



# Vector

## Release Notes

Release Date: **9/7/2012**

Real time version: **3.20R02**

Windows version: **3.20R02**

RT interface version: **3.20R02**

**NOTE: This version does not support Single Cole Consoles.**

**Compulite Systems (2000) Ltd.**

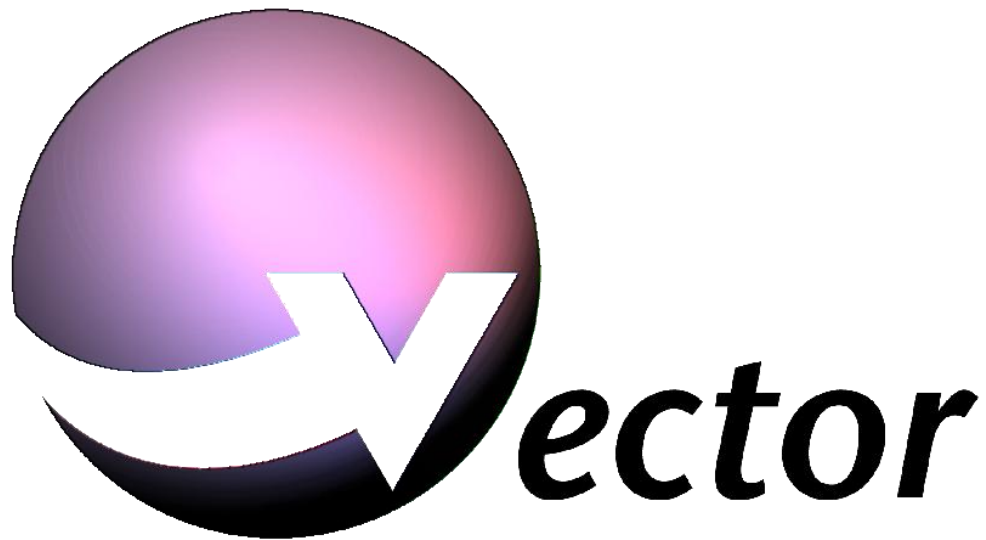
9 Hanagar St. Neve Ne'eman B Industrial Zone Hod Hasharon, 45421, Israel

Tel: 972 9 744 6555 ~ Fax: 972 9 746 6515 ~ [www.Compulite.com](http://www.Compulite.com)

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## 2 Version Highlights

Version 3.20R02 brings a range of new and updated features together with 33 new devices and 12 updated devices.

Feature / Improvements	Description
<b>Display</b>	
<ul style="list-style-type: none"> <li>▪ <a href="#">Empty Soft-Key Text Color</a></li> </ul>	Font color can be changed for empty soft-keys.
<b>Editing</b>	
<ul style="list-style-type: none"> <li>▪ <a href="#">Edit Fixture Names</a></li> </ul>	Fixture names can be changed. Edited names can include or exclude index numbers.
<ul style="list-style-type: none"> <li>▪ <a href="#">Re-Select Group Selection</a></li> </ul>	There is now a faster method to re-select a group or selection.
<ul style="list-style-type: none"> <li>▪ <a href="#">Link Enhancement</a></li> </ul>	<ul style="list-style-type: none"> <li>▪ Cues in-between linked cues can now be greyed out.</li> <li>▪ The Back button can now be used to go BACK while bypassing the cues in-between the linked cues.</li> </ul>
<b>Playback</b>	
<ul style="list-style-type: none"> <li>▪ <a href="#">Default Settings for A/B Playback</a></li> </ul>	<p>Changes have been made to the default settings of the A/B Playback.</p> <p>The A/B will now have the following default settings:</p> <ul style="list-style-type: none"> <li>▪ Prevent From Paging will be OFF</li> <li>▪ Prevent Snap Override will be ON</li> </ul>
<ul style="list-style-type: none"> <li>▪ <a href="#">Default Settings for Submaster</a></li> </ul>	<p>Changes have been made to the default Submaster settings of a fader.</p> <p>The new Submaster settings are as follows:</p> <ul style="list-style-type: none"> <li>▪ Top button will now be Group Selection instead of GO</li> <li>▪ Middle button will now be Group Release instead of HOLD/BACK</li> <li>▪ Bottom button will remain as Flash</li> </ul>
<ul style="list-style-type: none"> <li>▪ <a href="#">Flash To Black</a></li> </ul>	You are now able to instantly bring a dimmer value of a PB to zero (Blacken) using the new Flash To Black feature.

System Settings	
<ul style="list-style-type: none"> <li>▪ <a href="#">Local DMX Output Selection</a></li> </ul>	You can now define which universe will be transmitted from a local DMX output located at the back of the console.
<ul style="list-style-type: none"> <li>▪ <a href="#">Monitor DMX Outputs</a></li> </ul>	You are now able to view and monitor DMX data and values that are being transmitted out of the console.
<ul style="list-style-type: none"> <li>▪ <a href="#">Increased Ports</a></li> </ul>	The amount of DMX ports transmitted from the console has been increased.
<ul style="list-style-type: none"> <li>▪ <a href="#">Multi-Language Support</a></li> </ul>	Vector now supports the following languages; German, Spanish, Hebrew and Chinese.
<ul style="list-style-type: none"> <li>▪ <a href="#">New Warning Message</a></li> </ul>	A new system warning message has been added to prevent console data from being deleted by mistake.
External Hardware	
<ul style="list-style-type: none"> <li>▪ <a href="#">New Vector PC Wing</a></li> </ul>	<p>The new Vector PC Wing can be used as a hardware attachment to a Vector PC or as a Remote Wing with a console.</p> <p>A getting started guide for connecting the new Vector PC wing has been included in this document.</p> <p><b>Note:</b> There has been a change in some hardware keycaps for the new Vector PC Wing. See <a href="#">Vector PC Wing Keycap Changes</a>.</p> <p><b>FIRMWARE UPDATE:</b></p> <p>Please install the latest Firmware T025V030. The Firmware file and Release notes can be downloaded from the <a href="#">Compulite Downloads</a> page; <b>(Vector PC Wing Firmware Update July2012).</b></p>

## 3 Bug Fixes V3.20R02

- A Submaster with a mixed selection of RGB (with no dimmer devices) and devices with dimmers did not work correctly. This issue has been fixed. Reported by Matthias Schoffman.
- A 50%value or 128 decimal value of a 16 bit parameter was incorrect. This issue has been fixed. Reported by Christof Leuba.
- When the "Release at bottom" option was enabled, release Qlist time was ignored. Problem has been fixed. Reported by David Hall.
- When a Cue was stored in the Blind editor while the Multi Editors option was enabled with Blind being the active editor, the system would exit the Blind mode. This issue has been fixed. Reported by Filip Wiesner.
- Faders that were attached did not work correctly from warm data. The Snap had to be activated in-order for them to work. Problem has been fixed. Reported by Matthias Schoffman.
- STEP>> did not work from the last Cue to the first Cue. This issue has been fixed. Reported by Matthias Schoffman.
- If STEP was applied to a PB and BACK was used, the system used BACK TIME instead of CUT time. This problem has been fixed. Reported by Matthias Schoffman.
- If a PB was moved from the last fader on a page to another fader in the middle of a page, then it was not possible to attach more faders to it. This issue has been fixed. Matthias Schoffman.
- Copying a parameter from a spot in a library to another spot in the same library failed. This issue has been fixed. Reported by Orit Freedman.
- If a range of Cues was updated and one of the Cues in the range had a private cell time, then the system would set all the Cues from the private cell time Cue onwards using the private cell time attribute. This problem has been fixed. Reported by Filip, Opera Prague.
- ACTIVE did not work with RGB devices. This problem has been fixed. Reported by Matthias Schoffman.
- LED Desk light worked only on the editor panel (main screen). This issue has been fixed. Reported by Gerhard Feiner.
- When saving settings as default the console would change the settings instead of saving the new default settings. This problem has been fixed. Reported by Matthias Schoffman.
- Images could not be loaded to a Matrix built of Channels. This has been fixed. Reported by Matthias Kern.

- If the Patch manager was open and Dimmer patch operations were made, then the Patch manager and show data were out of sync. This issue has been fixed. Reported by Orit Freedman.
- When exporting a Channel display to Excel, caused one of the columns from the grid to be deleted. This problem has been fixed. Reported by Filip, Opera Prague.
- After turning off "Jump to Fixture\Parameter" and updating a patch, caused "Jump to Fixture\Parameter" to turn ON. This problem has been fixed. Reported by Filip, Opera Prague.



## 4 Text Conventions

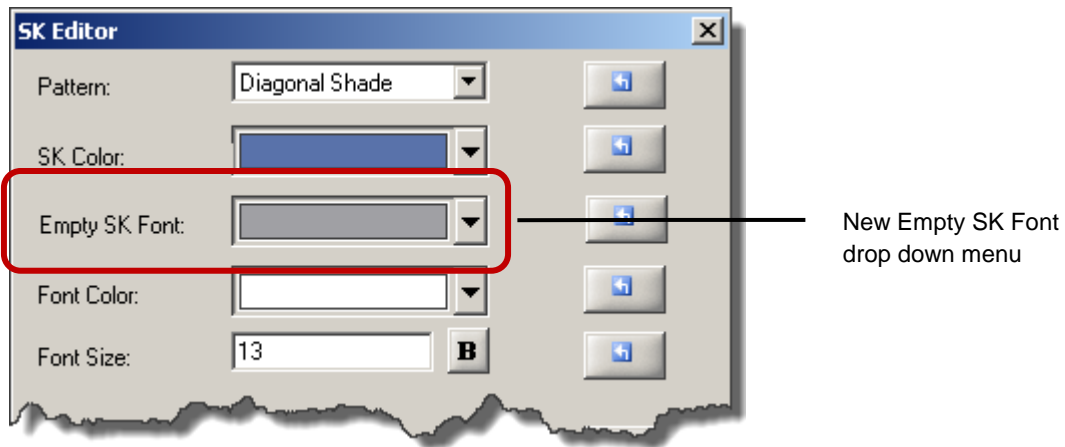
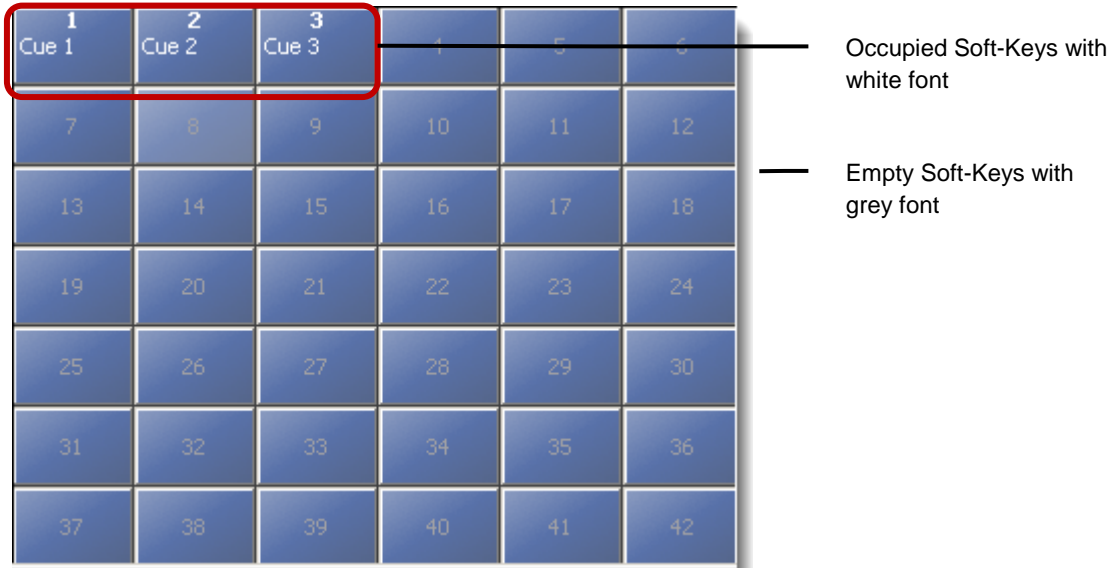
The following text conventions exist in this document:

- 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.

## 5 Empty Soft-Key Text Color

You are now able to set a different font color for an empty Soft-Key. This enables you to see the difference between empty and occupied Soft-Keys.

The font color is set by using a new drop-down menu called "Empty Sk Font" located in the SK Editor.



## To change empty soft-key font

1. From the Soft-Key menu pane click on the View Properties icon.

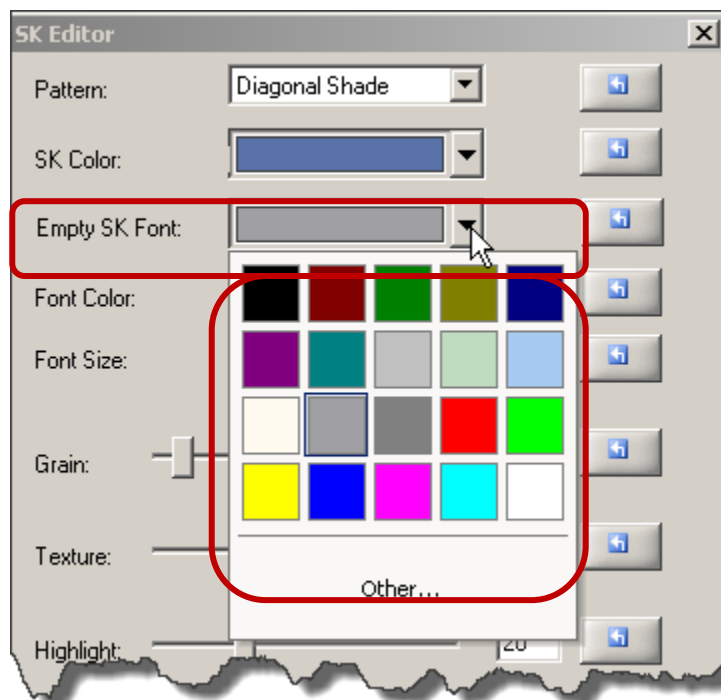


**-OR-**

From the Soft-Key menu pane right click and select View Properties.

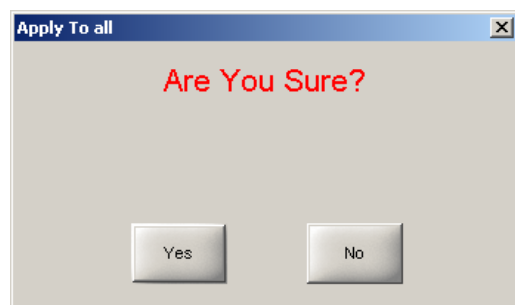
The SK Editor window will open.

2. From the SK Editor window select the Empty SK Font drop down menu and select a font color.



3. Click OK to apply the font color to the active soft-key set, or click Apply to All to apply the font to ALL soft-key sets.

A confirmation dialog will open if Apply to All is selected. Select Yes or No to apply the font to all Soft-Key sets:



## 6 Edit Fixture Names

Fixture names can now be edited. This feature will work with all Fixture sets (Channel, Spot, Matrix and Media Server). Edited names that are the same can include or exclude index numbers.

Editing Fixture names is done via the consoles panel.

Fixture #	Fixture Name	Device
1	Ch_1	Channel
2	Ch_2	Channel
3	Ch_3	Channel
4	Ch_4	Channel
5	Ch_5	Channel
6	Ch_6	Channel
7	Ch_7	Channel
8	Ch_8	Channel
9	Ch_9	Channel
10	Ch_10	Channel

Fixture names and index numbers automatically given by the system

Fixture #	Fixture Name	Device
1	Front	Channel
2	Back	Channel
3	Main	Channel
4	Ch_4	Channel
5	Ch_5	Channel
6	Ch_6	Channel
7	Ch_7	Channel
8	Ch_8	Channel
9	Ch_9	Channel
10	Ch_10	Channel

Fixture names edited without index numbers

Fixture #	Fixture Name	Device
1	Front_0	Channel
2	Front_1	Channel
3	Front_2	Channel
4	Ch_4	Channel
5	Ch_5	Channel
6	Ch_6	Channel
7	Ch_7	Channel
8	Ch_8	Channel
9	Ch_9	Channel
10	Ch_10	Channel

Fixture names that are the same with index numbers

### How to Edit Fixture Names

When editing Fixture names, you can either edit each name separately or in a range. A selected range of the same Fixture name can have index numbers added by adding a "Space" or an "Underscore" after the name.

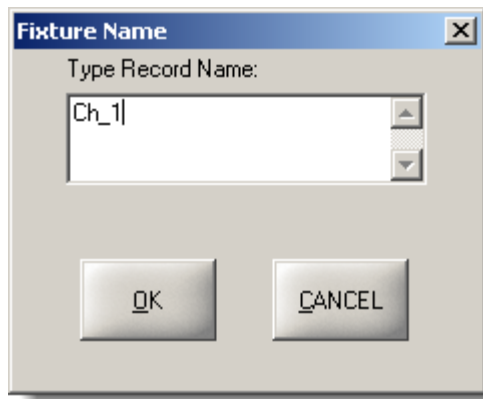
#### To edit Fixture names without index numbers

1. Select Fixture and Fixture number.

**[CHANNEL, #]**

2. Select **[TEXT]**.

The Fixture Name dialog text box will open.



3. In the text box enter a Fixture name.
4. Click OK to apply the Fixture name, or Cancel to cancel the operation.

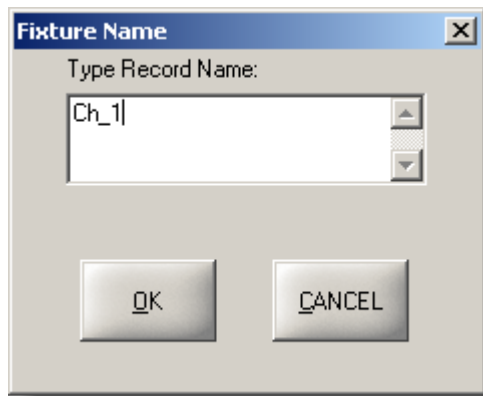
### To name a Fixture range without adding index numbers

1. Select a Fixture range.

**[CHANNEL, # → #]**

2. Select **[TEXT]**.

The Fixture Name dialog text box will open.



3. In the text box enter a Fixture name for the range.
4. Click OK to apply the name to the Fixture range, or Cancel to cancel the operation.

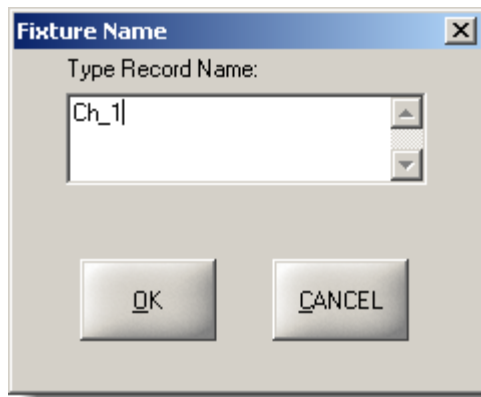
### To name a Fixture range and adding index numbers

1. Select a Fixture range.

**[CHANNEL, # → #]**

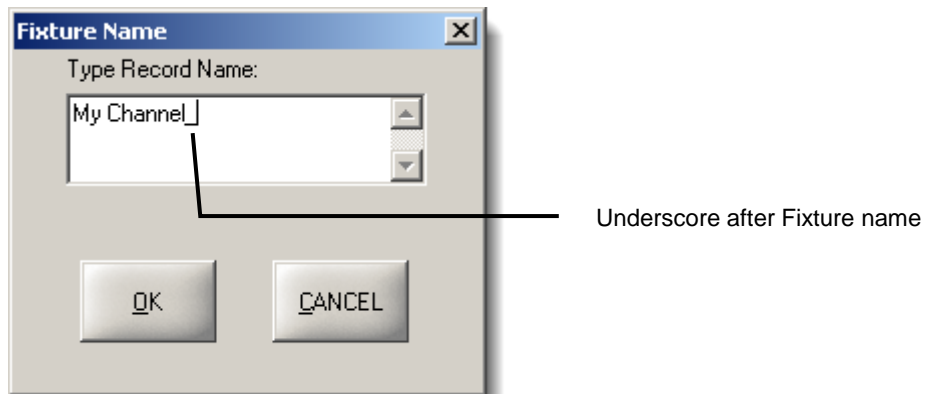
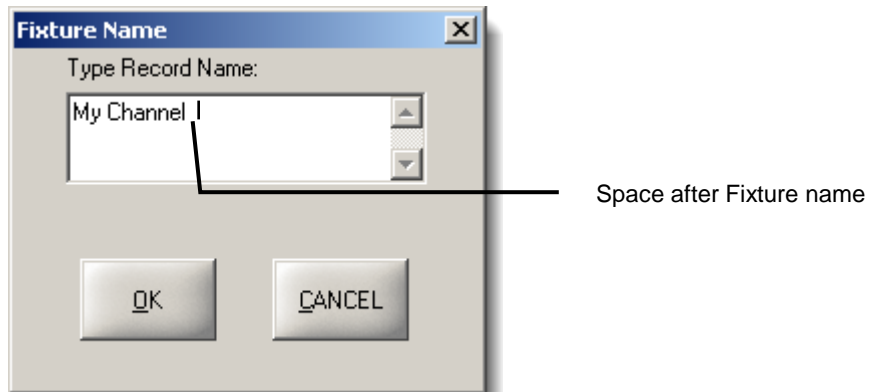
2. Select **[TEXT]**.

The Fixture Name dialog text box will open.



3. In the text box enter a Fixture name for the range and either add a "Space" or "Underscore" after the name.

*For Example:*



4. Click OK to apply the name with index numbers to the Fixture range, or Cancel to cancel the operation.

## Sequences Examples to Edit Fixture Names


The following is list of sequences examples that can be used to edit Fixture names.

**Note:** You can use **SPOT** instead of **CHANNEL**

Sequence	Result
[CHANNEL, #, TEXT, enter name, OK]	A Single Fixture name will be edited.
[CHANNEL, # → #, TEXT, enter name, OK]	A range of Fixture names will be edited without index numbers.
[CHANNEL, #, +, #, +, #, TEXT, enter name, OK]	A non-sequential range of Fixtures names will edited without index numbers.
[CHANNEL, #, →, #, +, SPOT, #, →, #, +, MEDIA, #, +, MATRIX, #, +, MATRIX, #, TEXT, enter name, OK]	A mixed group of Fixture sets and ranges will be named without index numbers.
[CHANNEL, #, →, #, TEXT, enter name 1, OK]	A range of Fixture names will be edited with index numbering starting at 1.
[CHANNEL, #, →, #, TEXT, enter name 5, OK]	A range of Fixture names will be edited with index numbering starting at 5.
[CHANNEL, #, →, #, +, SPOT, #, →, #, +, MEDIA, #, +, MATRIX, #, +, MATRIX, #, TEXT, enter name_101, OK]	A mixed group of Fixture sets and ranges will be named with index numbering starting at 101. The index numbers will be applied to all selected Fixtures even if they are taken from different Fixture sets.

## 7 Re-Select Group Selection

A faster method has been added to re-select a group or a selection after modifying its parameters.

Once a groups parameters have been modified the  key can be used to re-select the original selection.

### Example:

Fixture #	Fixture	Pan	Tilt
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	Alpha 1500_6	50%	50%
7	Alpha 1500_7	50%	50%
8	Alpha 1500_8	50%	50%
9	Alpha 1500_9	50%	50%
10	Alpha 1500_10	50%	50%
11	Alpha 1500_11	50%	50%
12	Alpha 1500_12	50%	50%
13	Alpha 1500_13	50%	50%
14	Alpha 1500_14	50%	50%
15	Alpha 1500_15	50%	50%

1	Alpha FOH	2	Alpha Back	3
5		6		7
		10		11
		13		14
		17		18

Spot 1-5 belongs to group 1 (Alpha FOH)

### Modifying the group's parameters

Fixture #	Fixture	Pan	Tilt
1	Alpha 1500_1	34%	53%
2	Alpha 1500_2	50%	50%
3	Alpha 1500_3	57%	52%
4	Alpha 1500_4	50%	50%
5	Alpha 1500_5	42%	51%
6	Alpha 1500_6	50%	50%
7	Alpha 1500_7	50%	50%
8	Alpha 1500_8	50%	50%
9	Alpha 1500_9	50%	50%
10	Alpha 1500_10	50%	50%
11	Alpha 1500_11	50%	50%
12	Alpha 1500_12	50%	50%
13	Alpha 1500_13	50%	50%
14	Alpha 1500_14	50%	50%

1	Alpha FOH	2	Alpha Back	3
5		6		7
9		10		11

The groups parameters have been modified using Next, Prev and Every. Spot 5 is now the only Fixture selected.

### Using the key to re-select the original group selection

Fixture #	Fixture	Pan	Tilt
1	Alpha 1500_1	34%	53%
2	Alpha 1500_2	50%	50%
3	Alpha 1500_3	57%	52%
4	Alpha 1500_4	50%	50%
5	Alpha 1500_5	42%	51%
6	Alpha 1500_6	50%	50%
7	Alpha 1500_7	50%	50%
8	Alpha 1500_8	50%	50%
9	Alpha 1500_9	50%	50%
10	Alpha 1500_10	50%	50%
11	Alpha 1500_11	50%	50%
12	Alpha 1500_12	50%	50%
13	Alpha 1500_13	50%	50%
14	Alpha 1500_14	50%	50%

1	Alpha FOH	2	Alpha Back	3
5		6		7
9		10		11

Using the / key will re-select the original group selection.



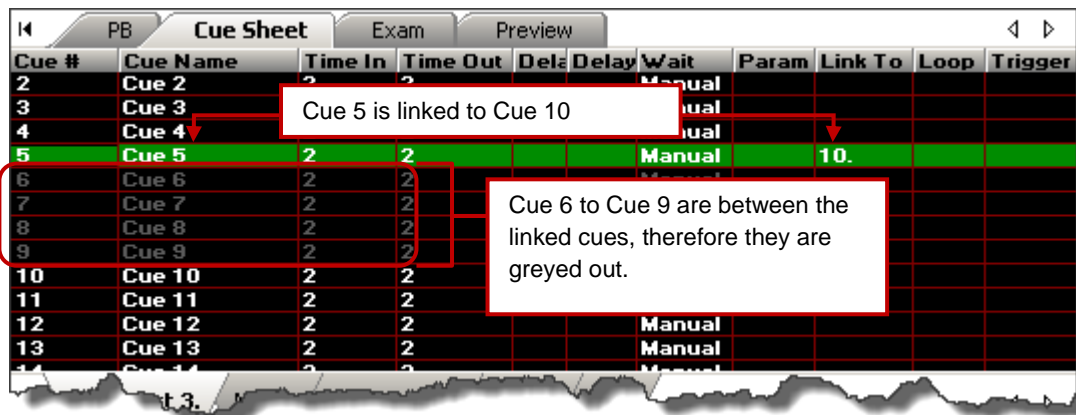
## 8 Link Enhancement

Link has been enhanced to enable you to grey out cues in-between linked cues. This enables you to easily view cues that are in-between linked cues. You are also able to use the **BACK** key to go back while bypassing the cues in-between the linked cues.

For example

Cue 5 is Linked to Cue 10

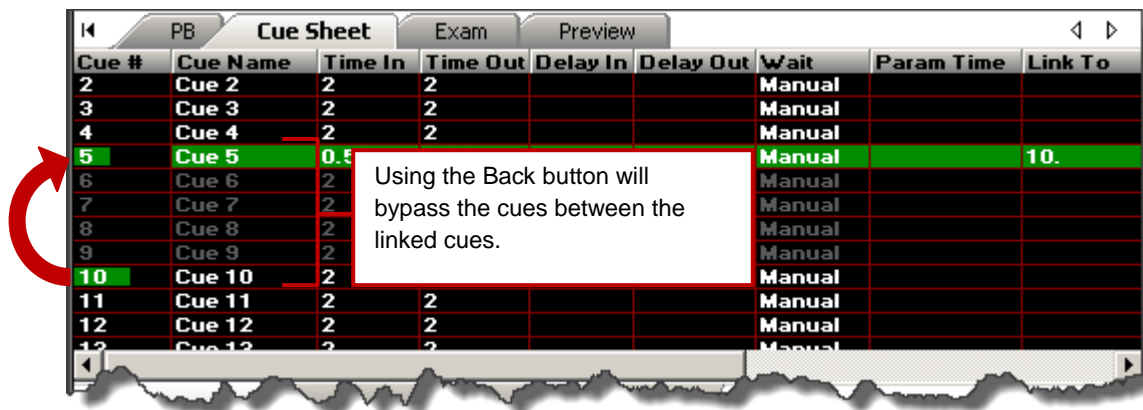
Greyed out cues in-between the linked cues 5 and 10:



Cue #	Cue Name	Time In	Time Out	Delay	Delay	Wait	Param	Link To	Loop	Trigger
2	Cue 2	2	2			Manual				
3	Cue 3	2	2			Manual				
4	Cue 4	2	2			Manual				
5	Cue 5	2	2			Manual		10.		
6	Cue 6	2	2							
7	Cue 7	2	2							
8	Cue 8	2	2							
9	Cue 9	2	2							
10	Cue 10	2	2							
11	Cue 11	2	2							
12	Cue 12	2	2			Manual				
13	Cue 13	2	2			Manual				
14	Cue 14	2	2			Manual				

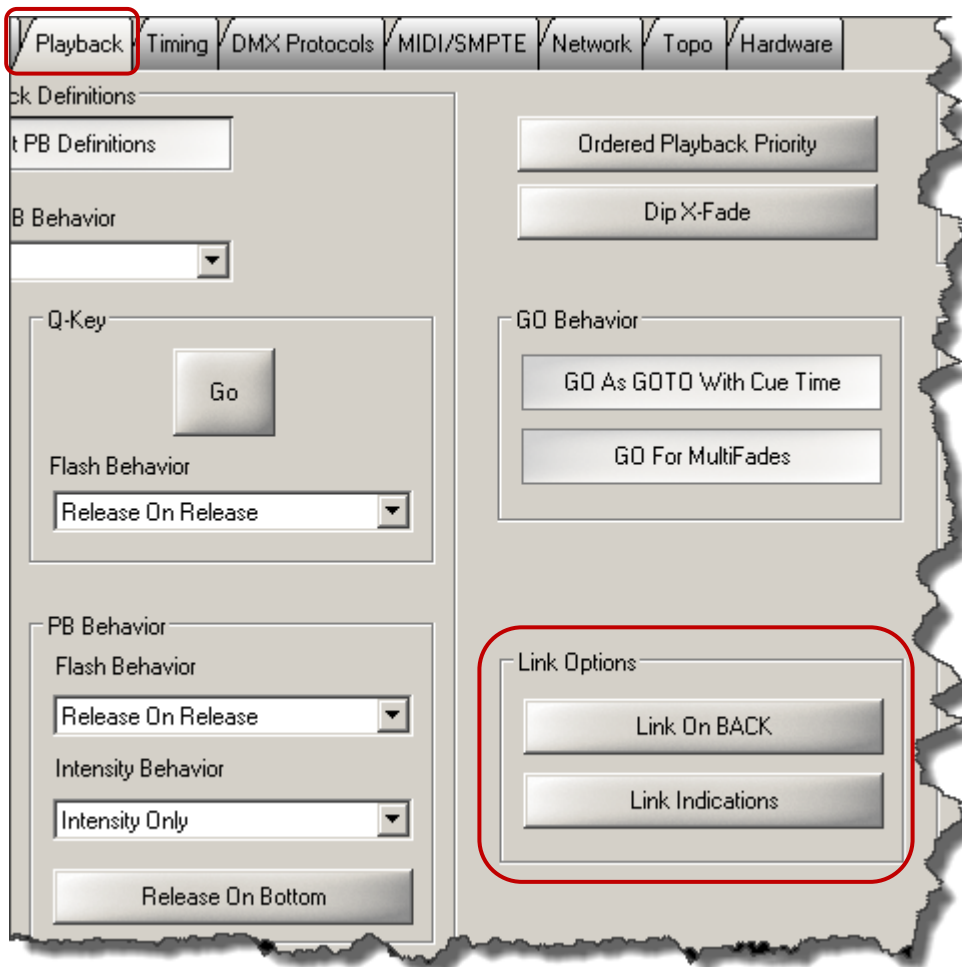
Cue 5 is linked to Cue 10.

Using the **BACK** key to fade from Cue 10 to Cue 5 will bypass the cues in-between:



Cue #	Cue Name	Time In	Time Out	Delay In	Delay Out	Wait	Param Time	Link To
2	Cue 2	2	2			Manual		
3	Cue 3	2	2			Manual		
4	Cue 4	2	2			Manual		
5	Cue 5	0.5	2			Manual		10.
6	Cue 6	2	2			Manual		
7	Cue 7	2	2			Manual		
8	Cue 8	2	2			Manual		
9	Cue 9	2	2			Manual		
10	Cue 10	2	2			Manual		
11	Cue 11	2	2			Manual		
12	Cue 12	2	2			Manual		
13	Cue 13	2	2			Manual		

Link enhancement includes the addition of two new buttons called **LINK ON BACK** and **LINK INDICATIONS**. These have been added to the System Settings Playback tab under Link Options; Tools ► System Settings ► Playback tab.



## Using Link Options

By default the Link Options settings are off unless the settings have been changed and saved as default. Link Options can be activated on-the-fly if needed.

### Link On BACK

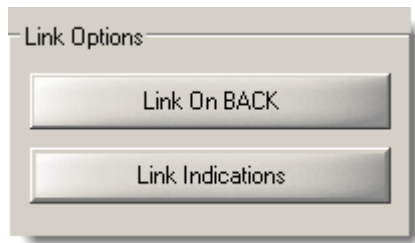
The **LINK ON BACK** option enables you to use the Back button to bypass cues in-between linked while going backwards.

### Link Indications

The **LINK INDICATIONS** option enables you to grey out cues in-between linked cues.

## To activate Link Options

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. From the Playback tab and under Link Options select a link option.



3. Click OK to accept the new setting.

## Link Options Rules and Conditions

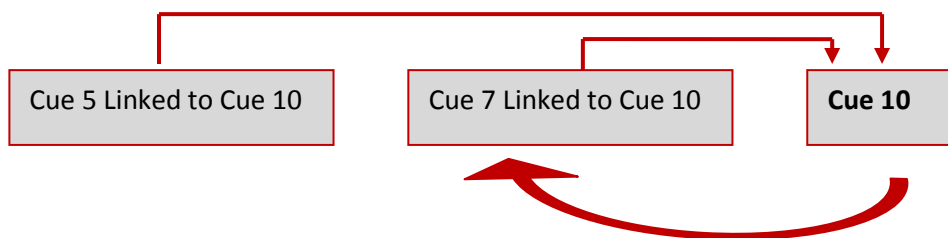
The following rules and conditions should be noted while using Link Options.

### Cues with two or more links

If the option **LINK ON BACK** is activated and a cue has two or more links to it, then pressing on the **BACK** key will go back to the first linked cue in the backwards order.

For example:

Cue 5 and Cue 7 are linked to Cue 10. Pressing on the **BACK** key from Cue 10 will fade to Cue 7. (The first linked Cue in the backwards order)

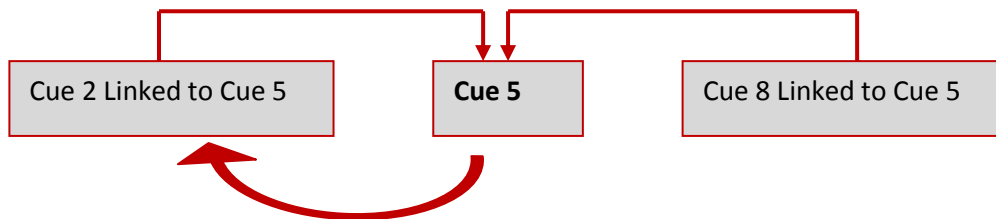


Pressing on the Back key from Cue 10 will fade to the first linked cue in the backwards order. In this case Cue 7.

If the option **LINK ON BACK** is activated and two Cues are linked to the same Cue, then pressing on the **BACK** key from the linked Cue will fade to the first linked Cue the backwards order.

For example:

Cue 2 and Cue 8 are linked to Cue 5. Pressing on the **BACK** key from Cue 5 will fade to Cue 8. (The first linked Cue in the backwards order)



Pressing on the Back key from Cue 5 will fade to the first linked cue in the backwards order. In this case Cue 2.

### When Cues in-between linked Cues will **NOT** be greyed-out

When the option **LINK INDICATIONS** is activated, Cues in-between linked Cues will not be greyed out in the following instances:

- If a Cue is linked to a Cue less than its Cue number.

For example:

If Cue 10 is linked to Cue 5 (Less than Cue 10) the Cues in-between will not be greyed out.

Cue #	Cue Name	Time In	Time Out	Delay In	Delay Out	Wait	Param Time	Link To
4	Cue 4	2	2			Manual		
5	Cue 5	2	2			Manual		
6	Cue 6	2	2			Manual		
7	Cue 7	2	2			Manual		
8	Cue 8	2	2			Manual		
9	Cue 9	2	2			Manual		
10	Cue 10	2	2			Manual		5.
11	Cue 11	2	2			Manual		
12	Cue 12	2	2			Manual		
13	Cue 13	2	2			Manual		
14	Cue 14	2	2			Manual		
15	Cue 15	2	2			Manual		

Cue 10 linked to Cue 5

Cues in-between the linked Cues are not greyed out.

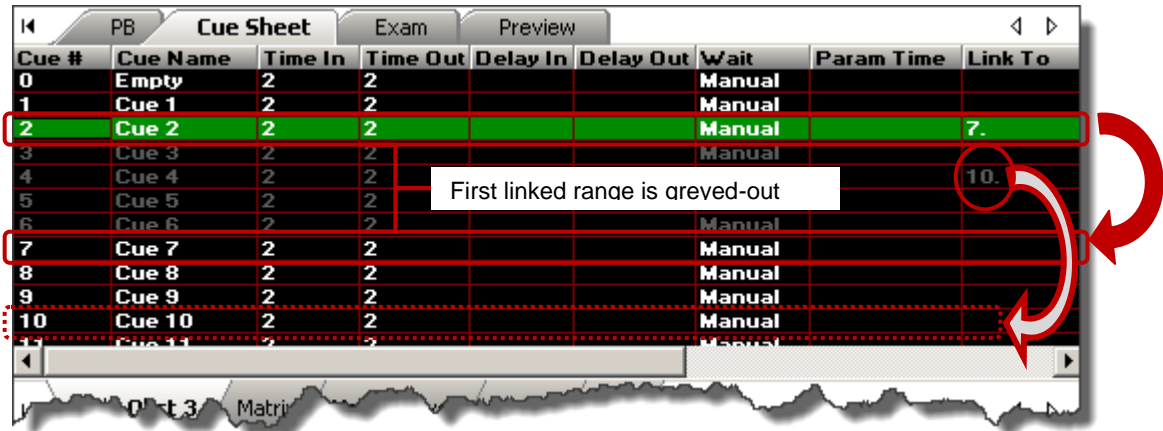
- If a link exists after programming a loop, the Cues in-between will not be greyed out.

## Overlapping link ranges

When the option **LINK INDICATIONS** is activated and there is an overlapping link range, only the first range will be greyed-out.

For example:

If Cue 2 is linked to Cue 7 and Cue 4 is linked to Cue 10, then the first range which is from Cue 2 to Cue 7 will be greyed-out.



Cue #	Cue Name	Time In	Time Out	Delay In	Delay Out	Wait	Param Time	Link To
0	Empty	2	2			Manual		
1	Cue 1	2	2			Manual		
2	Cue 2	2	2			Manual		7.
3	Cue 3	2	2			Manual		
4	Cue 4	2	2					10.
5	Cue 5	2	2					
6	Cue 6	2	2			Manual		
7	Cue 7	2	2			Manual		
8	Cue 8	2	2			Manual		
9	Cue 9	2	2			Manual		
10	Cue 10	2	2			Manual		
11	Cue 11	2	2			Manual		

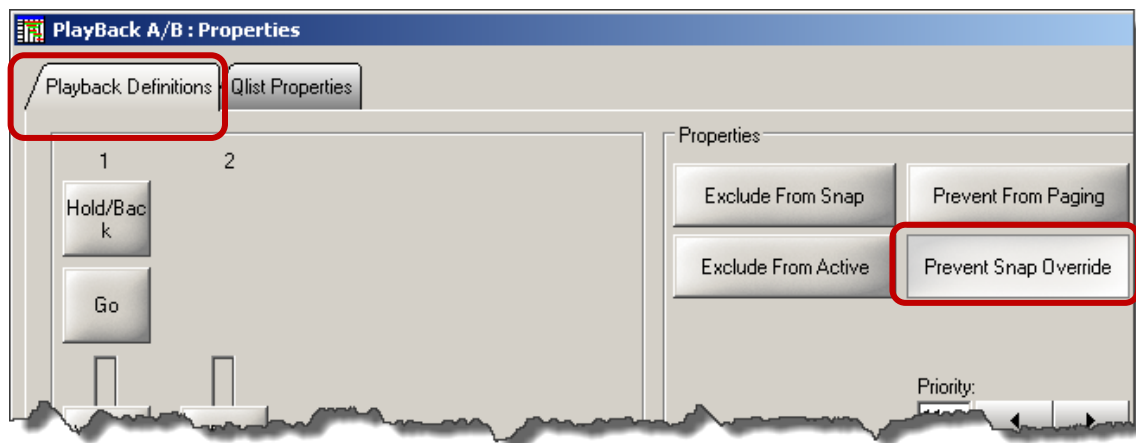
## 9 Default Settings for A/B Playback

Changes have been made to the default settings of the A/B Playback [**SETUP ► A/B SELECT, Playback Definitions tab**]. The new default settings will be saved with Snap data.

When starting a new show the A/B will now have the following default settings:

- **PREVENT SNAP OVERRIDE** will be ON

This option locks a Cue list on the AB fader during a show.



### To change A/B playback settings

Use the following sequence to change the A/B playback settings:

**1. [SETUP ► A/B SELECT]**

The Playback A/B Properties dialog will open.

- 2.** From the Playback Definitions tab and in the Properties section click on **PREVENT SNAP OVERRIDE** to change the settings.

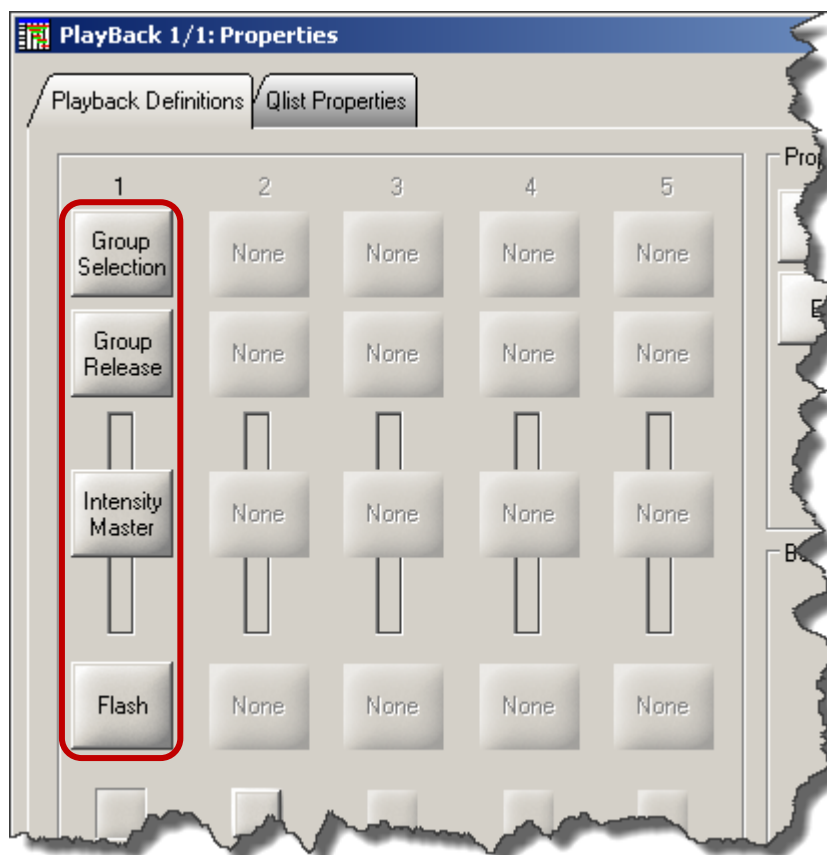
- 3.** Click OK to apply the settings.

# 10 Default Settings for Submaster

Changes have been made to the default Submaster settings of a fader. [**SETUP ► SELECT #, Playback Definitions tab**] The new Submaster settings are as follows:

- Top button will now be **GROUP SELECTION** instead of **GO**
- Middle button will now be **GROUP RELEASE** instead of **HOLD/BACK**
- Bottom button will remain as **FLASH**

The default settings will be saved with Snap data.



**Note:** From now on, Default PB Definition settings; Tools ► Settings ► Playback tab, will not affect Submaster settings.


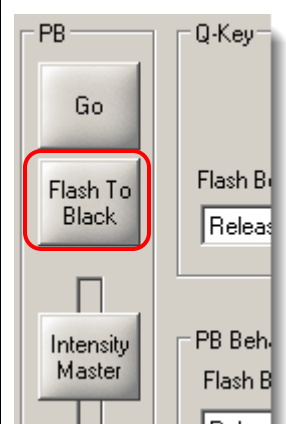
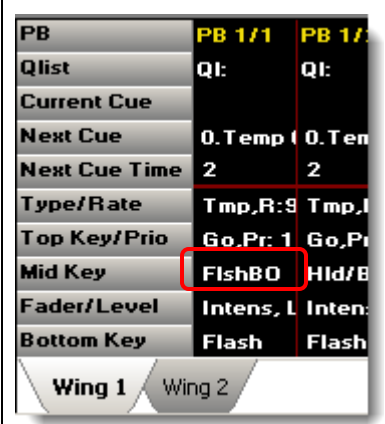
# 11 Flash To Black

Flash To Black is a new playback control feature that enables you to instantly bring the dimmer value of a playback to zero (Blacken). Flash To Black can be assigned to either a PB key or Q-Key.

## Assigning Flash To Black to a Key

Assigning Flash To Black to a PB key or Q-Key is done by selecting the option from the PB Keys Behavior list. The behavior list is 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 *Flash To Black* once assigned.

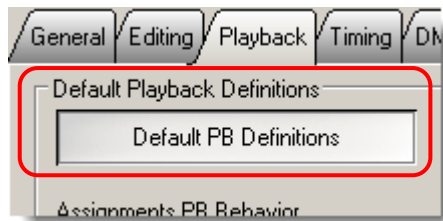
Flash To Black can be assigned on-the-fly only via the Qlist properties, in which case the text *FlashBO* will appear in the PB wing. Assigning Flash To Black via the System Settings will only be applied to new assignments.

Flash To Black in the PB Keys Behavior list	Example of a PB Key assigned to Flash To Black	Example of <i>FlashBO</i> text on the PB wing
		



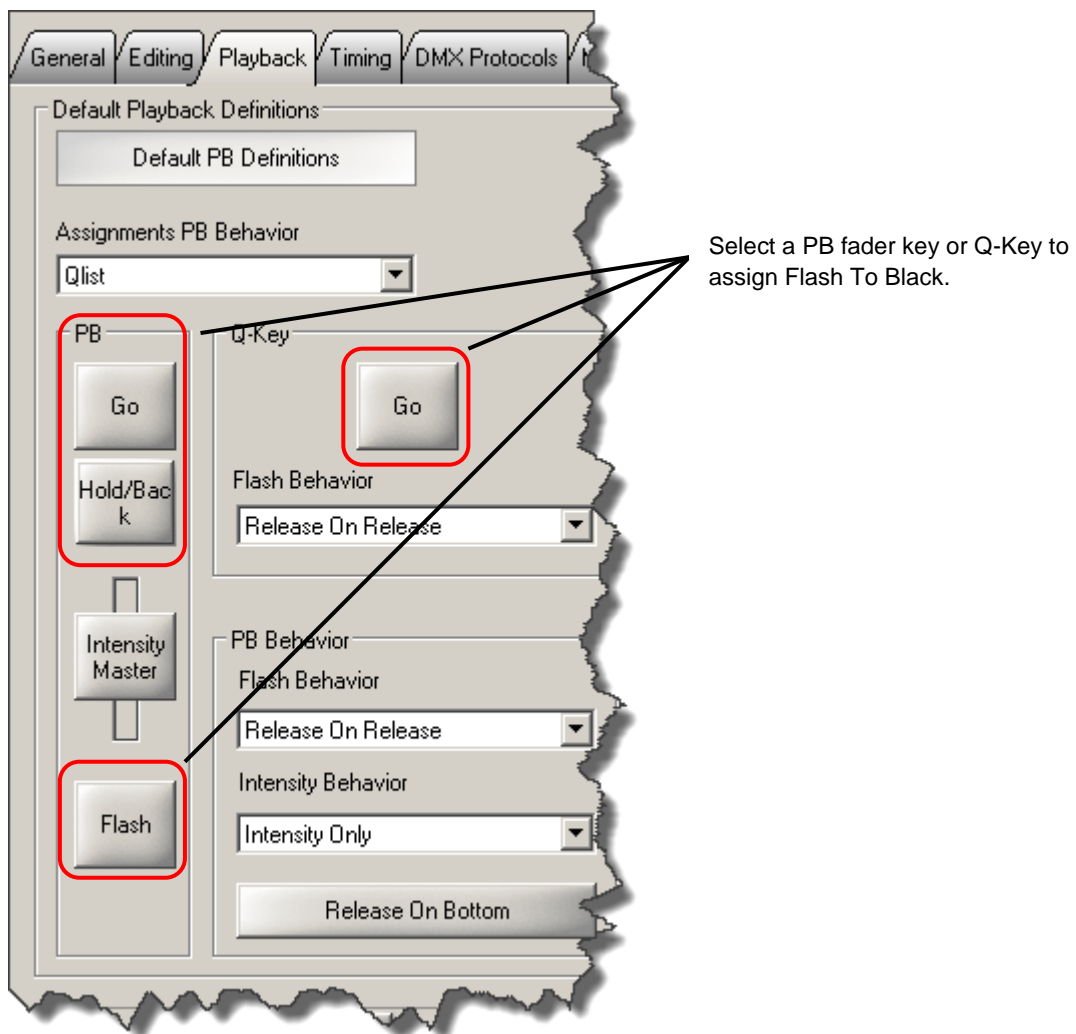
## To assign Flash To Black from System Settings

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. Select the **DEFAULT PB DEFINITIONS** option to activate the PB key options:



The PB key options will become active.

3. Select a PB key to assign Flash To Black:



4. From the PB keys behavior list select Flash To Black.

Flash To Black will be assigned and the selected key option text will change to *Flash To Black*.

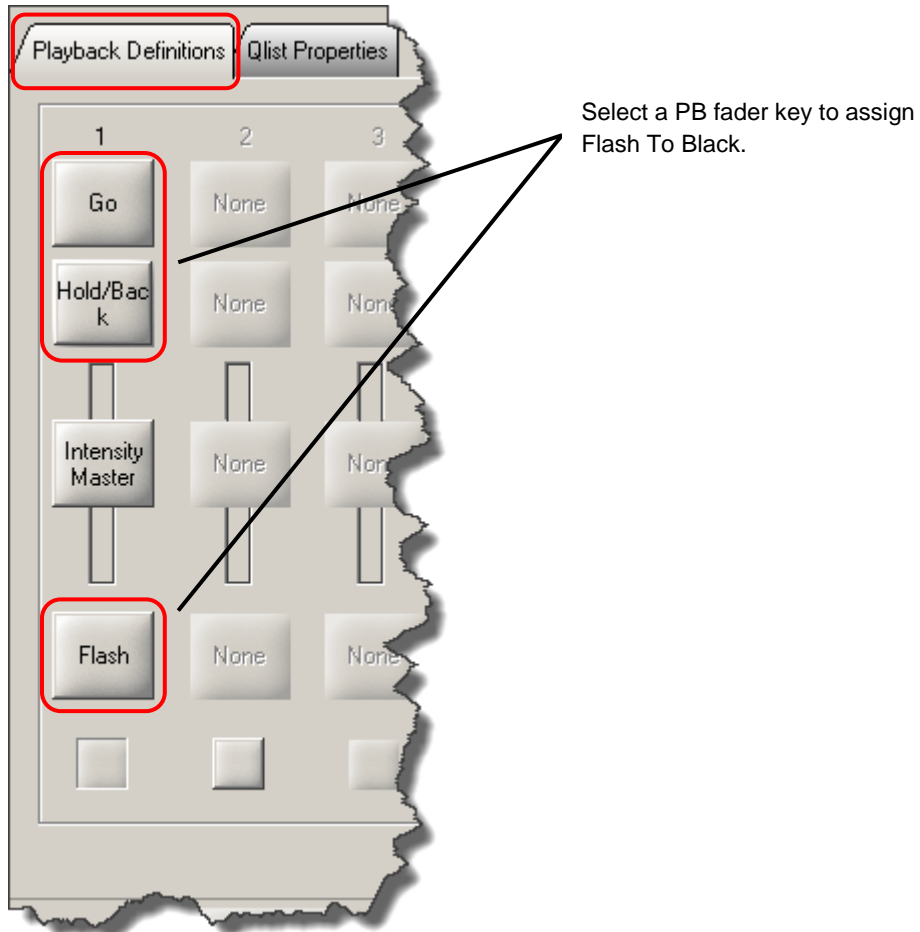
5. Click Apply to save the change.

## To assign Flash To Black 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 Flash To Black.
4. From the Playback key behavior list select Flash To Black.

Flash To Black will now be assigned and the selected key option text will change to *Flash To Black*.
5. Click OK to apply the change and close the Qlist Properties dialog.

## 12 The New Vector PC Wing

The Vector PC Wing can be used as a hardware attachment for Vector PC or as a Remote Wing with a console. Vector PC Wing is not a standalone wing, panel or console, and can only be used as a parallel hardware attachment, as it draws its processing power from a Vector PC or Vector Console.

**Note:** Minimum software requirement is Vector Software 3.20R02

### The New Vector PC Wing

Portable, light weight and easy to use.

Vector PC Wing brings portable lighting control of the powerful and flexible Vector family.

[Find Out More...](#)



### Connecting Vector PC Wing

The Vector PC Wing needs to be connected to a Vector system using a RJ-45 network cable. Connection can either be via an Ethernet hub or direct.

**Note:** If more than one system exists in the network, the Vector PC Wing will connect to the first recognized system in the network. (You may need to disconnect one of the systems in order for the PC Wing to recognize the correct one).

## LED connection indications

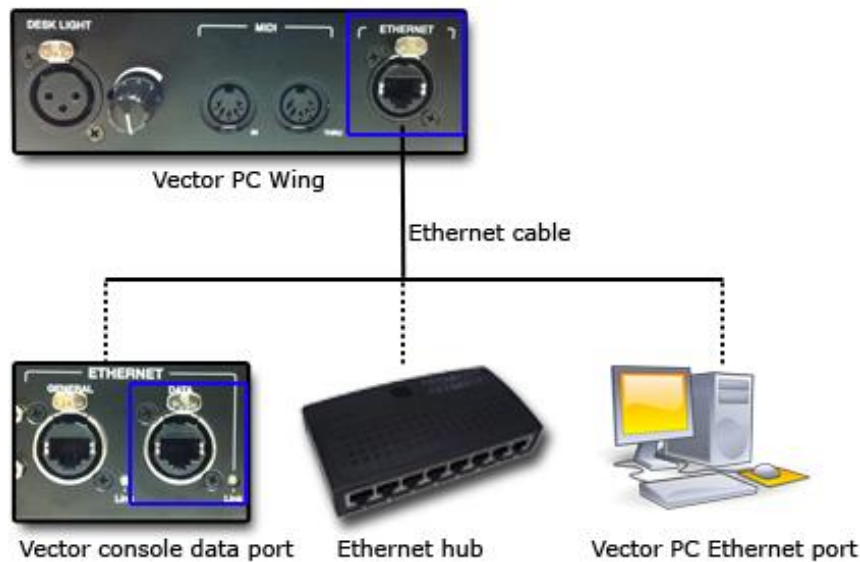
During connection the Vector PC Wing LED's will indicate the connection status. The following are the LED indications:

Action	LED indication
Powering Up	All LED's will blink for a split second.
Scanning the network	<b>Green LED's</b> All <b>Playback</b> LED's will run in a progress bar fashion from left to right.
During connection	All LED's will remain ON until connection is complete.
Connection established	All LED's will blink for a split second.
NO Network	<b>Red LED's</b> All <b>Playback</b> LED's will run in a progress bar fashion from left to right.

## To connect Vector PC Wing

1. Make sure Vector software is running.
2. Using the supplied power cable connect the Vector PC Wing to a 110-220V power output.  
Do **NOT** turn wing ON.
3. Using a RJ-45 network cable, connect one end to the Ethernet port on the Vector PC Wing and the other end to either of the following:
  - Vector console data port
  - Ethernet hub
  - Vector PC Ethernet port

**Note:** If an Ethernet network hub is used, then make sure the Vector system is connected to the same Network hub.



#### 4. Turn ON the Vector PC Wing.

The Vector PC Wing should now connect to the system. See [LED connection indications](#).

#### Note the following:

- The PC or console IP **MUST** be different than 127.0.0.1. For example; 90.10.XX.1 or 91.10.XX.1.
- The PC or console Subnet mask **MUST** be 255.0.0.0
- Vector PC Wings with built in ePorts are controlled via C-Net Manager. Please make sure the ePort IP is the same as the Subnet of the PC.

## Vector PC Wing Operation

The Vector PC Wing can only be used as a Parallel hardware attachment and not a standalone unit.

### Parallel Behavior

The following applies to the Wing behavior in parallel mode:

- Changing the fader mode on the Vector console changes it on the Wing and visa-versa.
- Master playback can be changed on either the Wing or Vector console.
- Editor functions on the PC Wing work together with the editor functions on the console.

## Paging

The following explains how Vector PC Wing paging works when using either a 10 playback console or a 20 playback console:

### 10 Playback Console

- Paging on the PC Wing will also page on the console and visa-versa.
- The 10 Playbacks on the console will affect the 10 Playbacks on the PC Wing and visa-versa, for example; Playback 1 on the console will affect Playback 1 on the PC Wing and visa-versa.

### 20 Playback Console

- Paging on the PC Wing will also page on the console and visa-versa.
- The ***first 10 Playbacks on a page*** of the console will affect the 10 Playbacks on the PC Wing and visa-versa.

For example

Console	PC Wing
Page 1 (Playbacks 1- 20)	Will affect Playbacks 1-10
Page 2 (Playbacks 21-40)	Will affect Playbacks 21-30

## Vector PC Wing Firmware Update

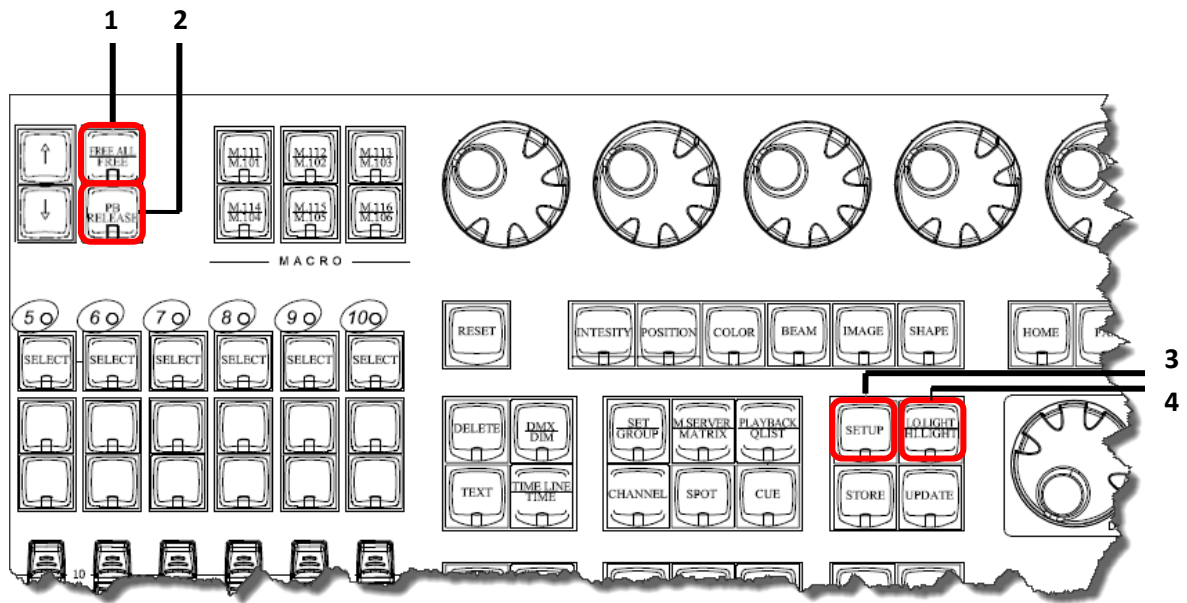
There is a new Firmware update for the Vector PC Wing. The file can be downloaded from the links below or from the [Compulite Downloads](#) page.

[Vector PC Wing Firmware Update Release Notes V0.30](#)

[Vector PC Wing Firmware Update](#)

## Vector PC Wing Keycap Changes

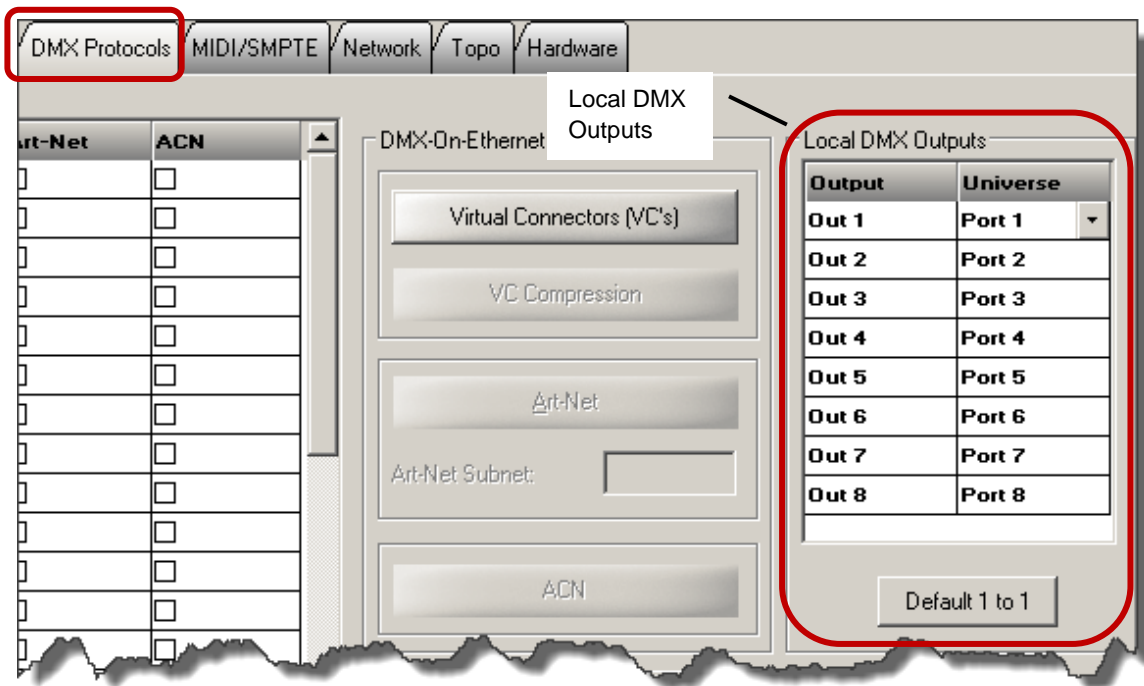
Due to client requests we have changed certain Keycaps on the Vector PC Wing. Please contact your local distributor.



No.	Old Keycap	New Keycap
1	Playback	Free All / Free
2	Rate	PB Release
3	Store+	Setup
4	Blank	Lo.Light / Hi.Light

# 13 Local DMX Outputs Selection

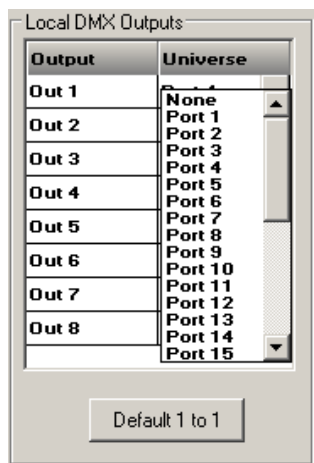
You are now able to define which universe will be transmitted from a local DMX output located at the back of the console. This is done by selecting a Universe port from a drop down menu in the Local DMX Outputs table in the DMX Protocols tab. (Tools ► System Settings ► DMX Protocols).



## To select a Universe port

1. From the Menu bar select Tools ► System Settings ► DMX Protocols tab.
2. From the Local DMX Output table click on a Universe Port.

The Port drop down menu will open.





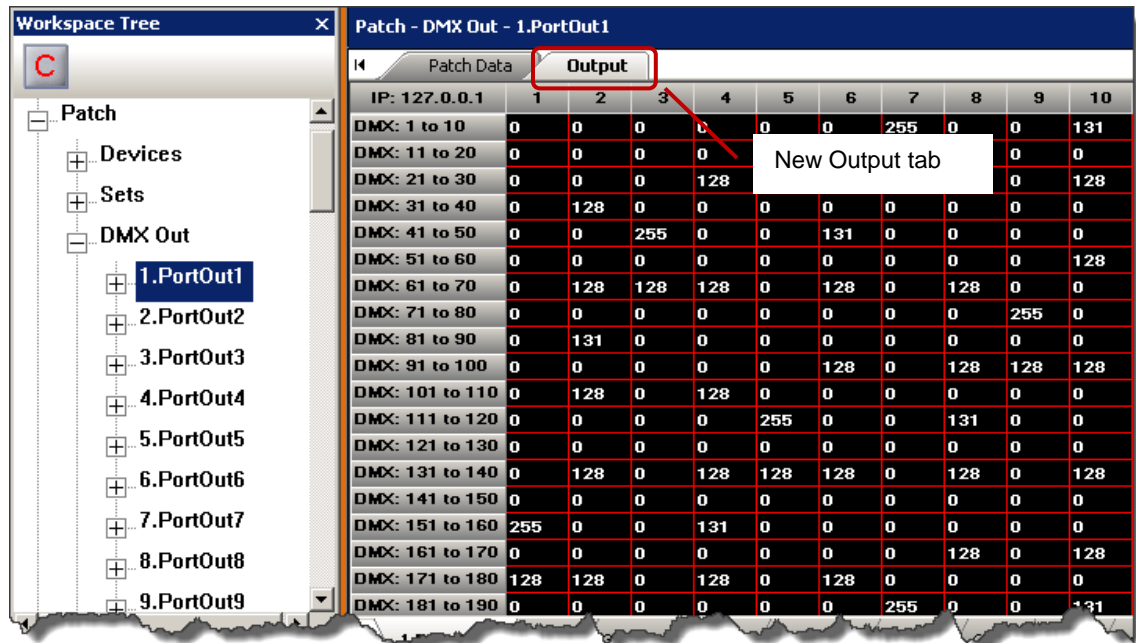
**3.** From the drop down menu select a universe Port.

**4.** Click OK or Apply to apply the settings.

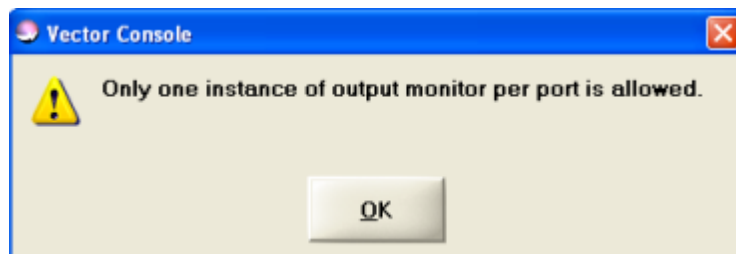
**Note:** The Default 1 to 1 button will return the Universe ports to their default settings (Out 1 ► Port 1, Out 2 ► Port2, etc.).

# 14 Monitor DMX Outputs

The DMX monitor enables you to view and monitor DMX data and values that are being transmitted out of the console. A new tab has been added to the Ports view called Output. (Workspace Tree ► Patch ► DMX Out ► Port #)



**Note:** Only one view pane of the Output monitor can be opened at any given time. If an attempt to open more than one view pane occurs then a warning message will be displayed:



## Enabling DMX Output Monitor

VC outputs need to be enabled in order to view the DMX Output monitor.

### To enable VC output

1. From the Menu bar select Tools ► Settings ► DMX Protocols.
2. Select the desired Port VC's.
3. Click Apply, and then click OK.

# 15 Increased Ports

The amount of DMX ports transmitted from the console has been increased. The following table provides details on increased ports for each console:

DMX Protocol	VC's	Art-Net						Streaming ACN					
E-Ports	N/R	0	1	2	3	4	8	0	1	2	3	4	8
Consoles													
Red/Blue/Green	32	32						32					
Orange	16	4	8	12	16			4	8	12	16		
Violet/UltraViolet	12	12						12					
Vector Node	32	32						32					
Vector PC	32	1	4	8	12	16	32	1	4	8	12	16	32

**Note:** Vector Violet and Ultra Violet ports increase was implemented in software version 3.20R01.

# 16 Multi-Language Support

Vector now supports the following languages; German, Spanish, Hebrew and Chinese. Language changes will mainly be applied to the Menu bar, the Menu bar drop down menus, dialogs, title bars and warning messages.

**Note:** For Chinese language see [Chinese Language Installation](#).

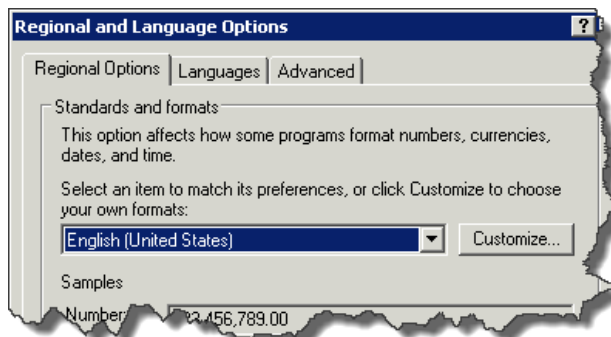
## Changing Language

The Windows software language needs to be changed first in order for the console to display a selected language other than English. Windows language is changed from the Control Panel.

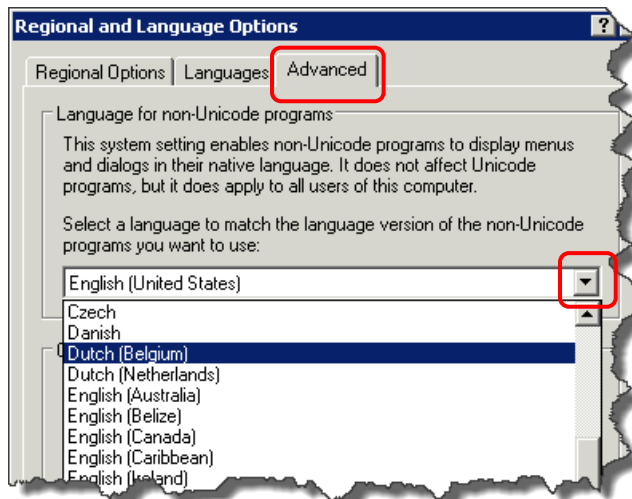
### To change Windows language

1. From the Windows Start menu select Control Panel.
2. From the Control Panel double click on Regional and Language Options.

The Regional and Language Options dialog opens:



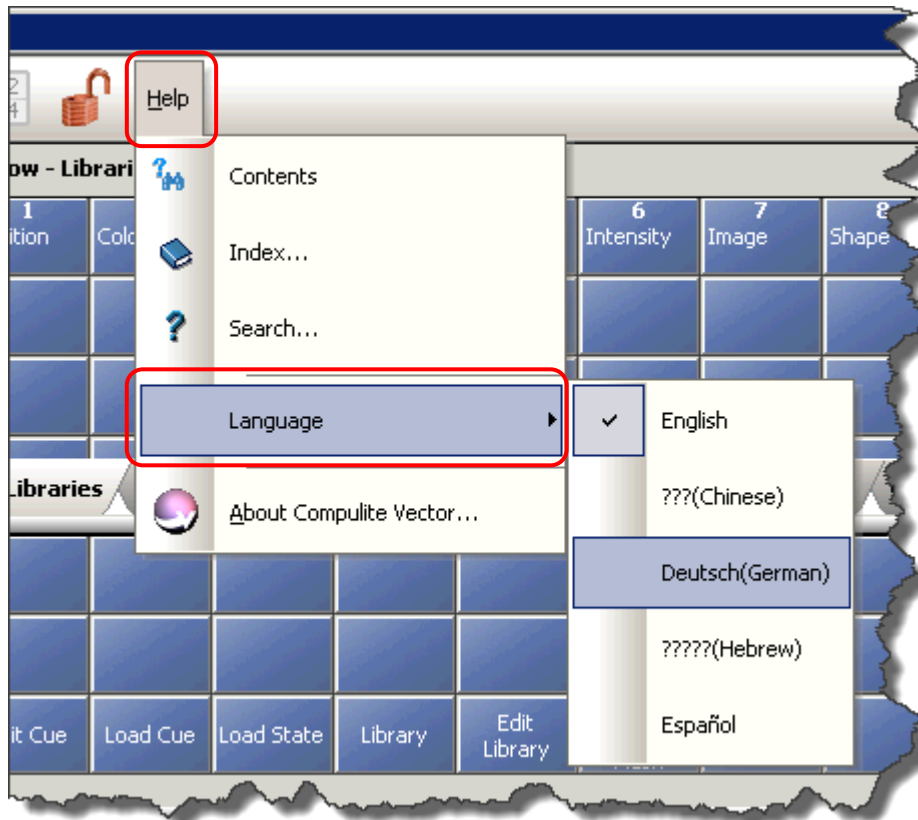
3. Select the Advanced tab and then click on the language drop down menu under Language for non-Unicode programs.



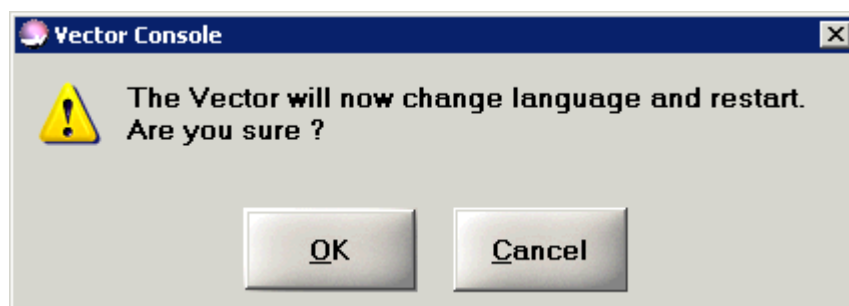
4. From the drop down menu select the required language.
5. Click Apply.
6. If a warning message appears click Yes or OK.
7. Click Yes to restart your computer.

### To change vector language

1. From the Vector menu bar click on Help ► Language.



2. Select the desired language.
3. Note the following:
  - If you are changing the language on a Vector PC you will be prompted with a warning message and required to restart Vector.



Click OK to verify the language change. Vector will shut down.

- If you are changing the language on a Vector console you will not be prompted with a warning message and Vector will automatically shut down.
- **In both the above cases, Vector will need to be started manually after shutdown.**

## Troubleshooting Language Change

If you have changed the Language on Vector and now have question marks (???) in place of text, it means that the required language has not been selected in the Regional and Language Options in the Windows Control Panel.

See: [To change Windows language](#)

## Chinese Language Installation

A Chinese language patch needs to be installed in order to view Chinese on the Vector console. The patch can be found in a folder called "Chinese" located in the Updates folder in the Compulite program files.

### To install Chinese language patch

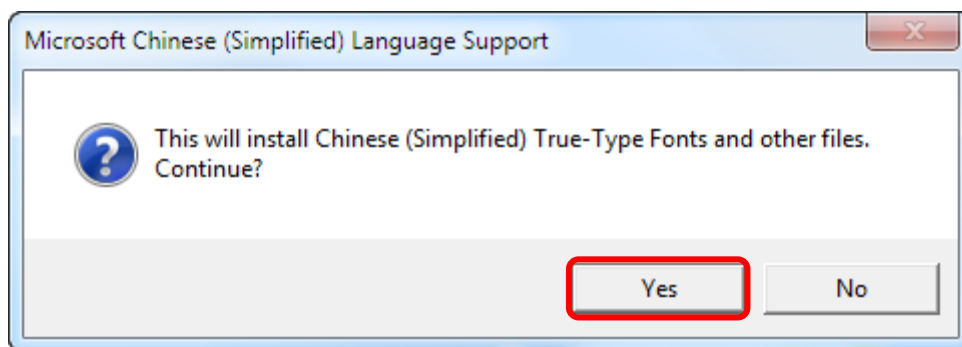
1. Navigate to the Updates ► Chinese folder:

**Vector Console** – D:\Program files\Compulite Vector\Config\Updates\Chinese

**Vector PC** – C:\Program files\Compulite\Vector Pc\Config\Updates\Chinese

2. Click on the Chinese folder.
3. Double click on the file *ie\_zhc.exe*.

A Microsoft Chinese Language Support pop-up will appear:



4. Click Yes.
5. Click Yes to accept the License Agreement.

The Install will begin.

When the install is complete an Installation Complete pop-up will appear.

- 6.** Once the Chinese language patch has been installed, navigate to Regional and Language Options in the Control Panel. See [Changing Language](#)
- 7.** From the Advanced tab click on the drop down language menu and change the language to Chinese (PRC).
- 8.** Reboot the System.
- 9.** After Rebooting the System, start the Vector Software and select Chinese language; Help ► Languages ► Chinese.

See [To change vector language](#)

## 17 New Warning Message

A new system warning message has been added to prevent console data from being deleted by mistake.

If New Show is selected by mistake while working with a show the following warning message will appear:

