpha 1500_5	50%	50%	60%	FL
6	Alpha 1500_6	50%	50%		FL
7	Alpha 1500_7	50%	50%		FL
8	Alpha 1500_8	50%	50%		FL
9	Alpha 1500_9	50%	50%		FL
10	Alpha 1500_10	50%	50%		FL



**Result:** The dimmer output value has been inverted from 40% to 60%.

**Example: Fixtures with no specific parameter values selected.**

**[SPOT 1→ 5, INVERT VALUE]**

Spot 1 to 5 is selected with all parameter values inverted:

Fixture #	Fixture	Pan	Tilt	Dimmer	Shutter
1	Alpha 1500_1	57%	43%	zr	Closed-1.zr
2	Alpha 1500_2	57%	43%	zr	Closed-1.zr
3	Alpha 1500_3	57%	43%	zr	Closed-1.zr
4	Alpha 1500_4	57%	43%	zr	Closed-1.zr
5	Alpha 1500_5	57%	43%	zr	Closed-1.zr
6	Alpha 1500_6	50%	50%	FL	Open End-9.
7	Alpha 1500_7	50%	50%	FL	Open End-9.
8	Alpha 1500_8	50%	50%	FL	Open End-9.
9	Alpha 1500_9	50%	50%	FL	Open End-9.
10	Alpha 1500_10	50%	50%	FL	Open End-9.

## Invert Value Sequences

The following is a list of Invert Value sequence examples and what they do:

Sequence	What it does...
<b>[SPOT, #, INVERT VALUE]</b>	Inverts all the values of the selected fixture.
<b>[SPOT, #, →, #, INVERT VALUE]</b>	Inverts all the values of the selected fixtures.
<b>[SPOT, #, PARAM, INVERT VALUE]</b>	Inverts only the selected parameter.
<b>[SPOT, #, →, #, PARAM, INVERT VALUE]</b>	Inverts only the selected parameters of the selected fixtures.
<b>[SPOT, #, →, #, PARAM, PARAM, INVERT VALUE]</b>	Inverts only the selected parameters of the selected fixtures.



**TIP!** Experiment using Invert with CMY and RGB parameters. You can also use Invert with Pan/Tilt parameters.

---

## Bypass Library Time

When entering a library value into the editor, library time can be bypassed in which case CUT time will be used. Library time can be bypassed by using the SHIFT key **only** if the default library time in System Settings ► Timing tab is **NOT** Cut time.

Bypassing library time can be handy when inserting Gobo libs without a fade.

### *Sequence Examples to Bypass Library Time*

- [SPOT, #, →, #, SHIFT + LIB]
- [SPOT, #, →, #, LIB, #, SHIFT+ENTER]
- [SHIFT+LIB, ENTER]
- [LIB. #, SHIFT+ENTER]



## Moving Playbacks to Playbacks

The Move function has been enhanced to enable you to move a single playback to another playback or a range of playbacks to a range of playbacks on-the-fly. This is now achieved by using the SELECT key. Playback Definitions and fader position (if motorized) of a selected playback will also move to the new location.

### What Playbacks can be moved?

Single, multiple or a range of PB's can be selected and moved. All playbacks are movable; for example:

- PB's to PB's and QK's
- QK's to QK's, PB's



#### Note the following:

- Assignments cannot be moved to and from the A/B.
- A mixed selection is not movable; for example, PB and QK.

### Example of moving PB's

4 PB's have been setup with the following:

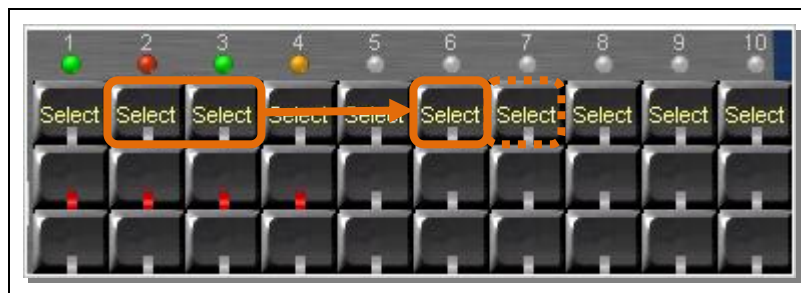
- PB 2/1; Qlist 3 with Playback Definition defined as GoRev (Go Reverse)
- **PB 2/2; Chaser (Qlist 4) with Playback Definition defined as Rls (Release)**
- **PB 2/3; Qlist 5 with Playback Definition defined as GoRev (Go Reverse)**
- PB 2/4; Temp Cue with Playback Definition defined as Hld/Bck (Hold/ Back)

Move PB 2/2 and PB 2/3 to PB 2/6 and PB 2/7 which are empty:

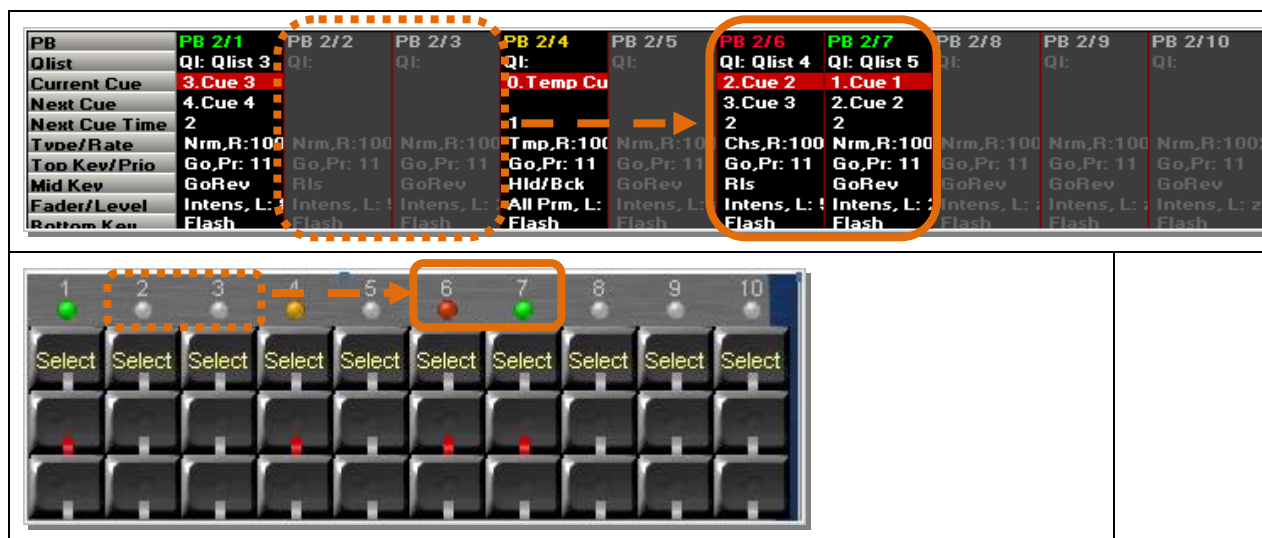
PB	PB 2/1	PB 2/2	PB 2/3	PB 2/4	PB 2/5	PB 2/6	PB 2/7	PB 2/8	PB 2/9	PB 2/10
Qlist	Qlist 3	Qlist 4	Qlist 5	Qlist 6	Qlist 7	Qlist 8	Qlist 9	Qlist 10	Qlist 11	Qlist 12
Current Cue	3.Cue 3	2.Cue 2	1.Cue 1	Temp Cue						
Next Cue	4.Cue 4	3.Cue 3	2.Cue 2							
Next Cue Time	2	2	2							
Type/Rate	Nrm,R:100	Chs,R:100	Nrm,R:100	Temp,R:100	Nrm,R:100	Nrm,R:100	Nrm,R:100	Nrm,R:100	Nrm,R:100	Nrm,R:100
Top Key/Prio	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11	Go,Pr: 11
Mid Key	GoRev	Rls	GoRev	Hld/Bck	GoRev	GoRev	GoRev	GoRev	GoRev	GoRev
Fader/Level	Intens, L: 1	Intens, L: 1	Intens, L: 1	All Prm, L: 1	Intens, L: 1	Intens, L: 1	Intens, L: 1	Intens, L: 1	Intens, L: 1	Intens, L: 1
Bottom Key	Flash	Flash	Flash	Flash	Flash	Flash	Flash	Flash	Flash	Flash

Use the sequence:

**[SHIFT, MOVE, SELECT PB 2, SELECT PB 3, SELECT PB 6]**



The above sequence will move the selected PB's (PB 2/2 and PB 2/3) to PB 2/6 and PB 2/7:



In the above example, you can see that the Playback Definitions of the PB's (Rls and GoRev) are also moved to the new PB location.

### Sequences to Move a Playback to an Empty Playback

When using the following sequences, the last **SELECT** in the sequence is the destination PB:

<b>[SHIFT, MOVE, SELECT #, SELECT#]</b>	This will move a single PB.
<b>[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, ETC.]</b>	This will move multiple PB's.
<b>[SHIFT, MOVE, SELECT #, →, #, SELECT #]</b>	This will move a range of PB's.

## ***Moving a Playback to an occupied Playback***

Playbacks can also be moved to occupied playbacks by using the @ key. When a playback is occupied an “Occupied!” dialog will appear with options to; Overwrite All, Swap or Cancel.

- Overwrite All – This will overwrite all the existing PB information with the new PB information.
- Swap – This swap the PB information around.
- Cancel – This will cancel the operation.



## ***Sequences to Move a Playback to an occupied Playback***

The @ key is used when moving a PB to an occupied PB. The last **SELECT** in the sequence is the occupied destination PB.

<b>[SHIFT, MOVE, SELECT#, @, SELECT#]</b>	This sequence will move a single PB to an occupied PB.
<b>[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, @, SELECT#]</b>	This sequence will move multiple PB's to an occupied PB.
<b>[SHIFT, MOVE, SELECT#, →, #, @, SELECT#]</b>	This sequence will move a range of PB's to an occupied PB.

### ***Illegal Destination error***

When moving a range to a destination that overlaps the selected range, for example; moving 1→5 to 3, an error message will appear in the command line “ILLEGAL DESTINATION”

**ILLEGAL DESTINATION**

### ***Destination Limit Exceeded error***

When moving a range to a destination that exceeds its limits, an error message will appear in the command line; “DESTINATION LIMIT EXCEEDED! SELECT A NEW DESTINATION”. The range will still be on the clipboard allowing you to select a new destination.

**DESTINATION LIMIT EXCEEDED! SELECT A NEW DESTINATION**

### **Example:**

If you select a range of PB's and move them to Channel 10 on page 10, the destination range will be exceeded as there is NO page 11.

### ***Moving Playbacks to Qkeys and visa-versa***

Playbacks can be moved to Qkeys and visa-versa by using the following sequences:

<b>[SHIFT, MOVE, SELECT PB#, QKEY#]</b>	This will move a single PB to a QK.
<b>[SHIFT, MOVE, SELECT PB#, SELECT PB#, SELECT PB#, QKEY#]</b>	This will move multiple PB's to QK's
<b>[SHIFT, MOVE, SELECT PB#, →, SELECT PB#, QKEY#]</b>	This will move a range of PB's to QK's

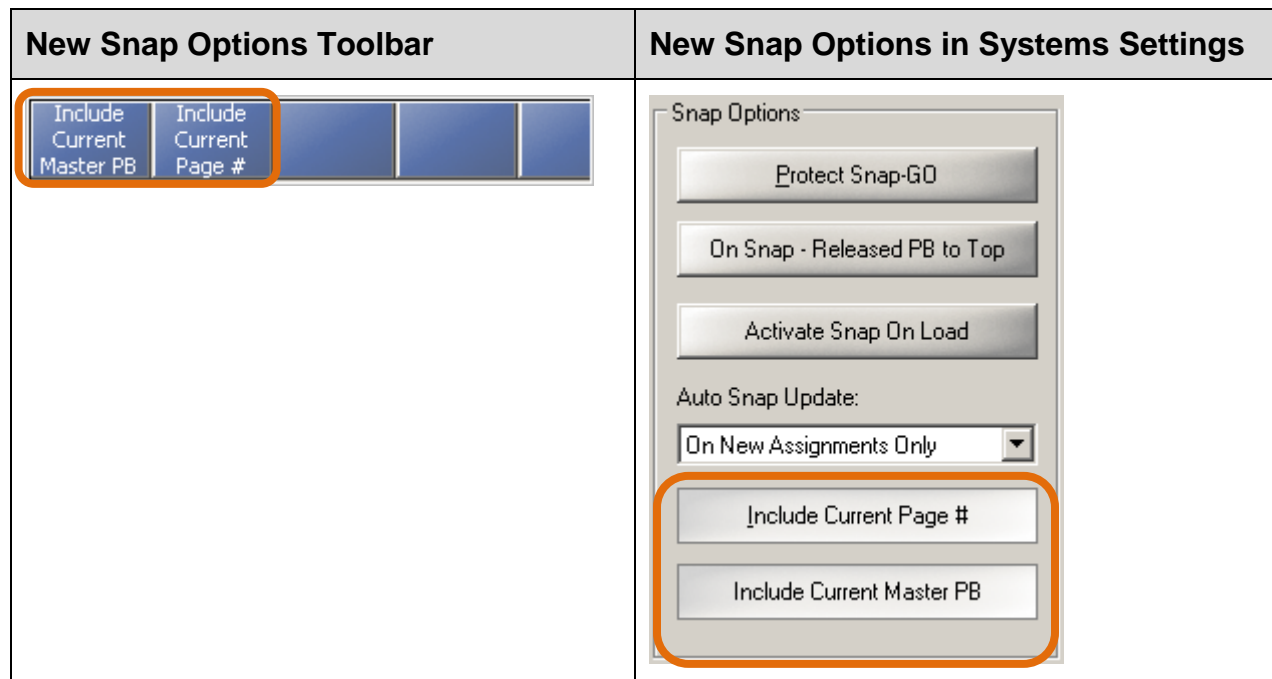
## New Snap Options

New Snap options have been added called “Include Current Master PB” and “Include Current Page #” which enable you to store the current master PB and/or current page number when storing a snap. A new snap option toolbar has been added for this purpose which is activated every time the Snap key is pressed.

The snap options have also been added to the Snap Options section in the System Settings (System Settings ► Playback tab), enabling you to set the snap option defaults for a show. The default snap option will then always be triggered when a Snap key is pressed.

You can toggle between options on-the-fly by using the Snap Options toolbar without affecting the snap default settings.

The Snap options will always be restored when a “New Show” is selected.



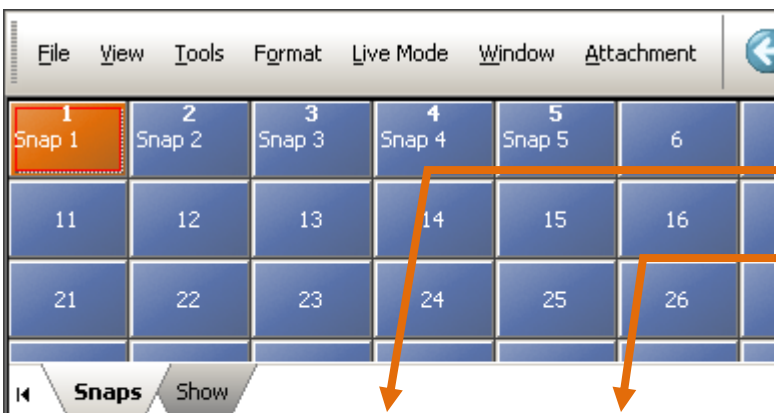
### Using the New Snap Options

The following explains the storing and loading of snaps using the new snap options:

Snap Option	Storing	Loading
<b>INCLUDE CURRENT MASTER PB</b>	When this option is enabled, the current master PB will be stored in the snap.	When this option is enabled, the stored master PB will be loaded to the snap.
<b>INCLUDE CURRENT PAGE #</b>	When this option is enabled, the current page number will be stored in the snap.	When this option is enabled, the stored page number will be loaded to the snap.
Both snap options can be enabled for storing and loading.		

### Viewing the Stored Snap Information

When the new snap options are enabled, the stored snap information can be viewed from the snap view window:



The screenshot shows a software interface with a menu bar (File, View, Tools, Format, Live Mode, Window, Attachment) and a grid of snap information. The grid has columns for Snap #, Snap Name, Master PB Number, and Stored Page Number. Below the grid is a summary table with the same columns. Arrows point from the grid cells to the table cells: from 'Snap 1' to 'Snap #', from 'Snap 1' to 'Snap Name', from '14' to 'Master PB Number', and from '26' to 'Stored Page Number'.

Snap #	Snap Name	Master PB Number	Stored Page Number
1	Snap 1	PB 1/1	1
2	Snap 2	PB 2/2	2
3	Snap 3	None	3
4	Snap 4	PB 4/5	None
5	Snap 5	None	None

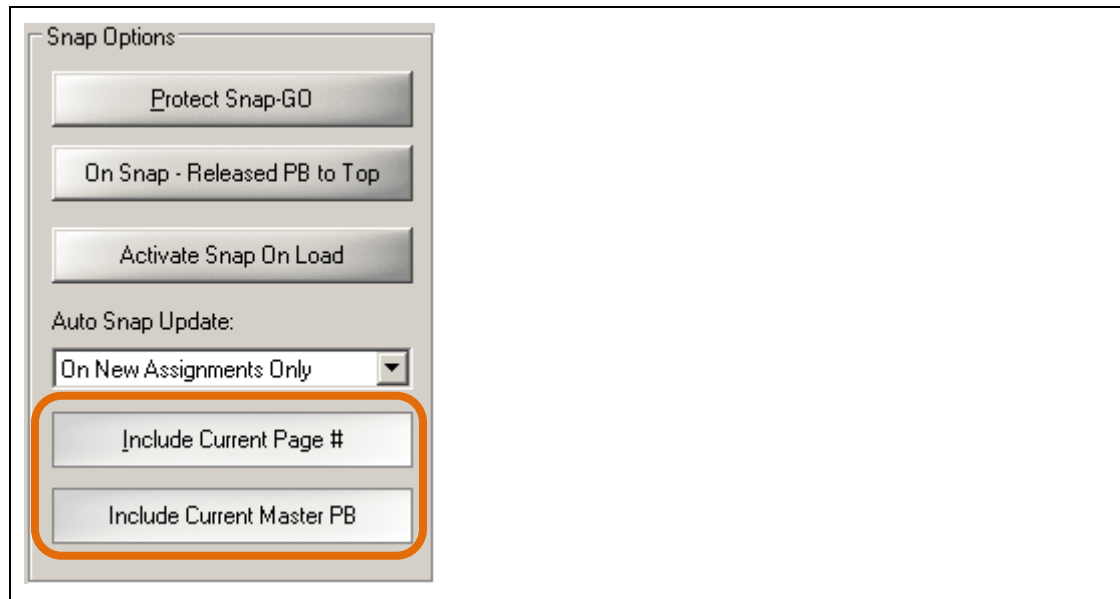
If a snap is stored with a snap option off, the text "None" will appear in the relevant cell.

## Default Snap Options

Changing the default options will only be applied to new assignments. The Snap “Include” default settings also affect how a snap is loaded.

### To change default snap options

1. From the menu bar select Tools ► Settings ► Playback tab.
2. Under Snap Options enable or disable the desired “Include” option:



3. Click Apply to apply the new default setting.
4. Click OK to exit System Settings.

## Storing Master PB and/or Page number in Snap

Storing snaps using the “Include” options can be done on-the-fly or by using the “Include” options default settings. See: [Default Snap Options](#)



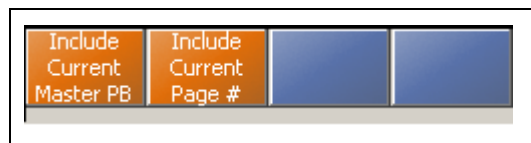
**Note:** The sequences below use Action Mode. When using Enter Mode, end a sequence with ENTER.

### To store Master PB and/or Page number in a snap

Use the following sequence to perform operations on-the-fly:

1. Press **SNAP**.

The snap toolbar will be displayed:



2. Enter a number on the numeric keypad.
3. Select a desired “Include” option to enable or disable.
4. Press **STORE**.

Use the following sequence to perform operations using the default snap settings:

1. Press **STORE**.
2. Select a number on the snap soft keys.

The snap will be stored using the default “Include” options. See: [To change default snap options](#).



## ***Loading a Snap with Include Master PB and/or Page Number***

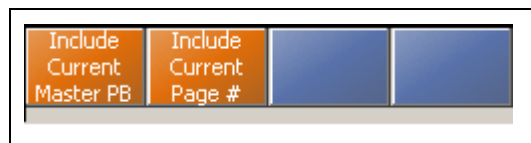
Loading snaps stored with Include Master PB and/or Page Number can be done on-the-fly or by using the “Include” default settings. See: [Default Snap Options](#).

### ***To load a snap with Master PB and/or Page Number***

Use the following sequence to perform operations on-the-fly:

1. Press **SNAP**.

The snap toolbar will be displayed:

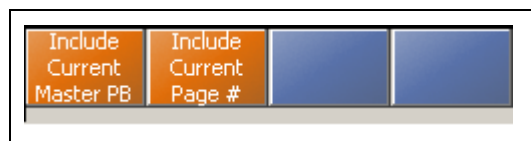


2. Select a desired “Include” option.
3. Select a stored snap from the soft keys.

**-OR-**

1. Press **SNAP**.

The snap toolbar will be displayed:



2. Enter a snap number on the numeric keypad.
3. Select the desired “Include” option.
4. Press **ENTER**.

Use the following to perform operations using the default snap settings:

- Select a stored snap from the soft keys.

The snap will load according to the default “Include” snap options.

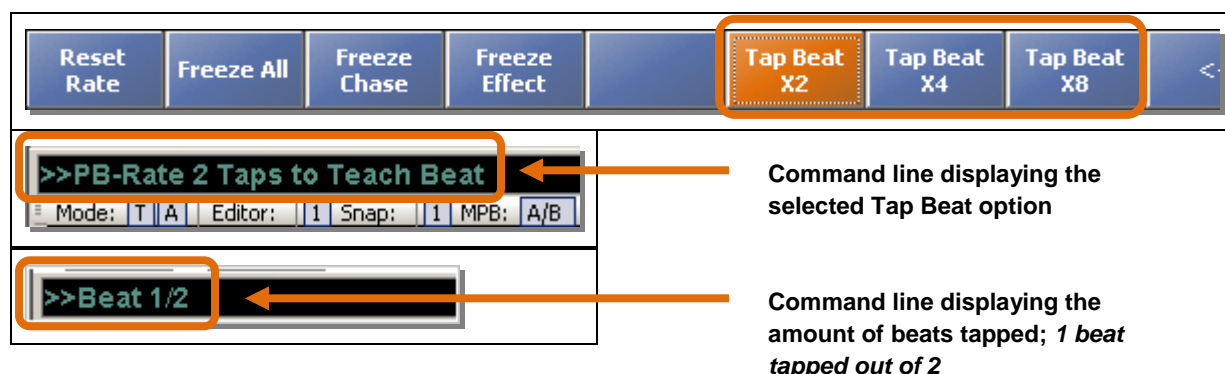
See: [To change default snap options](#).

## Tap Beat

The Tap Beat feature enables you to set the Rate/Speed of a Chaser, Q-List or Effect by tapping a beat. This is done by either tapping on the Beat key or defining a Tap Beat button to a Playback key from the Playback Definitions. Beat pace can be set for all or selected Playbacks.

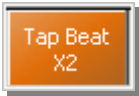
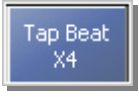
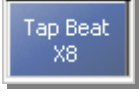
### Using Tap Beat

The number of beat taps can be set for 2 taps, 4 taps or 8 taps from setting options in the Rate toolbar. The Command line will also display the selected Tap Beat option. When you start tapping, the Command line will show the amount of beats tapped.



### The Tap Beat options

The following is an explanation of each Tap Beat option:

	<b>TAP BEAT 2</b> ; enables you to tap 2 beats. The first tap will be the first beat and the 2 <sup>nd</sup> tap will be the last beat; for example; tap tap
	<b>TAP BEAT 4</b> ; enables you to tap 4 beats. The first tap will be the first beat with the 4 <sup>th</sup> tap being the last; for example; tap tap tap tap
	<b>TAP BEAT 8</b> ; enables you to tap 8 beats. The first tap will be the first beat with the 8 <sup>th</sup> tap being the last, for example; tap tap tap tap tap tap tap tap

### Setting the number of taps

The number of taps can be set once. You can reset the number of taps at any time by accessing the Rate toolbar via the **RATE** key.

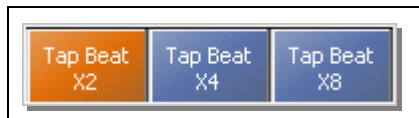
### *To set number of taps*

1. Press the **RATE** key.

The Command line will display the following:



2. From the Rate toolbar, select a **TAP BEAT** button; 2, 4 or 8 number of taps:



The Command line will display the selected Tap Beat option, for example:



The console will store the selected Tap Beat setting until a new Tap Beat option is chosen.

### *Setting a Beat using the Beat key*

A beat can be set to; all, single, or multiple playbacks. The following sequences use the **BEAT** key to set a beat.

Before setting a beat make sure you have some cues running such as an effect or chaser.

#### *To set a beat to all playbacks*

1. Press the **RATE** key.

The Command line will display the following:



2. Using the **BEAT** key tap to a beat to set the beat.

The beat will be set to all playbacks.

#### *To set a beat to a single or multiple playbacks*

1. Press the **RATE** key.

The Command line will display the following:



2. Select a single or multiple of playbacks to set a beat:

Single PB sequence	[SELECT PB#]
Multiple PB sequence	[SELECT PB#, SELECT PB#, ETC.]

The Command line will display your selection; for example:

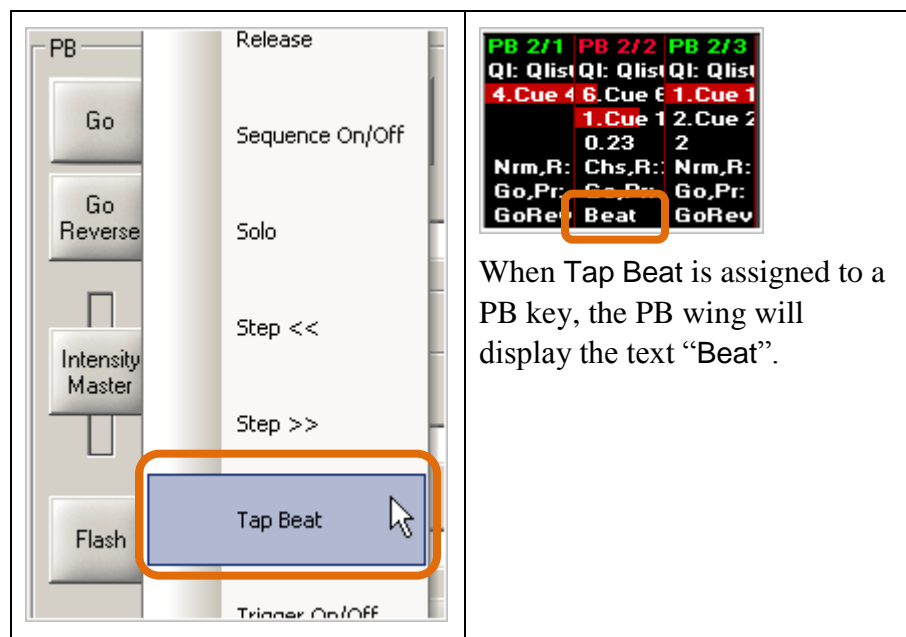


3. Using the **BEAT** key tap to a beat to set the beat.

The beat will now be set to the selected PB's

## Assigning Tap Beat to a Playback key

Tap Beat can be assigned to a Playback or Qkey button from the Playback Definition list which can be used on-the-fly during live shows. The definition list can be accessed by selecting a PB key from the Settings ► Playback tab **OR** from the Playback Definitions tab in Qlist properties.



When Tap Beat is assigned to a PB key, the PB wing will display the text "Beat".

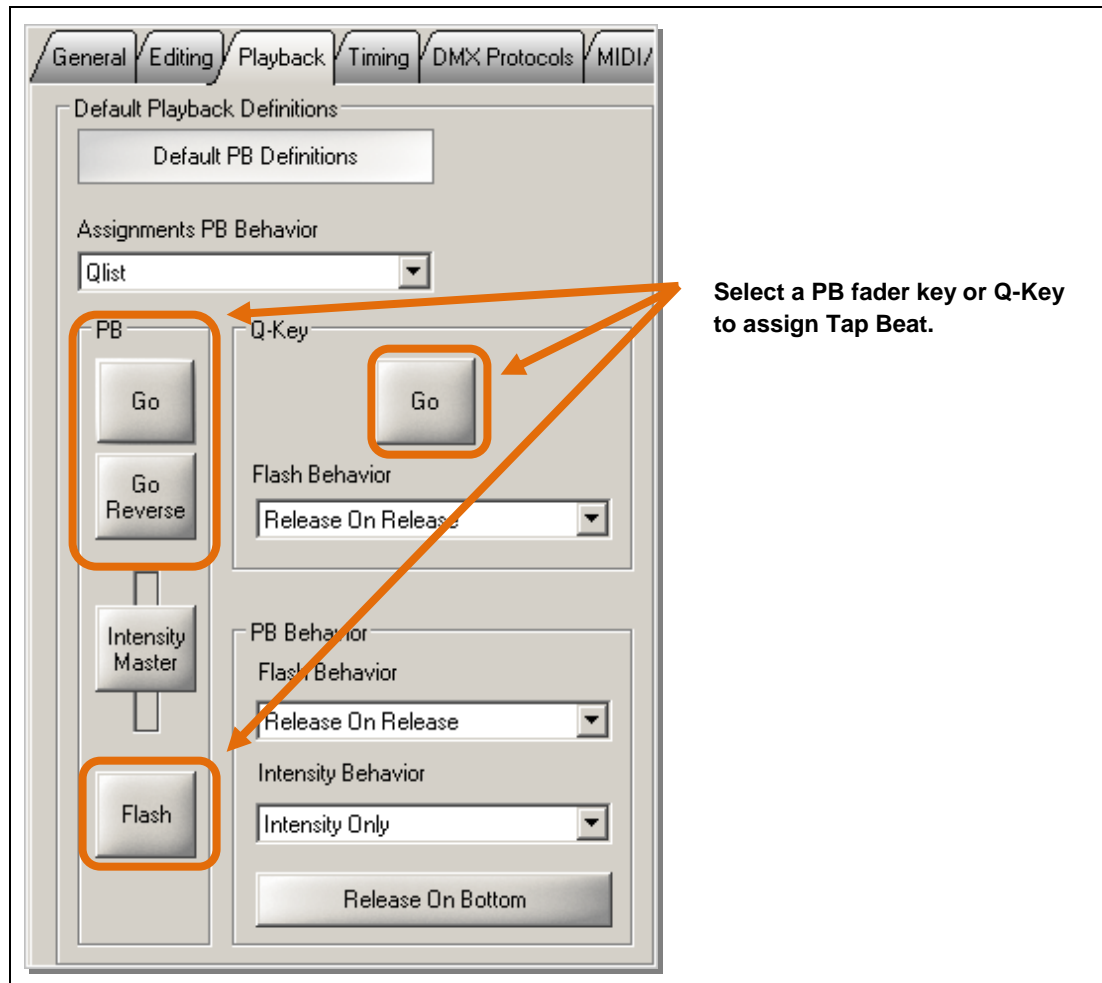
### To assign Tap Beat from System Settings

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. Select the Default PB Definitions option:



The PB Key options will become active.

3. Select a PB key to assign Tap Beat:



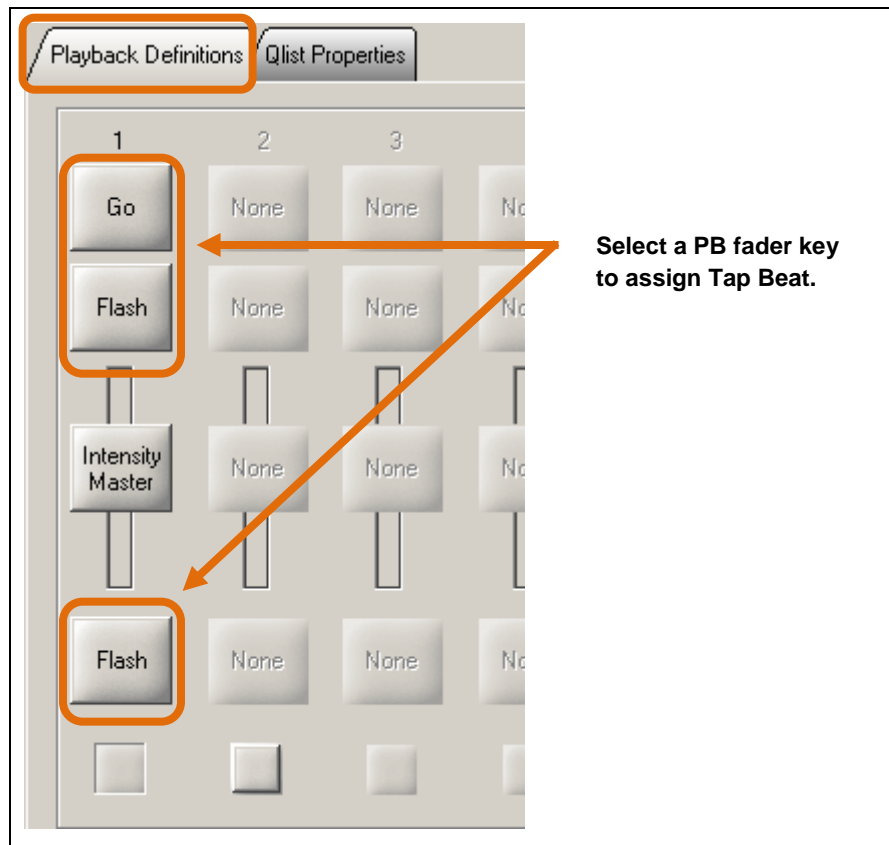
4. From the Playback keys definition list select Tap Beat.  
Tap Beat be assigned and the selected key option text will change to Tap Beat.
5. Click Apply to save the change.

#### **To assign Tap Beat from Qlist Properties**

1. Press **[SETUP, PB SELECT#]**

The Qlist Properties dialog will open.

2. Select the Playback Definitions tab:



3. Select a playback key to assign Tap Beat.
4. From the Playback key definition list select Tap Beat.  
Tap Beat will now be assigned and the selected key option text will change to Tap Beat.
5. Click OK to close the Qlist Properties dialog.

### ***Setting a beat using an assigned Tap Beat key***

The following makes use of an assigned Tap Beat key that has been assigned to a playback key.

See: [Assigning Tap Beat to a Playback key](#)

Before setting a beat make sure you have some cues running such as an effect or chaser.

*To set a beat with an assigned Tap Beat key*

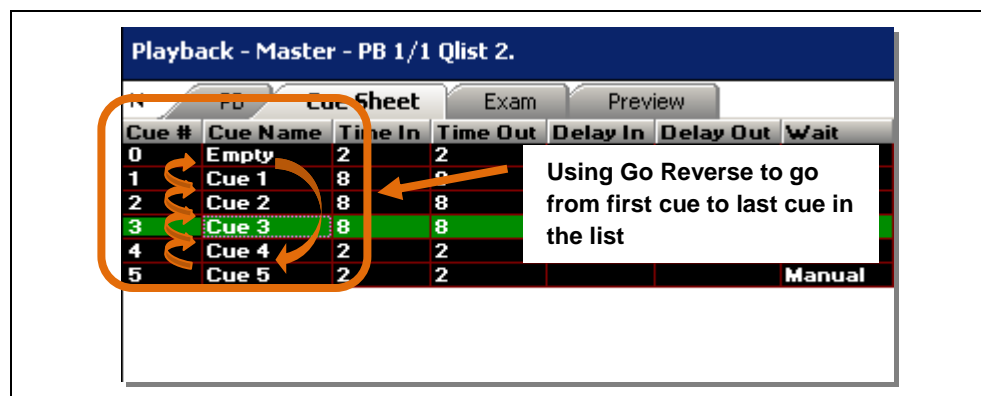
- Press on the assigned Tap Beat key to set a beat.

## Go Reverse

Go Reverse is a new playback control feature that enables you to go in a reverse direction when using cues. Go Reverse can be assigned to a PB key or Q-Key and will utilize the fade times of cues including; Time-In, Time-Out, Delay-In, Delay-Out and Param-Time. Go Reverse also enables you to go from the first cue to the last cue in a Q-List instead of 0 (zero).

### Example:

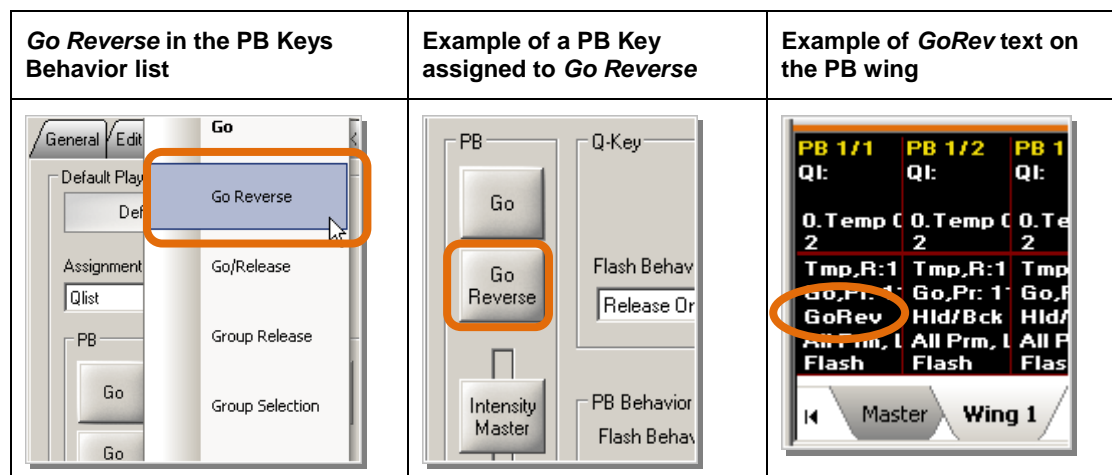
If there are 5 cues in a Q-List, by pressing on the assigned Go Reverse key, you will go back from the last cue in the list which is 5, to cue 4, 3, 2 and then to cue 1, then back to cue 5:



### Assigning Go Reverse to a Key

Assigning Go Reverse to a PB key or Q-Key is done by selecting the option from the PB Keys Behavior list. The behavior list can be accessed by selecting a PB key from the Settings ► Playback tab or the Playback Definitions tab in Qlist properties. The PB key text will change to Go Reverse once assigned.

Go Reverse can be assigned only to a PB key on-the-fly from the Qlist properties in which case the text GoRev will be displayed in the PB wing. Assigning Go Reverse from the System Settings will only be applied to new assignments.





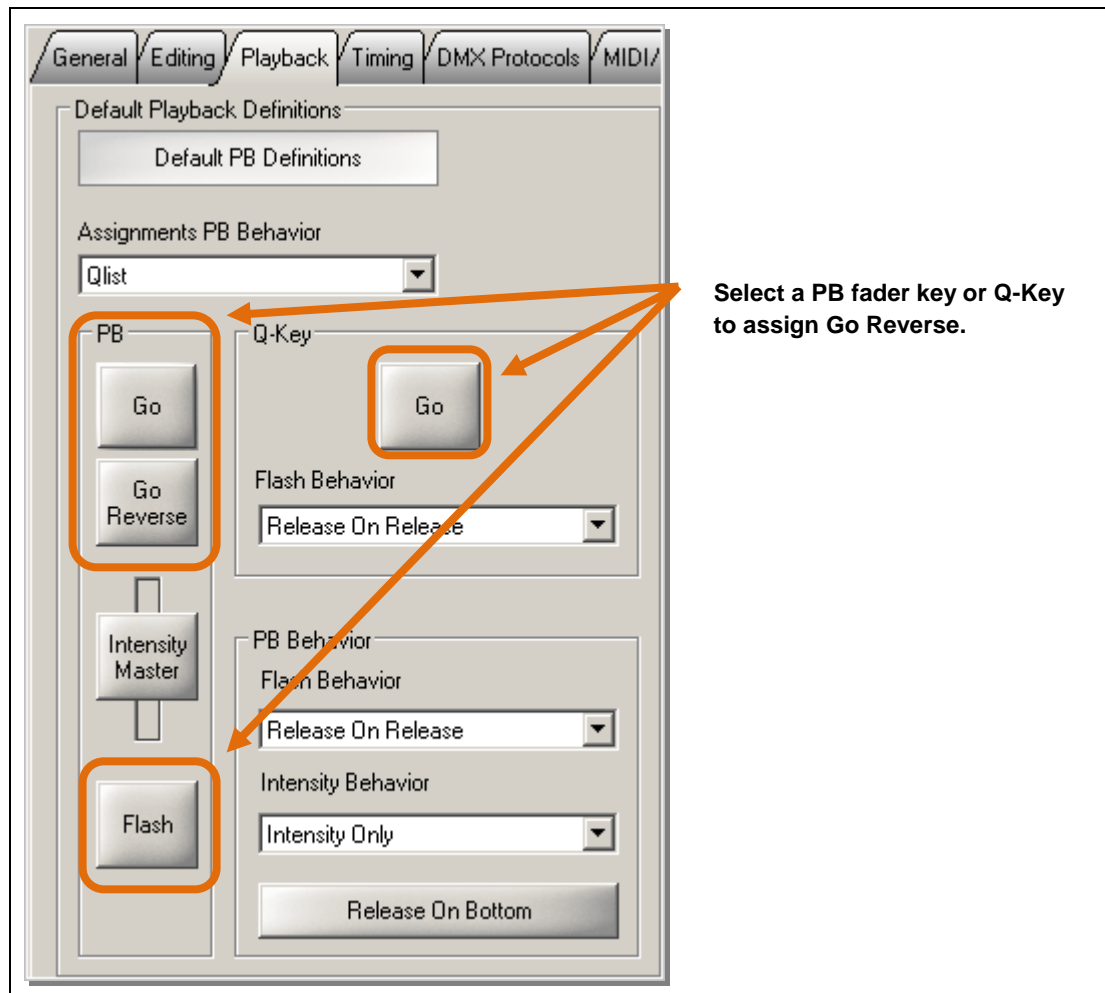
### To assign Go Reverse from System Settings

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. Select the Default PB Definitions option:



The PB Key options will become active.

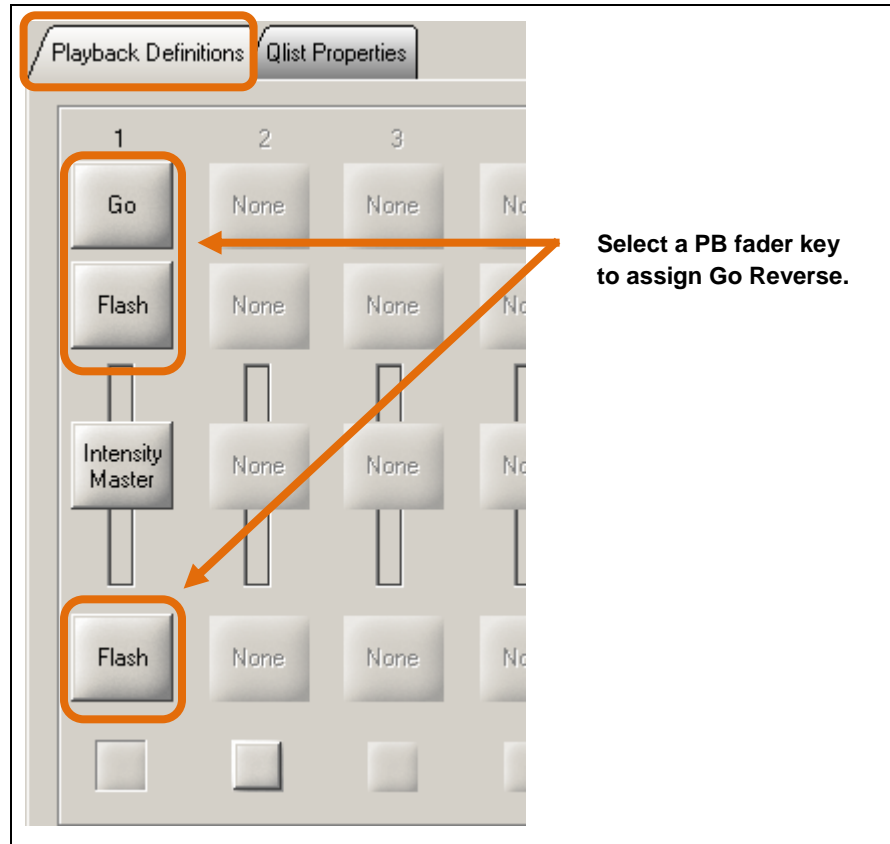
3. Select a PB key to assign Go Reverse:



4. From the PB Keys Behavior list select Go Reverse.  
Go Reverse be assigned and the selected key option text will change to Go Reverse.
5. Click Apply to save the change.

### To assign Go Reverse from Qlist Properties

1. Press **[SETUP, PB SELECT #]**  
The Qlist Properties dialog will open.
2. Select the Playback Definitions tab:



3. Select a playback key to assign Go Reverse.
4. From the Playback Key behaviour list select Go Reverse:  
Go Reverse will now be assigned and the selected key option text will change to Go Reverse.
5. Click OK to close the Qlist Properties dialog.

### Go Reverse Sequences and Tips

The following is list of Go Reverse sequences and what they do:

Sequence	What is does...
<b>[GO REVERSE]</b>	Cue will fade to the previous cue in the Q-List with its cue times.
<b>[CUE, #, SELECT, GO REVERSE]</b>	Cue will fade to the previous cue in the Q-List with its cue time and will disregard the requested pending cue.
<b>[SHIFT + GO REVERSE]</b>	When using Go Reverse while holding down the Shift key will cause the fade to occur in zero time.


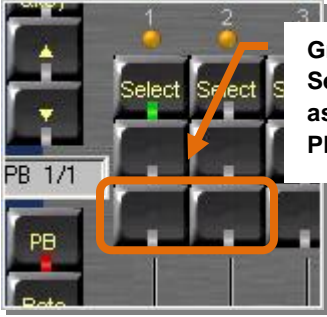
## Group Selection and Release via PB

Fixtures can now be selected and/or released by pressing on an assigned PB key or Q-Key. A key can either be assigned to function as a Group Selection or Group Release key. Content can be selected whether the PB fader is active or not.



- Group Selection will select all content (Channels, Spots, etc.) on a cue or temp cue.
- Group Release will release selected content from the editor.

In order to use Group Selection or Group Release; Cue's, Temp-Cue's etc. should be first created on the PB's.

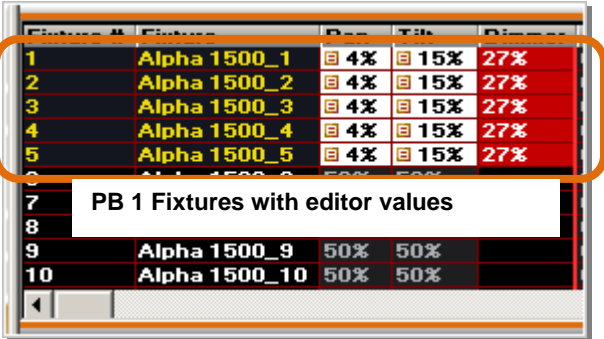
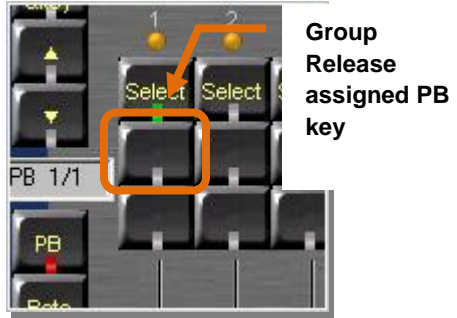
### Example of Group Selection

PB 1 has 5 Fixtures (1-5) and PB 2 has 5 Fixtures (6-10):	The following PB keys have been assigned to Group Selection:
	



If you select the assigned Group Selection key on PB 1, the group of Fixtures 1- 5 will be selected:


	
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## Example of Group Release

PB 1 has 5 Fixtures (1-5) with editor values:					The following key on PB has been assigned to Group Release:																																																											
 <table border="1"> <thead> <tr> <th>Fixture #</th> <th>Fixture</th> <th>Pos</th> <th>Tilt</th> <th>Dimmer</th> </tr> </thead> <tbody> <tr><td>1</td><td>Alpha 1500_1</td><td>4%</td><td>15%</td><td>27%</td></tr> <tr><td>2</td><td>Alpha 1500_2</td><td>4%</td><td>15%</td><td>27%</td></tr> <tr><td>3</td><td>Alpha 1500_3</td><td>4%</td><td>15%</td><td>27%</td></tr> <tr><td>4</td><td>Alpha 1500_4</td><td>4%</td><td>15%</td><td>27%</td></tr> <tr><td>5</td><td>Alpha 1500_5</td><td>4%</td><td>15%</td><td>27%</td></tr> <tr><td>6</td><td>Alpha 1500_6</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>7</td><td></td><td></td><td></td><td></td></tr> <tr><td>8</td><td></td><td></td><td></td><td></td></tr> <tr><td>9</td><td>Alpha 1500_9</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>10</td><td>Alpha 1500_10</td><td>50%</td><td>50%</td><td></td></tr> </tbody> </table> <p>PB 1 Fixtures with editor values</p>					Fixture #	Fixture	Pos	Tilt	Dimmer	1	Alpha 1500_1	4%	15%	27%	2	Alpha 1500_2	4%	15%	27%	3	Alpha 1500_3	4%	15%	27%	4	Alpha 1500_4	4%	15%	27%	5	Alpha 1500_5	4%	15%	27%	6	Alpha 1500_6	50%	50%		7					8					9	Alpha 1500_9	50%	50%		10	Alpha 1500_10	50%	50%		 <p>Group Release assigned PB key</p>				
Fixture #	Fixture	Pos	Tilt	Dimmer																																																												
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If you select the assigned Group Release key on PB 1, the group of selected Fixtures will be released from the Editor:

					 <table border="1"> <thead> <tr> <th>Fixture #</th> <th>Fixture</th> <th>Pos</th> <th>Tilt</th> <th>Dimmer</th> </tr> </thead> <tbody> <tr><td>1</td><td>Alpha 1500_1</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>2</td><td>Alpha 1500_2</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>3</td><td>Alpha 1500_3</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>4</td><td>Alpha 1500_4</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>5</td><td>Alpha 1500_5</td><td>50%</td><td>50%</td><td></td></tr> <tr><td>6</td><td></td><td></td><td></td><td></td></tr> <tr><td>7</td><td></td><td></td><td></td><td></td></tr> <tr><td>8</td><td></td><td></td><td></td><td></td></tr> <tr><td>9</td><td></td><td></td><td></td><td></td></tr> <tr><td>10</td><td>Alpha 1500_10</td><td>50%</td><td>50%</td><td></td></tr> </tbody> </table> <p>PB 1 Fixtures have been released from the editor</p>					Fixture #	Fixture	Pos	Tilt	Dimmer	1	Alpha 1500_1	50%	50%		2	Alpha 1500_2	50%	50%		3	Alpha 1500_3	50%	50%		4	Alpha 1500_4	50%	50%		5	Alpha 1500_5	50%	50%		6					7					8					9					10	Alpha 1500_10	50%	50%	
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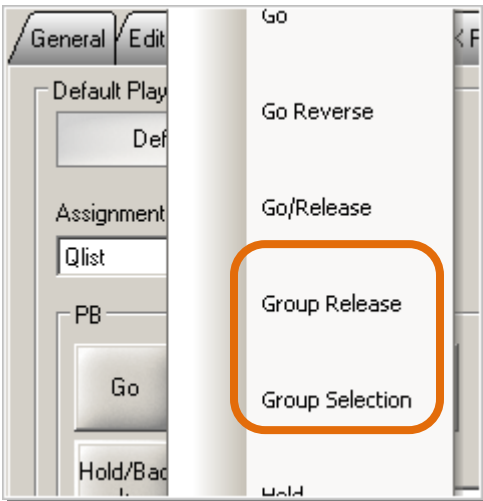

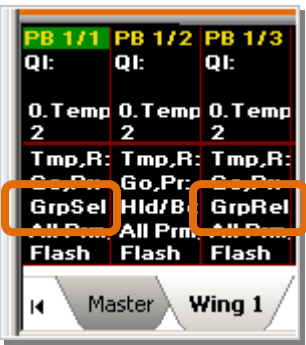


**Note:** The Fixtures will still be selected, moving any parameter wheel will re-select the released fixtures.

## Assigning Group Selection or Group Release to a Key

Assigning Group Selection or Group Release to a PB key or Q-Key is done from the PB Key behavior list. The behavior list can be accessed by selecting a PB key or Q-Key from the Settings ► Playback tab or the Playback Definitions tab in Qlist Properties. The key text will change according to the function selected.

Group Selection and Group Release can be assigned only to a PB key on-the-fly from the Qlist properties in which case the text GrpSel or GrpRel will be displayed in the PB wing. Assigning them from the System Settings will only apply to new assignments.

<b>Group Selection and Group Release in the PB Keys Behavior list</b>	<b>Example of an assigned PB Key</b>	<b>Example of GrpSel and GrpRel text in the PB wing</b>
		 <p><b>GrpSel = Group Selection</b></p> <p><b>GrpRel = Group Release</b></p>

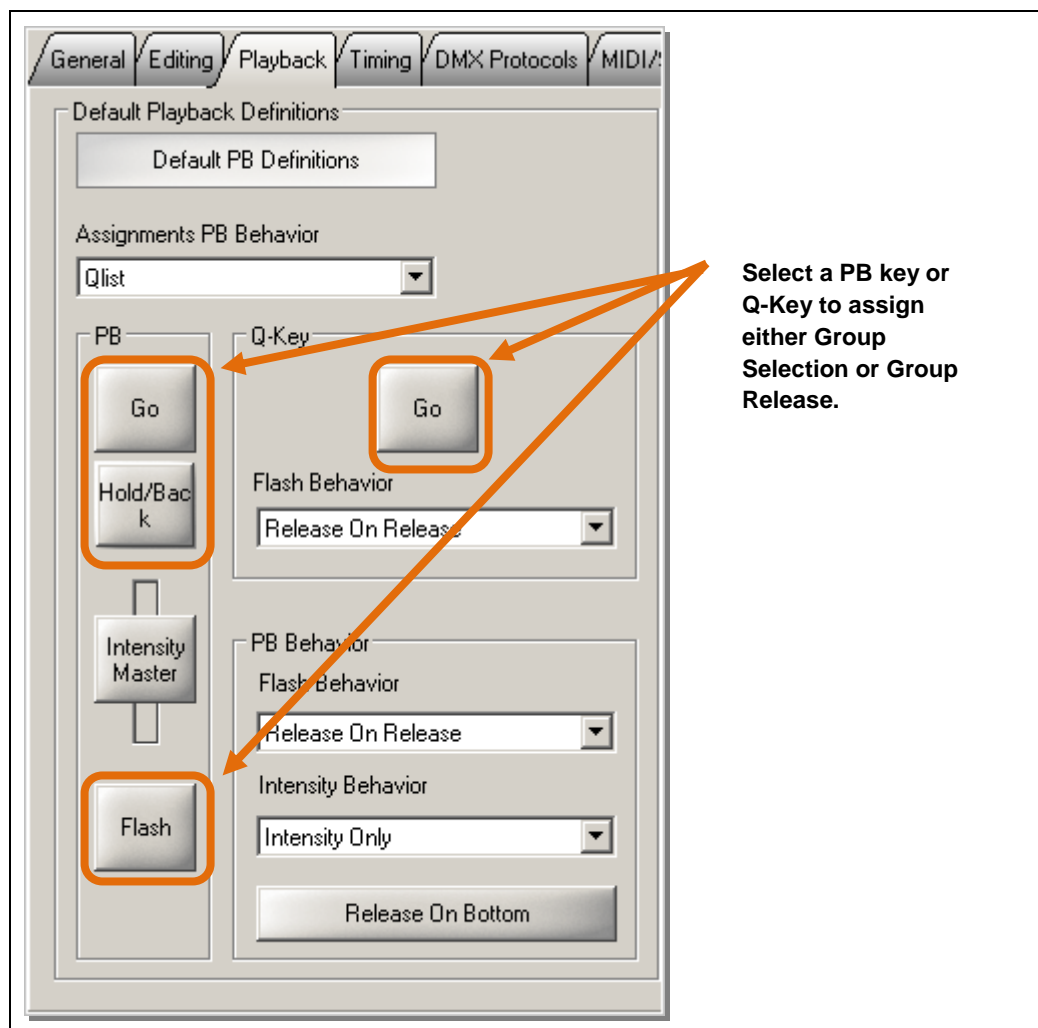
### *To assign Group Selection or Release from System Settings*

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. Select the Default PB Definitions option:



The PB Key options will become active.

3. Select a PB key to assign.



4. From the PB Keys Behavior list select either Group Selection or Group Release.

The new function will be applied to the key and the text name will change.

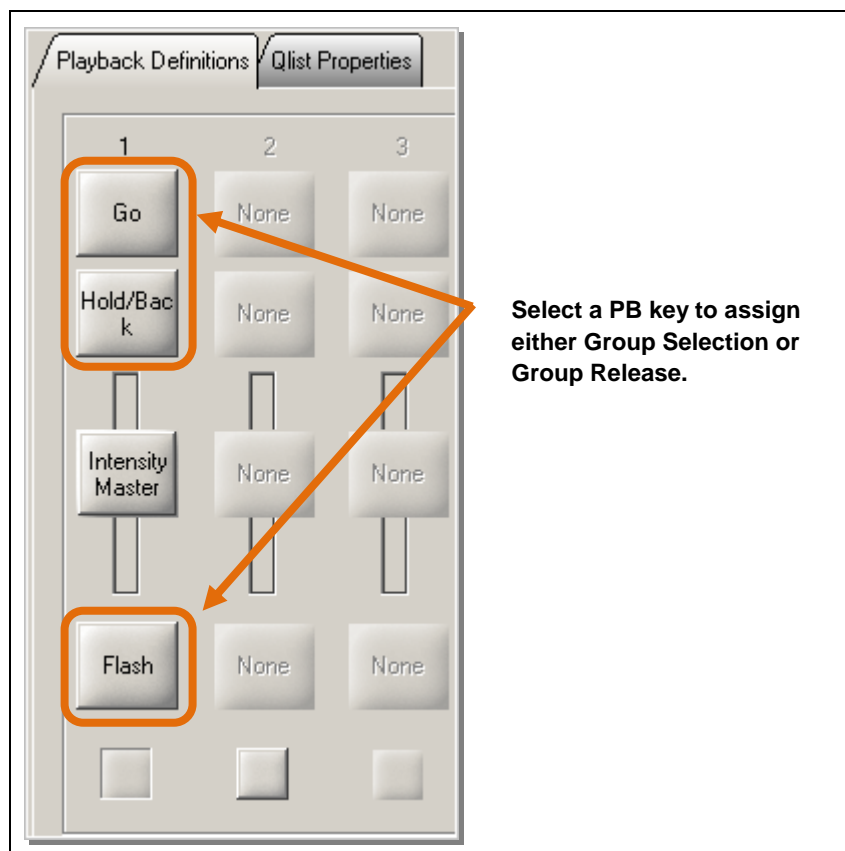
5. Click Apply to save the change.

### *To assign Group Selection or Release from Qlist Properties*

1. Press **[SETUP, PB SELECT#]**.

The Qlist Properties dialog will open.

2. Select the Playback Definitions tab:



3. Select a PB key to assign.
4. From the PB Key behaviour list select either Group Selection or Group Release.  
The new function will be applied to the key and the text name will change.
5. Click OK to close the Qlist Properties dialog.

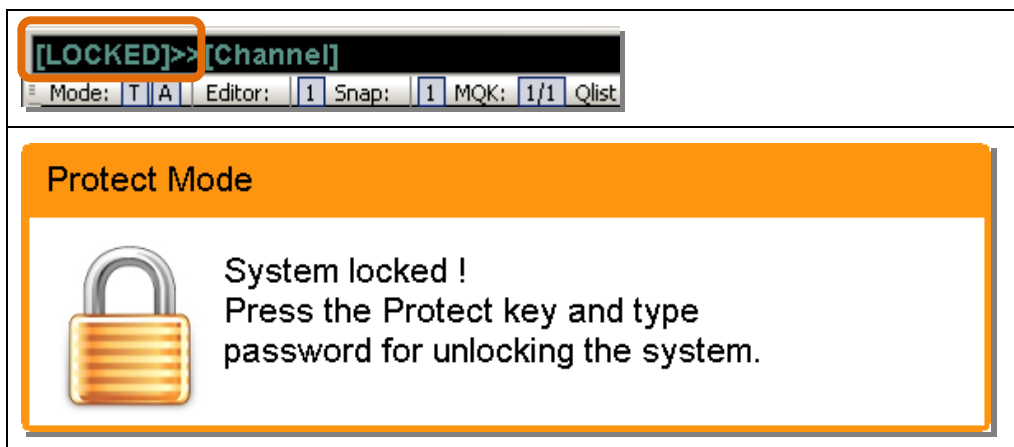


## System Lock

The system lock feature enables you to lock the console using a 1 to 10 digit code. Once locked, all panel keys, controllers, screens and access to windows will be disabled, except the numeric keypad, enter and protect buttons.

### Using System Lock

Locking and unlocking the system is done using the Protect key. A 1-10 digit code needs to be chosen each time you lock the system. The same code will be used to unlock the system. Once the system is locked, a Protect Mode message is displayed stating that the system is locked. This activity is also seen on the command line with the text `[LOCKED]`:



### Administrator Passcode

In case of a forgotten passcode, the administrator passcode can be used. This is a 6 digit code that has been hard-coded in the system and cannot be changed.

The Administrator passcode is: 123456

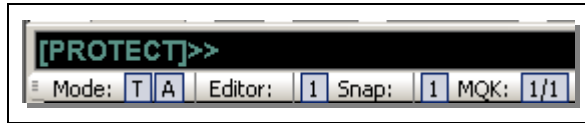


**Note:** Turning the Console OFF and ON will unlock the system.

### To lock system

1. Press **PROTECT**.

The Command line will display the text *[PROTECT]*:



2. Using the numeric keypad, enter a passcode of 1-10 digits.

Example: 12233

The command line will display the passcode in the form of a star \*.



3. Press **ENTER**.

The Protect Mode pop-up will appear confirming that the system is now locked. This can also be seen in the command line with the text *[LOCKED]*

### To unlock system

1. Press **PROTECT**

The command line will display the text *[PROTECT]*:



2. Using the numeric keypad, enter the passcode.

The command line will display the passcode in the form of a star \*.

3. Press **ENTER**.

The Protect Mode pop-up will disappear indicating the system is now unlocked.

If the passcode is incorrect, an **INCORRECT PASSWORD** message will appear in the command:

