Vector Release Notes

This document contains Vector Release Notes for the following software versions:

Vector Release Notes 3.20R04
Vector Release Notes 3.20R03
Vector Release Notes 3.20R02
Vector Release Notes 3.20R01
Vector Release Notes 3.19R02
Vector Release Notes 3.19R01
Vector Release Notes 3.18Rxx
Vector Release Notes 3.17Rxx

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Vector

Release Notes

Release Date: **14/05/2013**

Real time version: **3.20R04**

Windows version: **3.20R04**

RT interface version: **3.20R04**

NOTE: This version does not support Single Core Consoles.

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2 Version Highlights

Version 3.20R04 brings a range of new and updated features together with 17 new devices and 4 updated devices.

Feature / Improvements	Description
Editing	
▪ **Select Range of Parameter Addresses**	You can now select DMX addresses for selected parameters by using **[FIXTURE, #, Parameter selection, DIM].**
▪ **Spot key for Channel Wing**	The key **SPOT** was added to the Channel Wing
▪ **Toggle functions in Effect Engine**	On Violet consoles it is now available to toggle between the wheels function with a press on the wheel.
Playback	
▪ **Input patch to Q-Key**	Input patch to Q-Key is now available
▪ **Group Deselect**	Fixtures can now be deselected by pressing on an assigned PB key or Q-Key.
System Settings	
▪ **Choose Subnet for Artnet**	The option to select Subnet for Artnet protocol is back with the choice whether to use it or not.
▪ **Controlling Network from Editor Toolbar**	Network settings can now be controlled from the Editor Toolbar without the need to open the settings dialog.
▪ **Japanese language support**	The Japanese language was added to the language pack.

3 Bug Fixes V3.20R04

- Reduced sync time for Master-Slave and Master-Node connections. Reported by Steven Plotkin (Canada).
- Master-Slave and Master-Node reliability has been improved. Reported by Steven Plotkin (Canada).
- "Editor Toolbar" and "Wheels Assignments" views could not be assigned with BOLD font (Ronen Ben Harosh, Israel).
- Fixtures on TOPO did not update their text after [FIXTURE, #, TEXT] (Jerry Roberto Romani, Italy).
- Loading a layout with TOPO from previous version caused CRASH (Norbert Pobiegly, Poland).
- Loading a show from previous version with empty TOPO created TOPO number 0.
- ACN & ArtNet indicators were not showing whether these protocols are ON or OFF (Steven Plotkin, Canada).
- Playback keys definition list was bigger than screen (Ronen Ben Harosh, Israel).
- Loading a show that was made prior to 3.20.R02 was enabling port #17 on VCs (Steven Plotkin, Canada).
- Import TOPO in partial load was not possible (Steven Plotkin, Canada).
- Vector Violet did not transmit output after warm data unless applying a change on settings (Brad Wagg, Canada and Jaime Marcos, Spain).
- Warm data did not load Matrix and TOPO if they were both in the same show (Steven Plotkin, Canada).
- Master-Slave, editor values was fade off when Master disconnected (Andy Stone, England).
- Master-Slave\Master-Node is not syncing in random cases. Sometimes it does and sometimes it doesn’t (Steven Plotkin, Canada).
- Green Vector was outputting ArtNet only on port #1 (David Bishop, England).
- European value input did not take effect on Channel Wing (Andy Stone, England).
- When there was a connection of Master-Slave\Master-Node and a wing was attached to the Slave or the Node and the wing was not on the same page as the Slave or the Node then there was a delay on the wing (Steven Plotkin, Canada).

- Master-Slave\Master-Node was sometimes disconnecting during the transfer of patch changes and this caused the data not to be transferred completely (Brad Wagg, Canada).
- Master-Node was sometimes delaying fader movements when Master and Node were not on the same page (Ronen Ben Harosh, Israel).
- Master-Slave\Master-Node were disconnecting after 10-15 minutes when not touching the consoles (Filip Weisner, Czech Republic).
- Layout was not saved when closing the Vector PC from the "X" button. Reported by Moshiko Peer (Israel).
- GC Crashed when added irrelevant headers to the Macro Editing view. Reported by Tomer Shoshan (Israel).
- Wrong password on Protect showed a wrong message. Reported by Matthias Schoffmann (Austria).
- If a range of fixtures with a gap were dragged into the TOPO then some of them did not load. Reported by Tomer Shoshan (Israel).
- PARK did not save the right value when selecting the value from a picker. Reported by Moshiko Peer (Israel).

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 Select Range of Parameter Addresses

By using the key **DIM** after a parameter selection, the addresses of the selected parameters will be selected and shown on the echo line.

Example of selecting parameter addresses

Patched are 10 spots that have 5 parameters:

Dimmer, Pan, Tilt, Color wheel and Shutter (by this order).

In order to change these 10 fixtures' Shutter curve we will select the addresses of the Shutter parameter and then proceed with the dimmer manipulation.

So the sequence [SPOT, 1 → 10, SHUTTER, DIM] will result in showing on the echo line "DIMMER 5+10+15+20+25" and then we can proceed to changing the curve.

6 Spot key for Channel Wing

On the Channel Wing remote panel there was an empty key beside the **CHANNEL** key. In order to be the same as on the consoles panels the **SPOT** key was added to the same location as on a regular panel and it is now supported via the Channel wing.

The new **SPOT** key

7 Toggle functions in Effect Engine

Note: This feature is for Vector Violet only.

By using the encoder wheels press option it is possible to toggle between the options in the effects engine.

Example

After opening the effect dialog we get this situation on the wheels:

By pressing the most left wheel for the first time we will get the Offset all selected:

By pressing the most left wheel again we will get the Offset fan selected:

The second wheel will control the Size, the third will control the Rate and the fourth will control the Duty Cycle.

8 Input patch to Q-Key

It is now possible to patch an input dimmer to a Q-Key under the same conditions as the input patch for PB.

Terms

1. The input value will control the "Intensity limit" of the Q-Key.
2. When the input value is reaching 0, the behavior will be according to the "Release on bottom" of this Q-Key.
3. When the input value is exiting the 0, the behavior will be according to the "Intensity behavior" combo box (Intensity only, Go+Jump parameters, Go+Fade parameters).

To patch Q-Key input

1. Press **DIM**.
2. Select the DMX address. A range can also be selected.
3. Tap ***INPUT PATCH TO***.
4. Press the Select key of the desired Q-Key.
5. Press **STORE**.

9 Group Deselect

Fixtures can now be deselected by pressing on an assigned PB key or Q-Key. A key can be assigned as a Group Deselect key. Content can be deselected whether the PB fader is active or not.

Group Deselect will deselect all content (Channels, Spots, etc.) on a cue or temp cue.

In order to use Group Deselect; Cues, Temp cues etc. should be first created on a PB or a Q-Key.

Example of Group Deselect

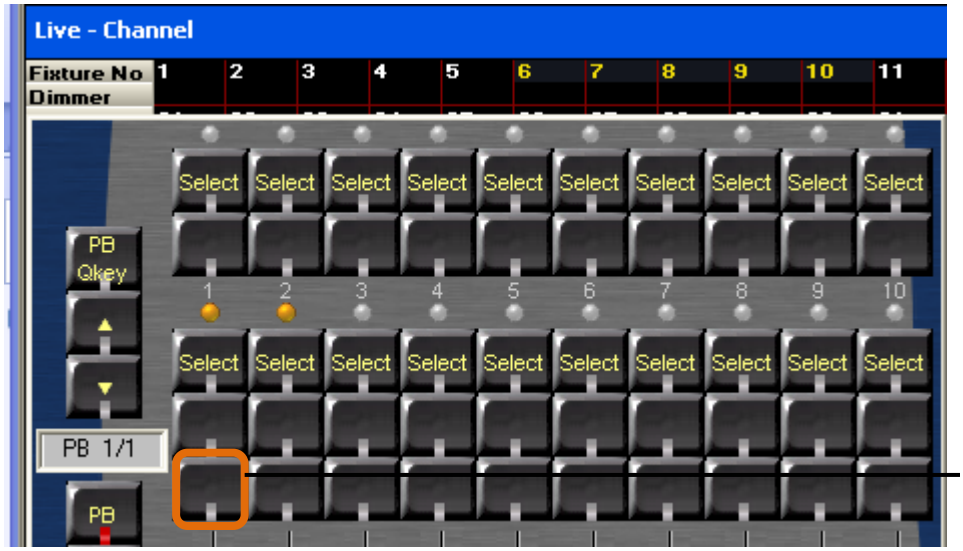
PB 1 is a Sub-master for Channels 1→5.

PB 2 is a Sub-master for Channels 6→10.

Both PBs middle key functions are Group Deselect.

Channels 1→10 are now selected:

Now if we press the middle key of PB 1 then Channels 1→5 will be removed from the selection:

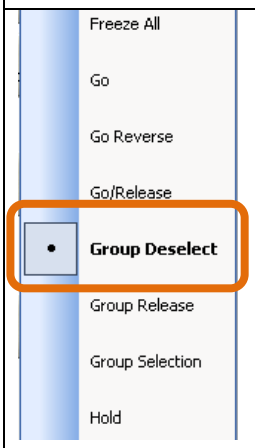
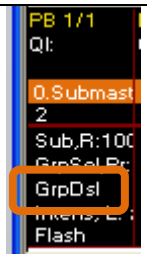


Group deselect function is assigned

Assigning Group Deselect to a Key

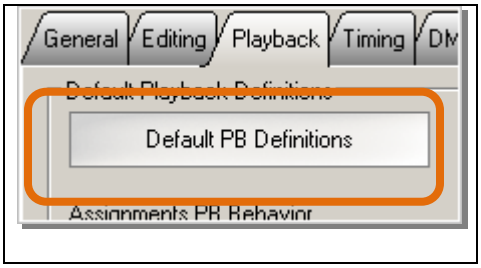
Assigning Group Deselect to a PB key or Q-Key is done from the PB Key behavior list. The behavior list can be accessed by selecting a PB key or Q-Key from the Settings ► Playback tab or the Playback Definitions tab in Qlist Properties. The key text will change according to the function selected.

Group Deselect can be assigned only to a PB key on-the-fly from the Qlist properties in which case the text GrpDsl will be displayed in the PB wing. Assigning it from the System Settings will only apply to new assignments.

***Group Deselect* in the PB Keys Behavior list**	**Example of an assigned PB Key**	**Example of *GrpSel* and *GrpRel* text in the PB wing**
		 **GrpDsl = Group Deselect**

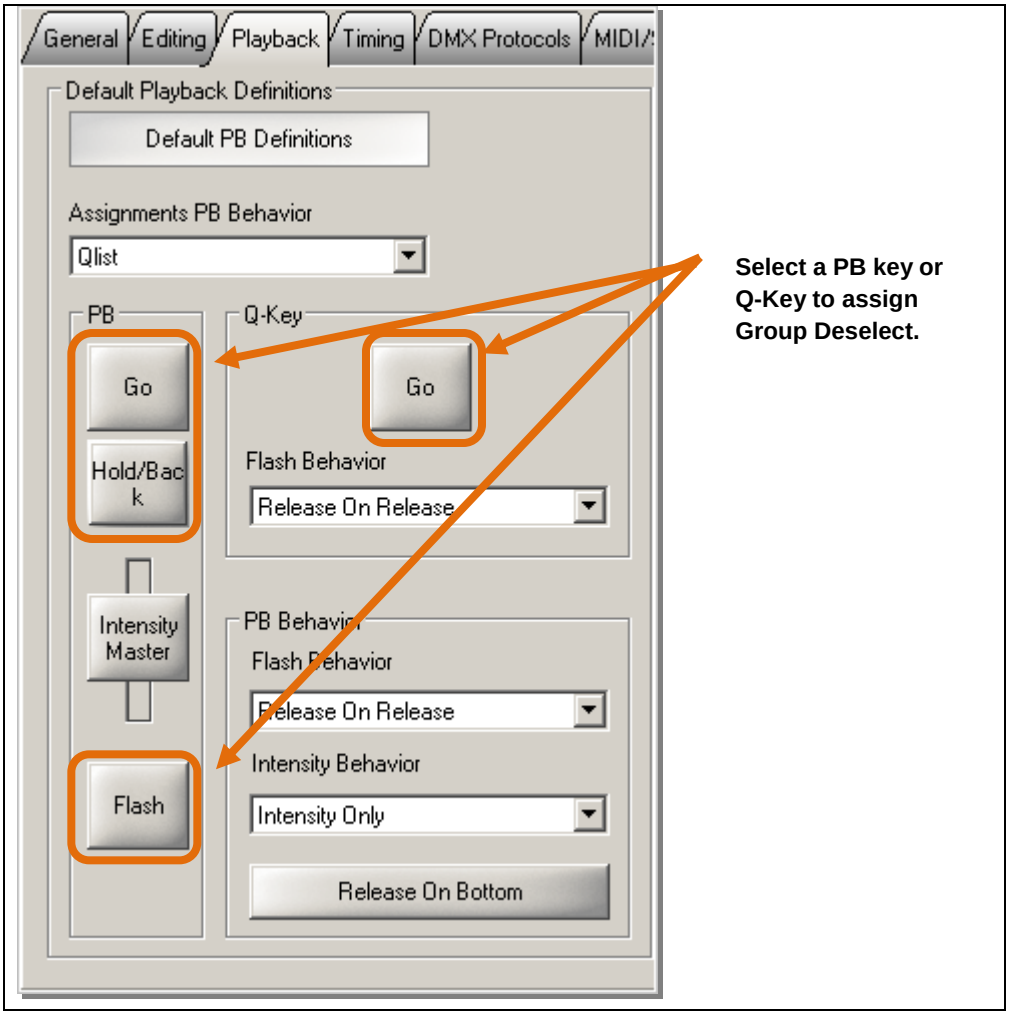
To assign Group Deselect from System Settings

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 Group Deselect.

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

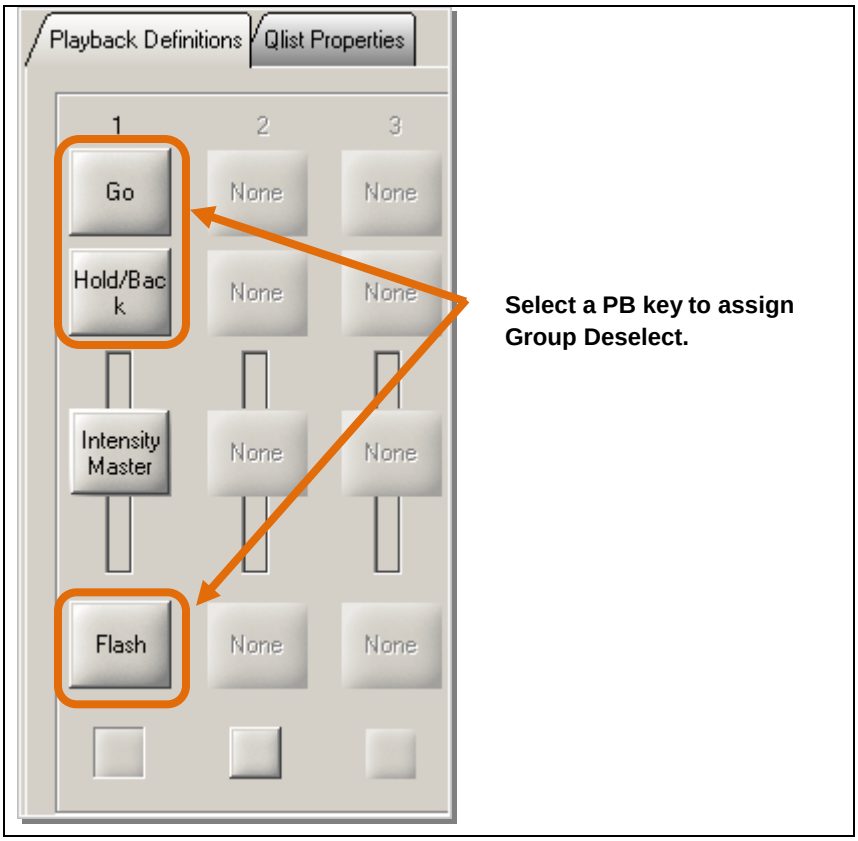
5. Click Apply to save the change.

To assign Group Deselect 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 Group Deselect.

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

5. Click OK to close the Qlist Properties dialog.

10 Choose Subnet for Artnet

On the previous version the option to select a Subnet to the Artnet output has been removed. According to requests from some users the option is back and with it the option whether to use it or not.

On the previous version when selecting for example AN #3, the Vector automatically translated the value into Subnet 0 and Universe 3 (universe 3 on Artnet is actually 4 because Artnet count starts from 0), on the Artnet protocol without the need to enter the subnet manually.

Same happened when user chose AN #18. The vector translated it to Subnet 1 and Universe 2, again without the user need to calculate.

Now there is a new button named "Use subnet". This button tells if to use the user input of the subnet or auto calculate the subnet.

If this button is disabled then everything will work the same as in version 3.20.R03.

If this button is enabled then the Vector will add the subnet value to the auto-calculated subnet number according to the selected universe.

Example for using subnet

Port 1 is configured to output Artnet on AN #0. This means that the Vector will automatically understand that it should be transmitted to Subnet 0 and Universe 0.

Option 1

If the option is enabled and the Subnet entered is 0 then there will be no change since in the auto calculation the result was 0 and the number entered is 0 then 0+0=0.

Option 2

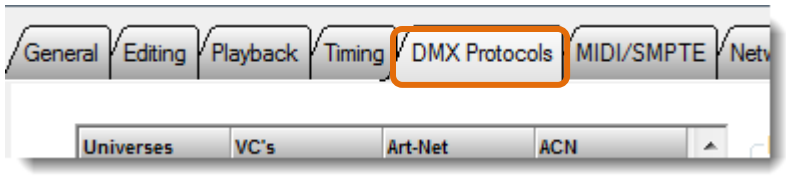
If the option is enabled and the Subnet entered is 1 then the output will go to Subnet 1 and universe 0 since in the auto calculation the result for the subnet was 0 but the entered value is 1 then 0+1=1.

To Change the Use Subnet settings

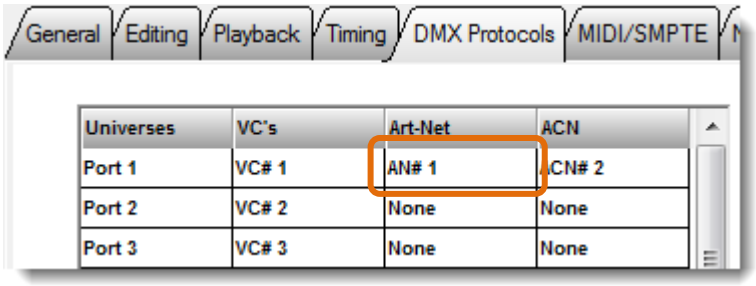
1. From the Manu bar click on Tools ► Settings.

   The System Settings dialog opens.

2. Click on the DMX Protocols tab:

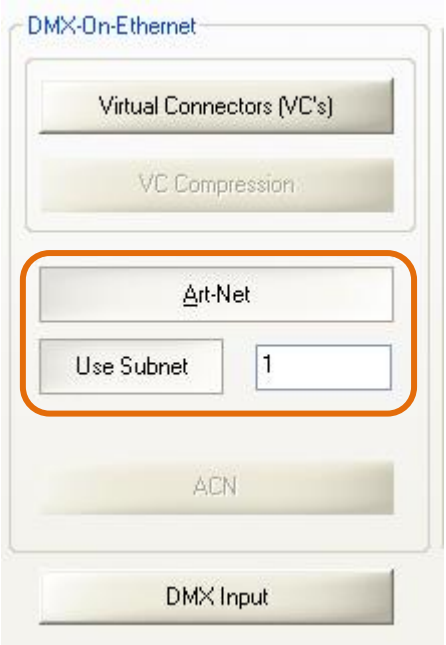


3. Activate one of the Artnet universes:



   The ArtNet and the Use Subnet buttons will now be clickable.

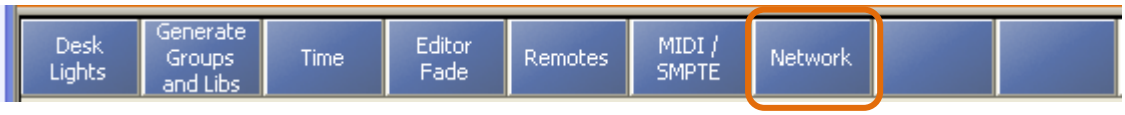
4. Change the Artnet and the Use Subnet to be enabled and write your desired subnet value:



11 Controlling Network from Editor Toolbar

A new "***Network***" Soft Key option has been added to the Setup Toolbar.

This is accessed by pressing the **SETUP** key on the actual panel.



By pressing the ***NETWORK*** soft key a new Network toolbar will be opened.

This toolbar is a reflection of the actual Network tab in the system settings dialog. If an option is already ON then the color of the button will be orange.

Tip! You can create a Macro to trigger the options in the **NETWORK** toolbar.

The NETWORK new buttons

The following is a list of the new ***NETWORK*** buttons with their functions:

Button	Settings button	Function
Slave of #	Slave	Toggles the option of Slave. The Master console ID is the number written in the button. This number can be changed only via the System settings dialog in the "Master Console ID" field.
Node of #	Node	Toggles the option of Node. The Master console ID is the number written in the button. This number can be changed only via the System settings dialog in the "Master Console ID" field.
Remote Apps	Remote Control Application's	Toggles the option of Remote apps.

Using the Network Toolbar

1. Press **SETUP**.
2. Tap the ***NETWORK*** soft key on the Editor Toolbar.
3. Toggle the desired option. For example tap on the ***Remote Apps*** soft key.
4. Press **STORE**.

   Your change is saved if the echo line is showing "Assigned".

12 Japanese language support

In addition to the supported languages: German, Spanish, Hebrew and Chinese, the Japanese language was added to the Vector language support.

Language changes will be applied to the Menu bar, drop down menus, dialogs, title bars and warning messages.

Japanese language installation

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

To install Japanese language patch

1. Navigate to the Updates ► Japanese folder:
   Vector Console–D:\Program files\Compulite Vector\Config\Updates\Japanese
   Vector PC – C:\Program files\Compulite\Vector PC\Config\Updates\Japanese
2. Click on the Japanese Folder
3. Double click on the file JAPANRC.BAT.
4. A Black Screen will pop up for a second. Once the screen will disappear it means that the installation was completed.
5. Once the Japanese language patch has been installed, navigate to Regional and Language Options in the Control Panel. See Changing Language
6. From the Advanced tab click in the drop down language menu and change the language to Japanese.
7. Reboot the system
8. After Rebooting the System, start the Vector Software and Select Japanese language; Help ► Languages ► Japanese.

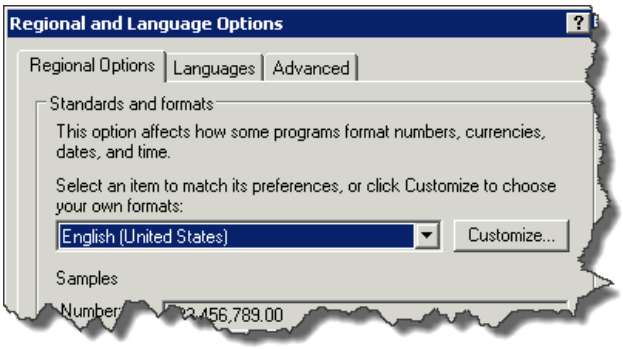
Changing Language

The Windows OS 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.

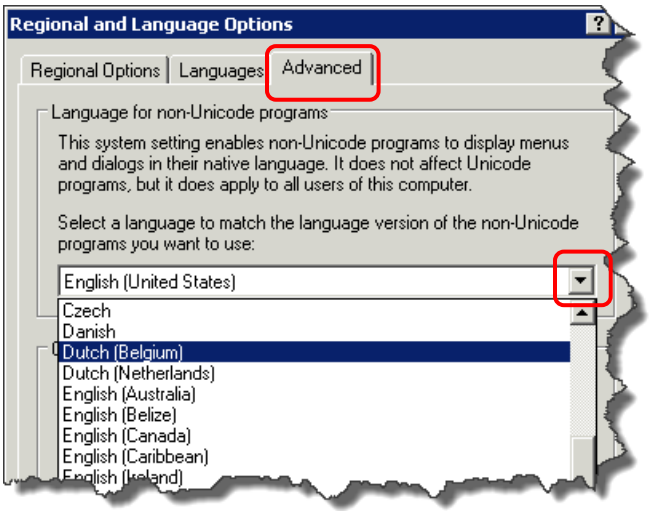
To change Windows language

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.

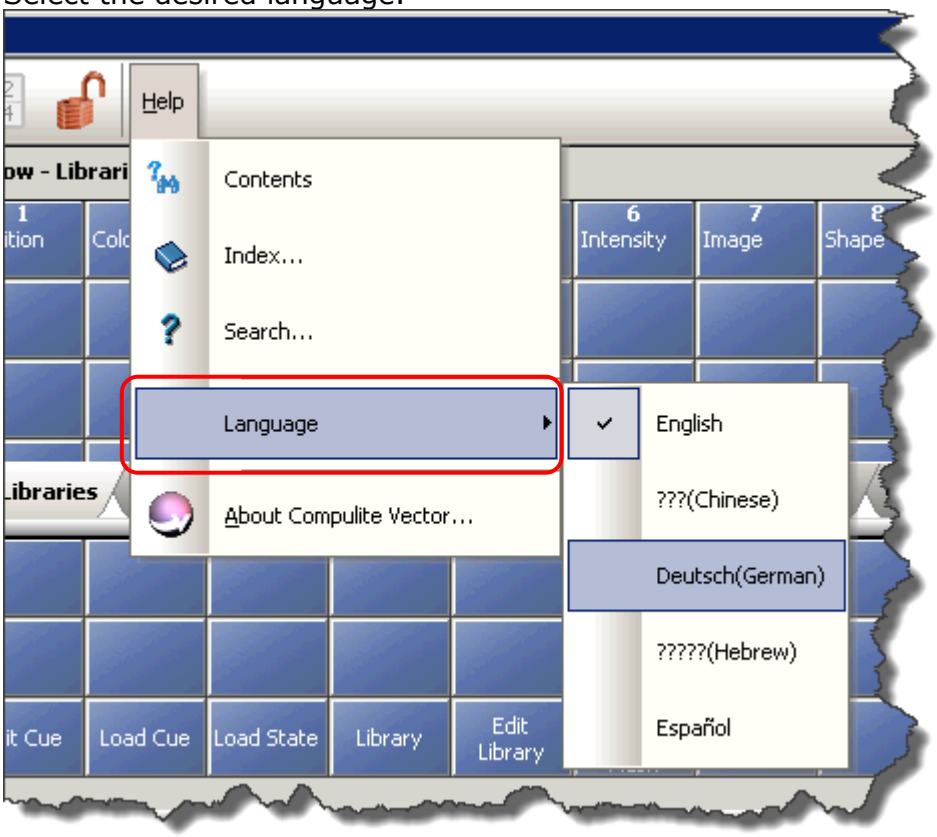
5. Click Apply.

6. If a warning message appears click Yes or OK.

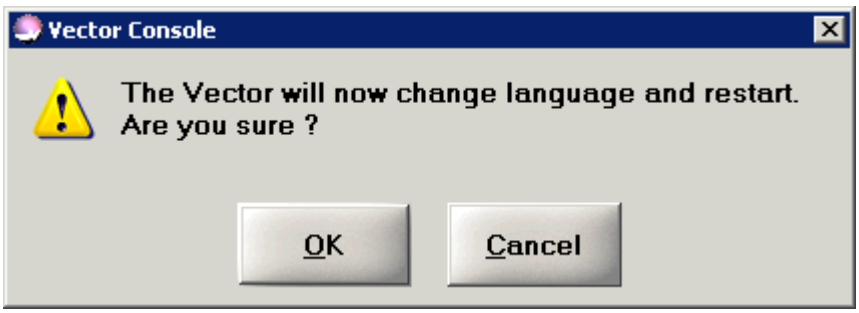
7. Click Yes to restart your computer.

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: Changing Language

Vector

Release Notes

Release Date: **3/02/2013**

Real time version: **3.20R03**

Windows version: **3.20R03**

RT interface version: **3.20R03**

NOTE: This version does not support Single Cole Consoles.

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2 Version Highlights

Version 3.20R03 brings a range of new and updated features together with 49 new devices and 14 updated devices.

Feature / Improvements	Description
Display	
▪ **PB Live View Enhancements**	The Fader/Level can now be separated into two fields.
▪ **Block Cue Enhancement**	A new option called Block Cue Indication has been added which enables you to easily view blocked cues in the Cue sheet.
Editing	
▪ **Toggle Bank Keys Layout**	You can now toggle the layout between the wheel bank group of keys and the group of keys under the Dimmer Wheel.
▪ **Shift Selection**	Selected fixtures can be shifted forwards or backwards by using **[SHIFT+NEXT or PREV].**
▪ **Change Beat Key to Next Key**	The **BEAT** key can now be used to function as the **NEXT** key.
▪ **Delete External Parameters Patch**	An external parameter patch can now be deleted separately from a Fixtures Patch.
▪ **New Parameter Fade Profiles**	3 new parameter fade profiles were added to profile options on the Editor Tool bar in Vector.
▪ **Topo Feature Improvements**	More than one Topo can now be created.
▪ **Topo Enhancements**	6 new enhancements were added to Topo.
▪ **Macro Editing**	Previously recorded Macros can now be edited and new macros can be created offline.
Playback	
▪ **Freeze All**	Freeze All is a new playback control feature that enables you to instantly freeze running effects or chasers on a fader.
System Settings	
▪ **DMX Protocols Enhancements**	You are now able to define which Ethernet Protocol Port Address you want to send a Universe Port to.

Pandora's Box Integration

Vector is now fully compatible with Coolux Pandora Box media server.

See: **Pandora's Box Integration**

3 Bug Fixes V3.20R03

- A show layout that was saved with soft keys on a certain page did not load correctly. Reported by Greg Shipley (US).
- An external parameter patch from the Patch Manager was not stored. Reported by Orit Freedman (Holland/Netherlands).
- There was a delay on the live view when *Active on Stage* was activated. Reported by Steven Plotkin (US), Pawel Jarzabek (Poland) and Alon Cohen (Israel).
- Interactive selection was incorrect when *Active on Stage* was activated. Reported by Pawel Jarzabek (Poland).
- Changing from Slave to Node and vice versa caused syncing errors.
- When not downloading thumbs the File/Folder picker did not open. Reported by Norbert Pobiegly (Poland).
- Import device caused a warning message in some languages. Reported by Isias Garcia (Spain).
- Starting a New Show caused a blank message pop up in some languages. Reported by Ernst Taubinger (Austria).
- The View Properties dialog was incomplete in some languages. Reported by Matthias Schoffmann (Austria).
- Removing and re-attaching fixtures to stage elements in TOPO caused a crash.
- Virtual dimmer did not affect all color layers if there was more than 1 layer. Reported by Alon Cohen (Israel).
- Fixture text did not work in Enter mode. Reported by Steven Plotkin (US).
- All sub master values dropped to zero during Patch changes. Reported by Tomer Shushan (Israel).
- The Shift button on the PC Wing did not affect the Macro button LED's. Reported by Moshiko Peer (Israel).
- An absolute dimmer value above 512 could not be entered. Reported by Meirson (Israel).
- Re-selection did not work after Storing/Updating records. Reported by Ronen Ben Harosh (Israel).
- User Defined dimmer curves did not load correctly from warm data. Reported by Gerhard Fiener (Germany).
- The Grand Master LED had syncing problems with the PC Wing. Reported by Matthias Schoffmann (Austria).

- Deleting a link between cues caused a system delay. Reported by Alon Cohen (Israel).
- Qkey mode on the Master node between 2 Violets did not separate the playbacks. Reported by Tomer Shushan (Israel).
- Fade out cue faded in cut time when first using the X-Fader. Reported by Pawel Jarzabek (Poland).
- A Block cue recorded all values on all patched fixtures. Reported by Matthias kern (Switzerland).
- Fade profiles was not applied to all system times, such as; Editor Fade in time, Editor Fade out time, Library time etc. Reported Shay Bonder (Israel).
- Next/Prev did not function after storing a group. Reported by Matthias Scoffmann (Austria).
- Reset rate did not move the fader to its actual position if the fader behavior was *Rate Master*. Reported by Matthias Schoffmann (Austria).
- *Look ahead* did not function correctly when the dimmer level was set at 1%. Reported by Pawel Jarzabek (Poland).
- The Flash button of joined playbacks did not work correctly after the system was booted from warm data. Reported by Ei Osawa (Japan).
- The Editor Toolbar did not show data of more than 1 row.

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 Toggle Bank Keys Layout

Note: This feature is for Vector Violet only.

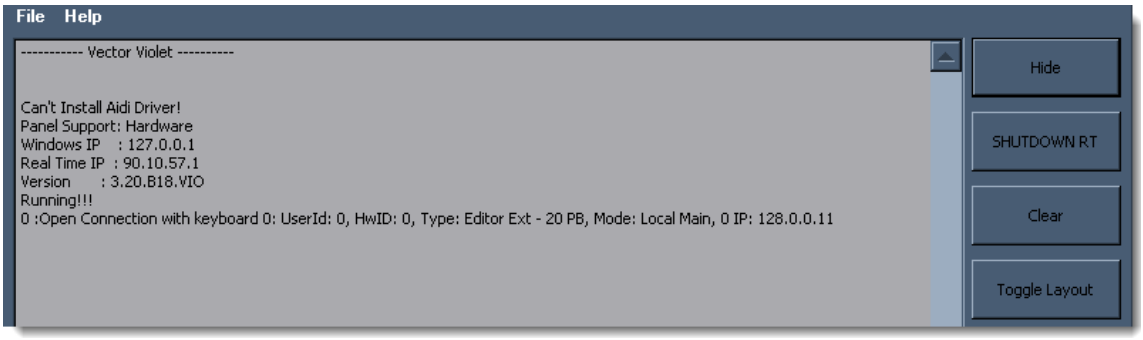
By using the RT window you can now toggle the layout between the wheel bank group of keys and the group of keys under the Dimmer Wheel. Once you have toggled the layout, the wheel bank group of keys will replace the bottom group and visa-versa:

The wheel bank group of keys can be toggled with the bottom group keys and visa-versa.

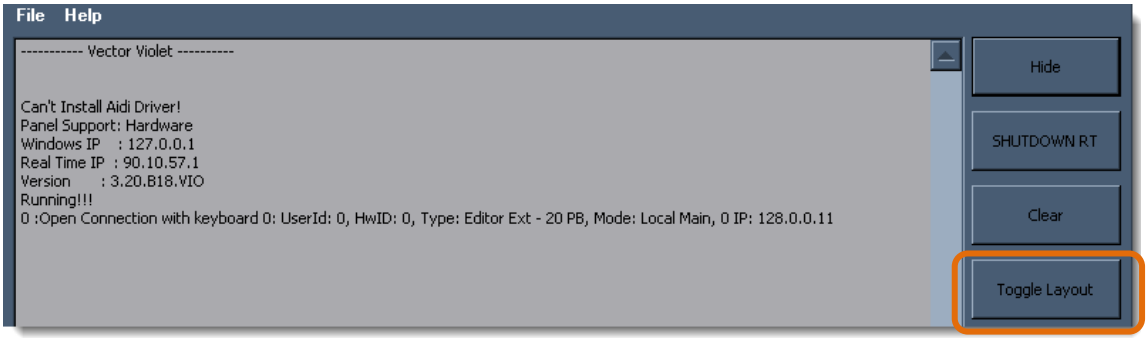
To toggle layout

1. From the Windows Task bar double click on the RT icon :

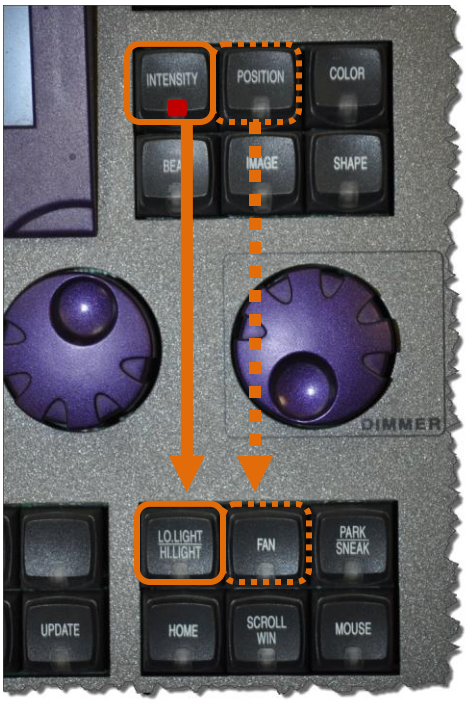
The Vector RT window opens:



2. From the RT window click on the Toggle Layout button:



Confirmation of the layout change can be seen by an LED change of the active key on the console. Example; the **INTENSITY** LED will now move to the **LOLIGHT**/**HILIGHT** key –*OR*- if the **POSITION** key is active, the LED will move to the **FAN** key etc.



6 Freeze All

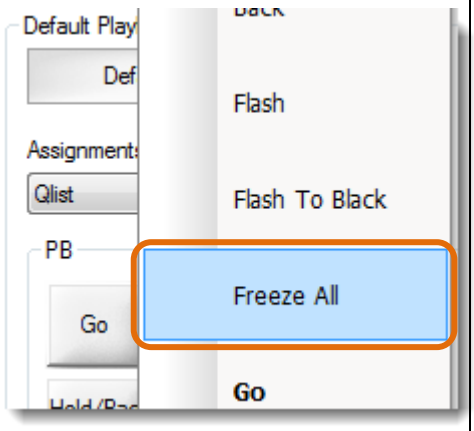
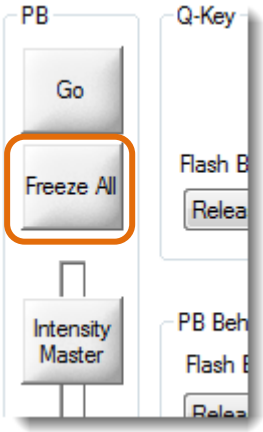
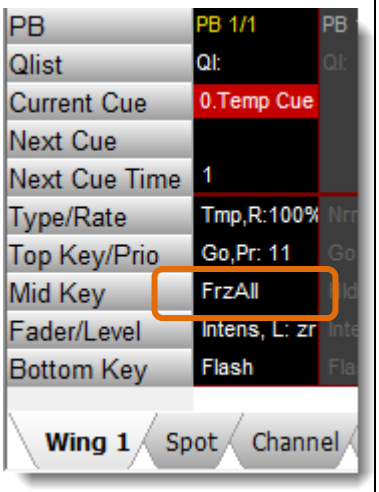
Freeze All is a new playback control feature that enables you to instantly freeze running effects or chasers on a fader. Freeze All can be assigned to either a PB key or Q-key.

Note: Freeze All only works with effects and chasers.

Assigning Freeze All to a Key

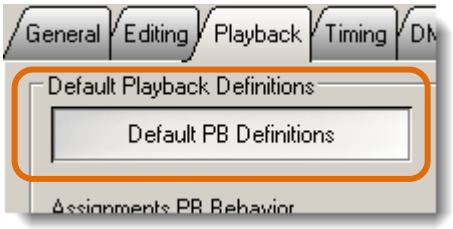
Assigning Freeze All to a PB key or Q-Key is done by selecting the option from the PB Keys Behavior list. The behavior list is accessed by selecting a PB key from the Settings ► Playback tab or the Playback Definitions tab in Qlist properties. The PB key text will change to *Freeze All* once assigned.

Freeze All can be assigned on-the-fly only via the Qlist properties, in which case the text *FrzAll* will appear in the PB wing view. Assigning Freeze All via the System Settings will only be applied to new assignments.

Freeze All in the PB Keys Behavior list	Example of a PB Key assigned to Freeze All	Example of *FrzAll* text on the PB wing
		

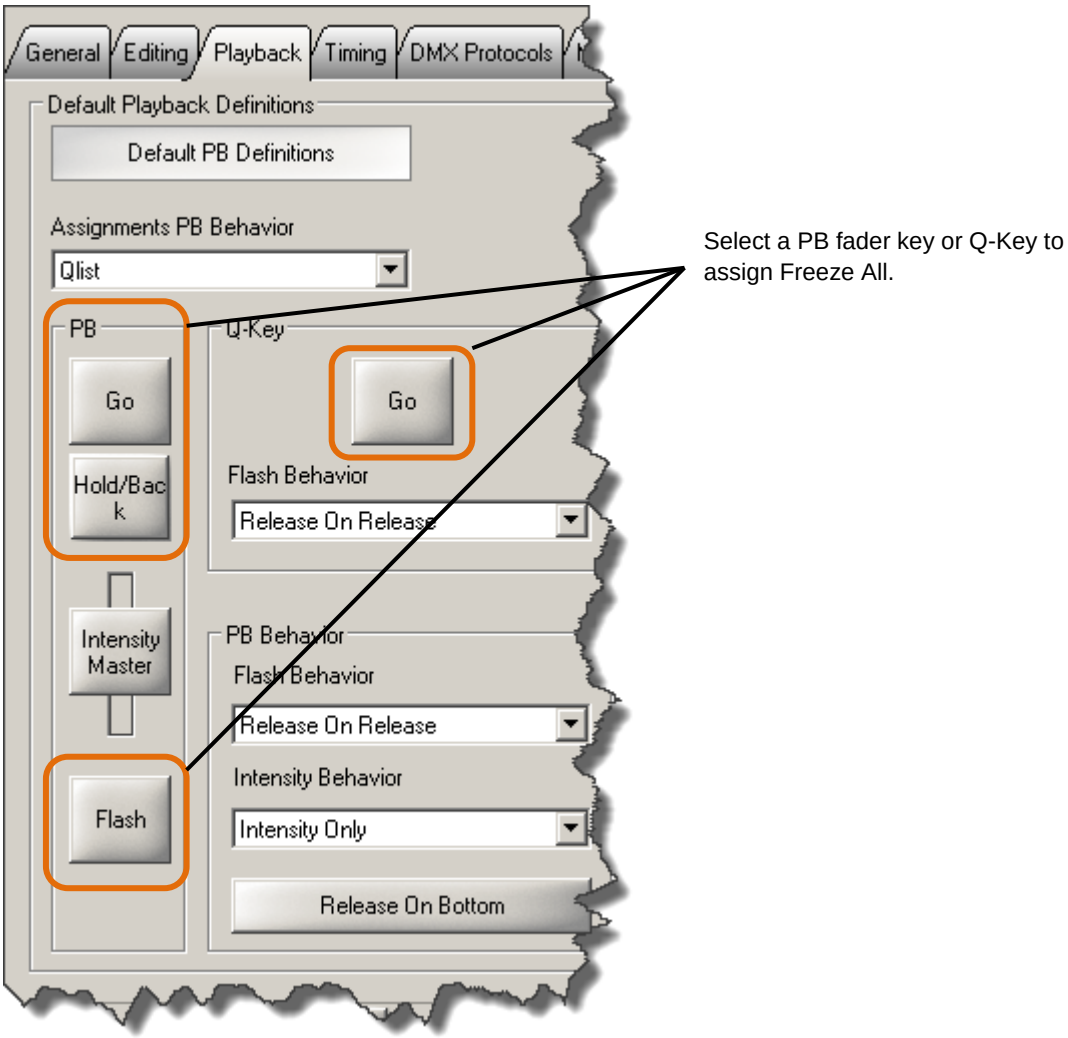
To assign Freeze All from System Settings

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 become active.

3. Select a PB key to assign Freeze All:



4. From the PB keys behavior list select Freeze All.

   Freeze All is now assigned and the selected key option text changes to Freeze All.

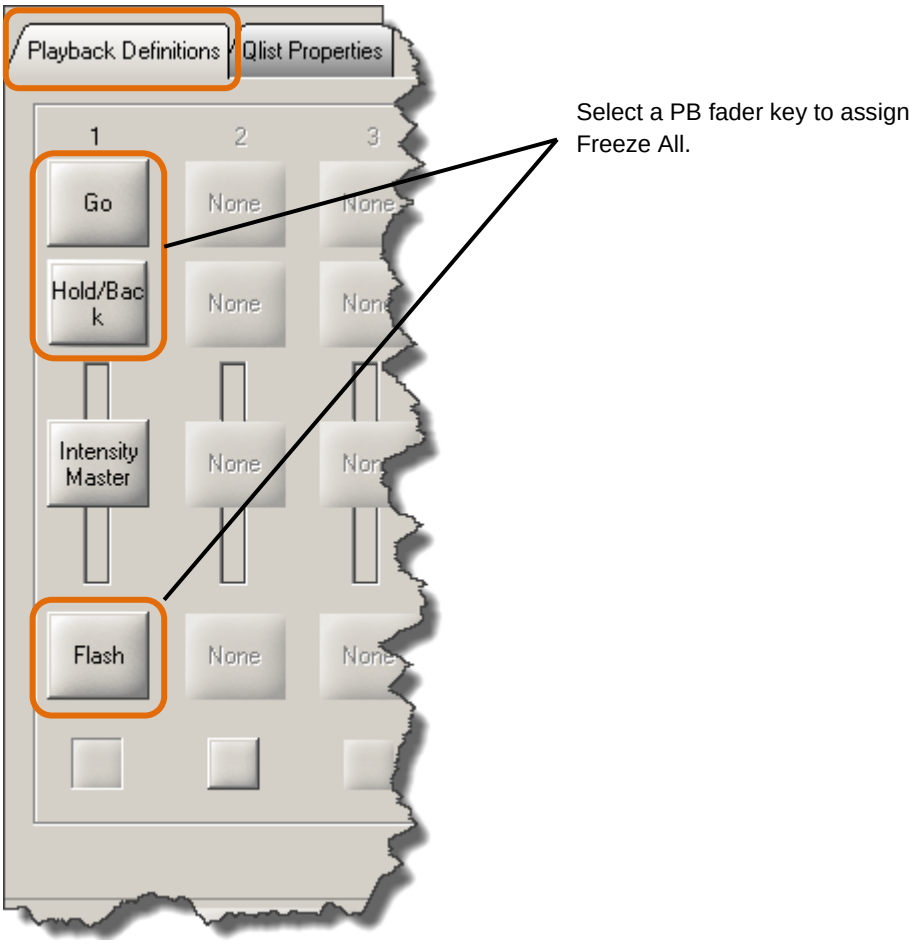
5. Click Apply to save the change.

To assign Freeze All from the Qlist Properties

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

   The Qlist Properties dialog opens.

2. Select the Playback Definitions tab:



3. Select a playback key to assign Freeze All.

4. From the Playback key behavior list select Freeze All.

   Freeze All is now assigned and the selected key option text changes to Freeze All.

5. Click OK to apply the change and close the Qlist Properties dialog.

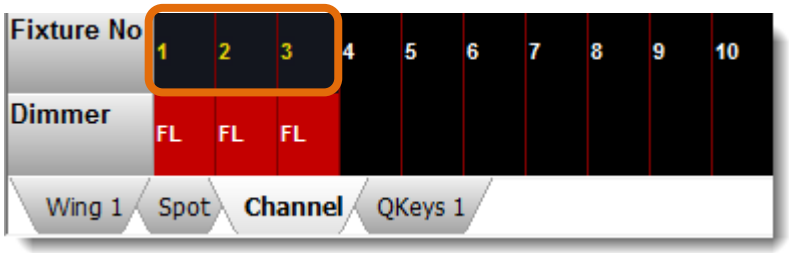
7 Shift Selection

By using **[SHIFT+NEXT or PREV],** selected fixtures can be shifted forwards or backwards according to the selection sequence.

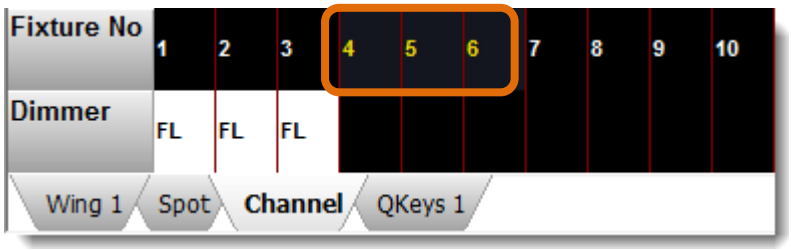
Examples of Using [SHIFT+NEXT]

Example 1

If Channels 1 ►3 are selected:

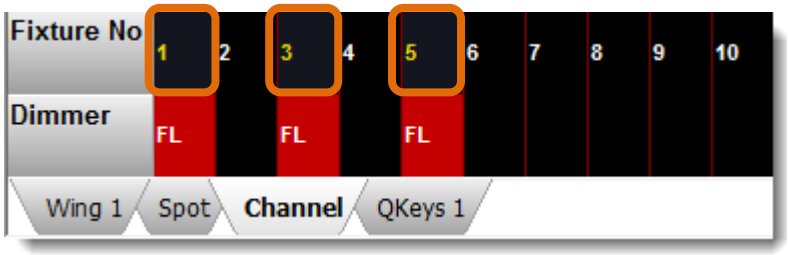


By using **[SHIFT+NEXT]** will move the selection forward to Channels 4 ►6:

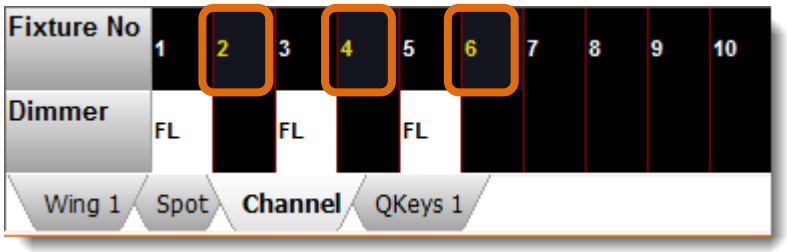


Example 2

If Channels 1, 3 and 5 are selected:



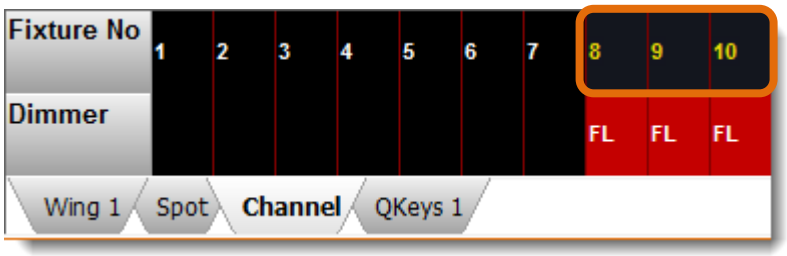
By using **[SHIFT+NEXT]** will move the selection forward to Channels 2, 4 and 6:



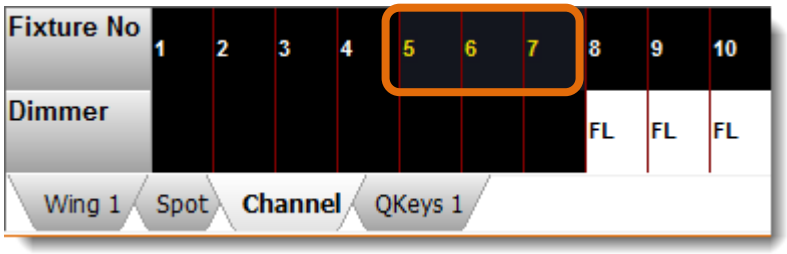
Examples of Using [SHIFT+PREV]

Example 1

If Channels 8, 9 and 10 are selected:

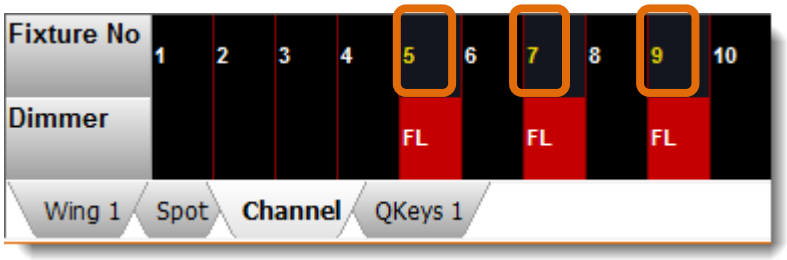


By using **[SHIFT+PREV],** the selection will move backwards to Channels 5, 6 and 7:

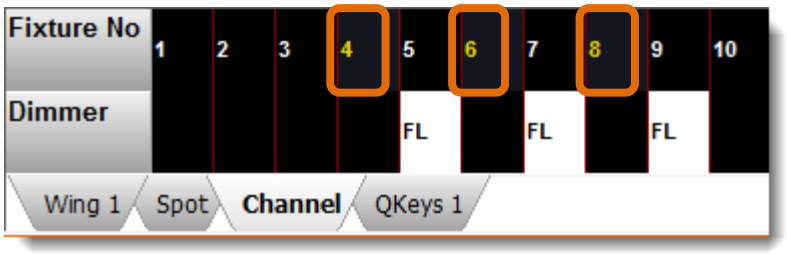


Example 2

If Channels 5, 7 and 9 are selected:



By using **[SHIFT+PREV],** the selection will move backwards to Channels 4, 6 and 8:



8 Change Beat Key to Next Key

The **BEAT** key can now be used to function as the **NEXT** key.

By using a simple 4 digit code, you can change the **BEAT** key to function in the exact same way as the **NEXT** key.

This option is available on all Vector consoles.

To Change BEAT Key to NEXT Key

1. On the console press and hold **SHIFT**.
2. While holding down **SHIFT**, key in the numbers 1111.
3. Release the **SHIFT** key and press **ENTER.**

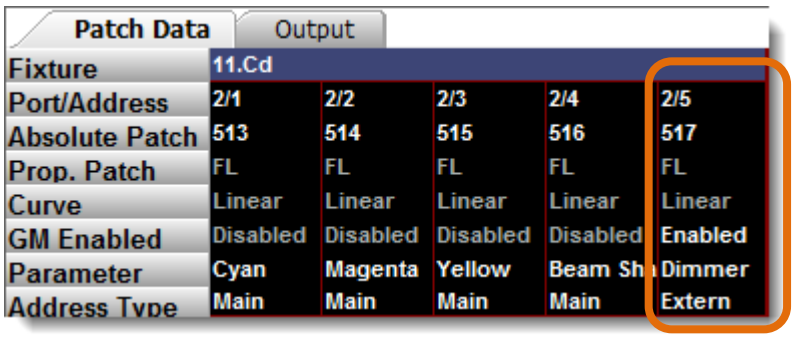
To Change Back to BEAT Key

Repeat the sequence above to revert back to the **BEAT** key.

9 Delete External Parameters Patch

An external parameter patch can now be deleted separately from a Fixtures Patch by using the External Parameter soft key from the editor toolbar.

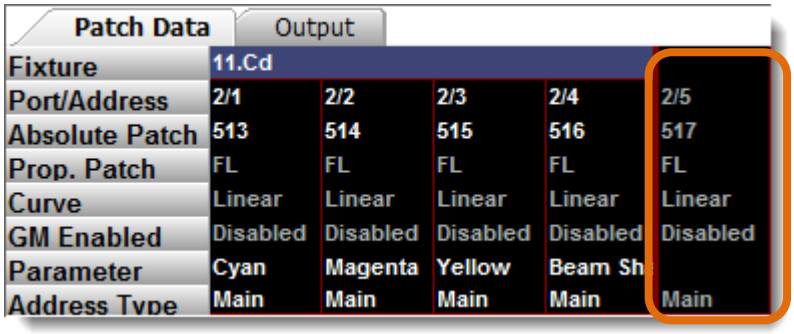
Before deleting external patch:



Patch Data	Output				
Fixture	11.Cd				
Port/Address	2/1	2/2	2/3	2/4	2/5
Absolute Patch	513	514	515	516	517
Prop. Patch	FL	FL	FL	FL	FL
Curve	Linear	Linear	Linear	Linear	Linear
GM Enabled	Disabled	Disabled	Disabled	Disabled	Enabled
Parameter	Cyan	Magenta	Yellow	Beam Sh	Dimmer
Address Type	Main	Main	Main	Main	Extern

External parameter patch

After deleting external patch:



Patch Data	Output				
Fixture	11.Cd				
Port/Address	2/1	2/2	2/3	2/4	2/5
Absolute Patch	513	514	515	516	517
Prop. Patch	FL	FL	FL	FL	FL
Curve	Linear	Linear	Linear	Linear	Linear
GM Enabled	Disabled	Disabled	Disabled	Disabled	Disabled
Parameter	Cyan	Magenta	Yellow	Beam Sh	
Address Type	Main	Main	Main	Main	Main

External parameter patch deleted

To Delete External Patch

1. Select Fixture and Fixture number.

   [CHANNEL / SPOT, #]

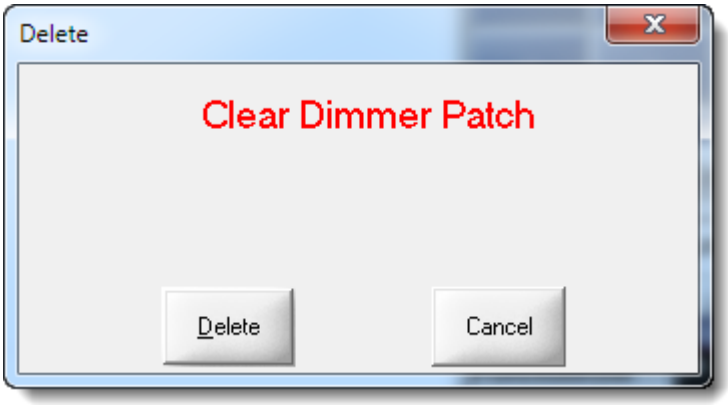
2. Press **[DIM].**

3. From the Editor Toolbar select the External Parameter soft key:

   The Command line displays the text "*External Parameter*"

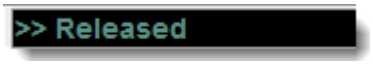
4. Press **[DELETE].**

   The Clear Dimmer Patch dialog box appears:



5. Select Delete to clear the patch.

After the Patch is deleted the Command line displays the text "*Released*":



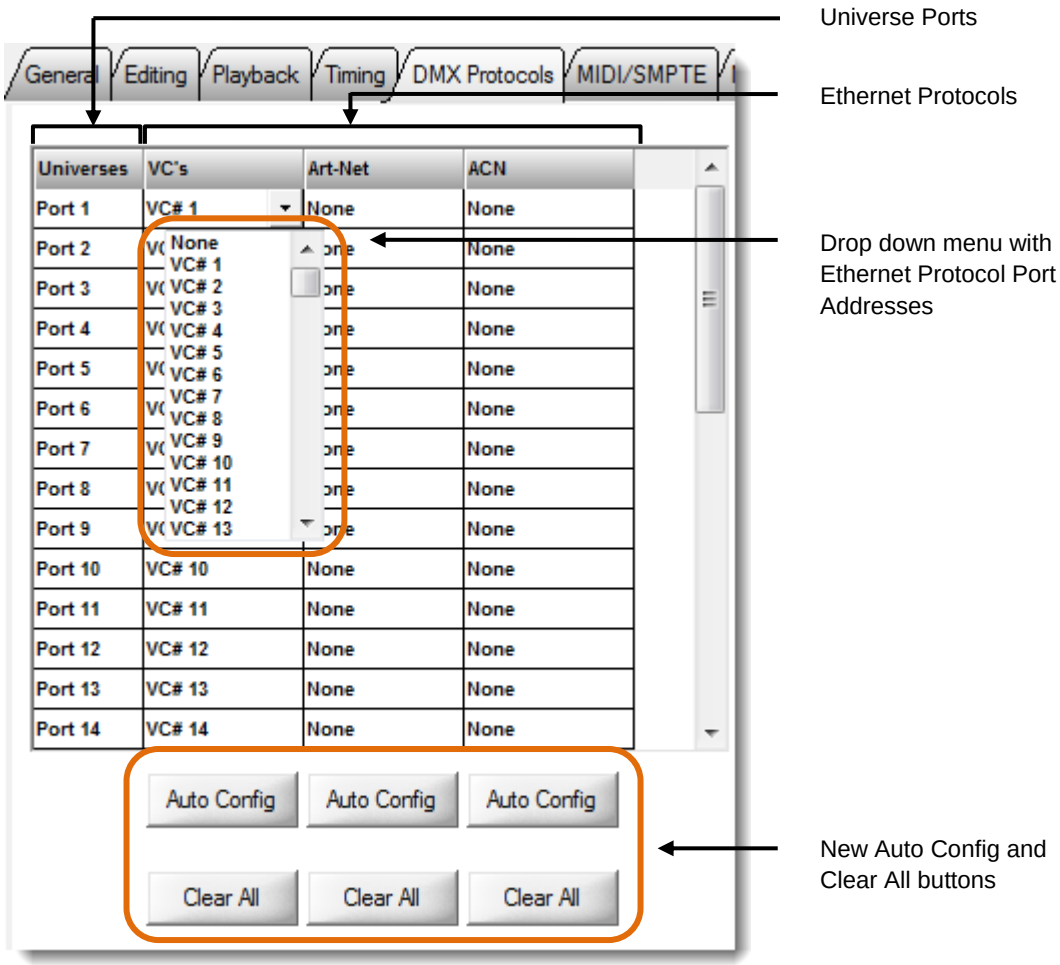
ATTENTION! There is NO UNDO for External Patch delete.

10 DMX Protocols Enhancements

You are now able to define which Ethernet Protocol Port Address you want to send a Universe Port to. Each Ethernet Protocol now has a drop down menu for easy selection. An Auto Config and Clear All button has been added to each Ethernet Protocol.

Auto Config will automatically configure an Ethernet Protocol range according to the Max number of ports available.

Clear All will clear an Ethernet Protocol range to None.

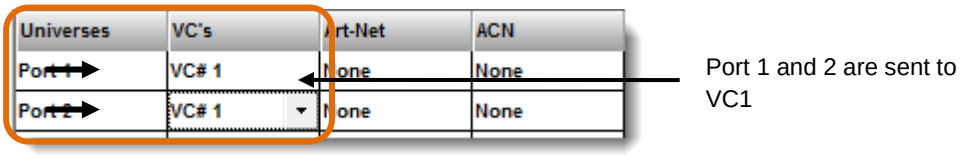


Limitations

The following limitations exist when using the DMX Protocol enhancements:

- Two Universe Ports cannot be sent to the same Ethernet Protocol Port Address. Doing so will produce an error message.

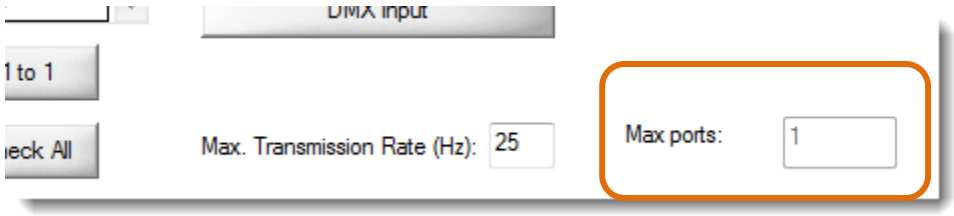
  For example: Universe Port 1 and 2 are both being sent to VC#1.



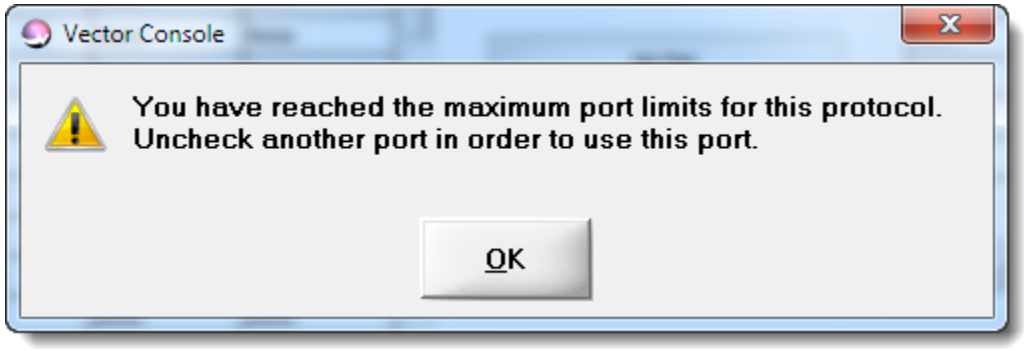
  Once the settings have been applied the following error message will appear:

- The maximum number of Universe Ports that can be sent to Art-Net and/or ACN depends on the Max Universe Ports number. Any Universe Port can be used as long as it in the Max ports range.

  The Max Universe Port number is located on the bottom right hand side of the DMX Protocol dialog:

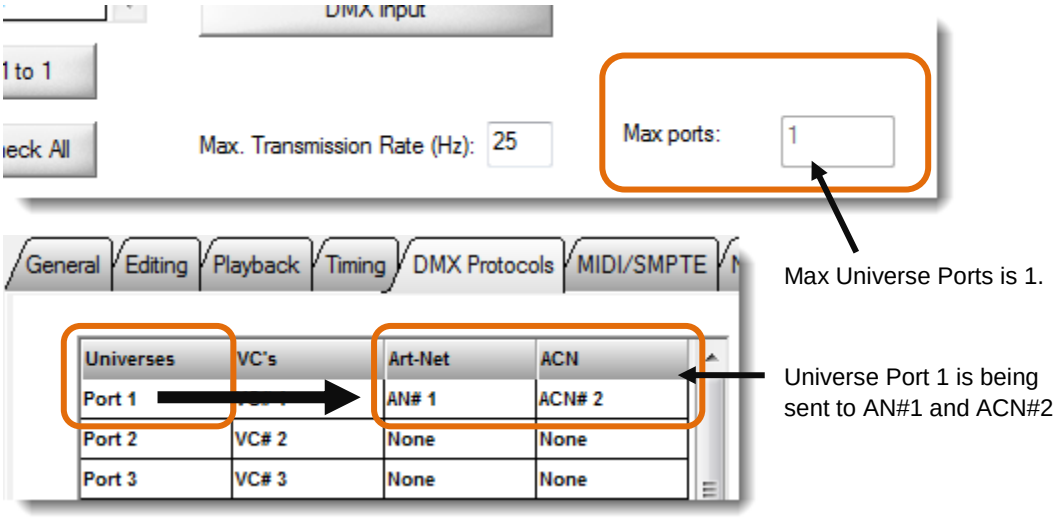


  If the number of Universe Ports used exceeds the Max Universe Port number, an error message will appear:

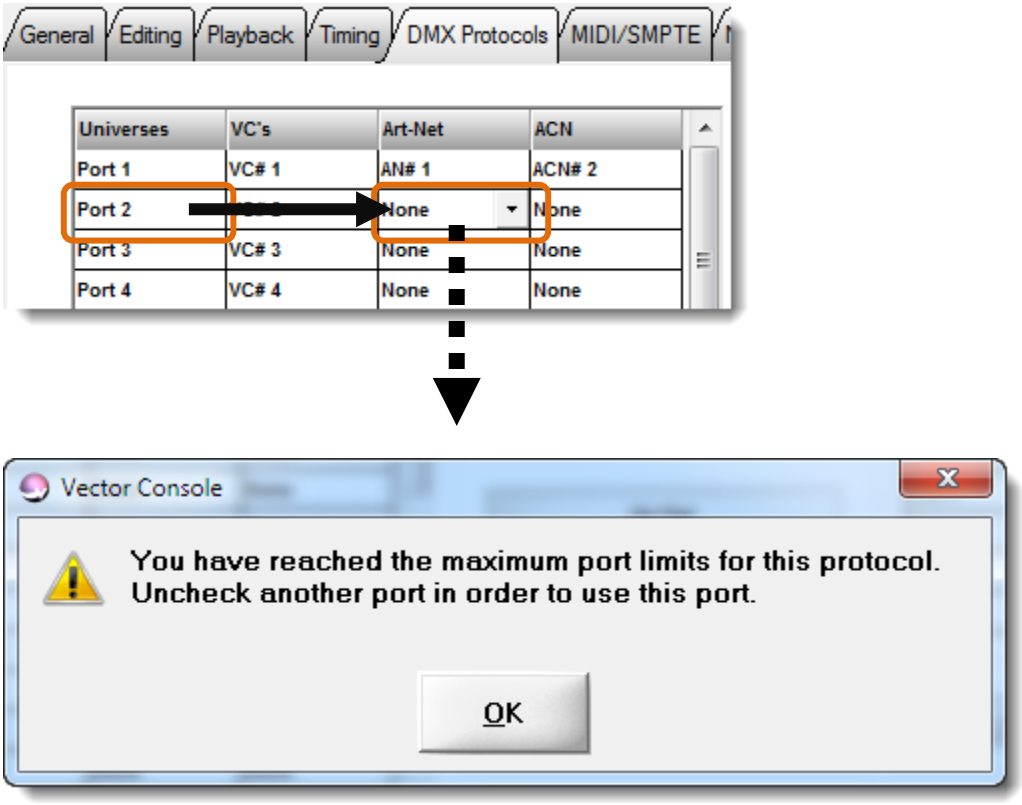


Example:

Your Max Universe Ports is 1, with Universe Port 1 being sent to Art-Net Ethernet Protocol Port 1 and ACN Ethernet Protocol Port 2:



If you try and send another Universe Port to another Ethernet Protocol Port; For example, Universe Port 2 to Art-Net AN#1 an error message will immediately be displayed:

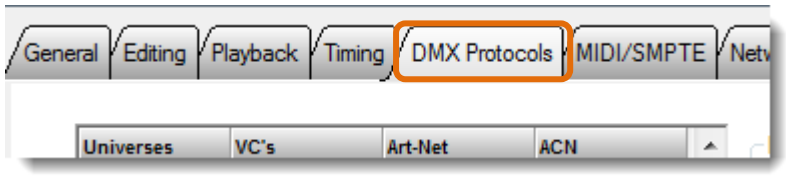


To Define an Ethernet Protocol to a Universe Port

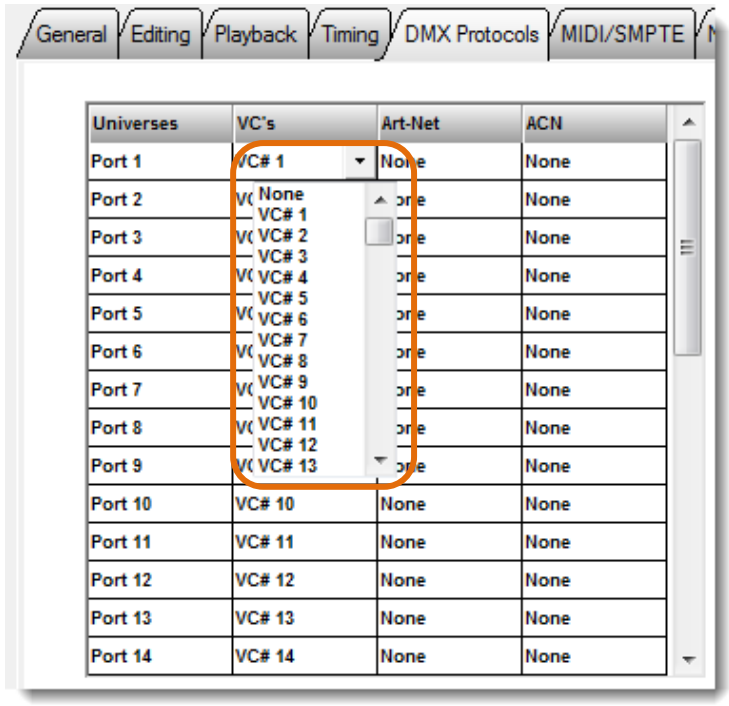
1. From the Menu bar click on Tools ► Settings.

   The System Settings dialog opens.

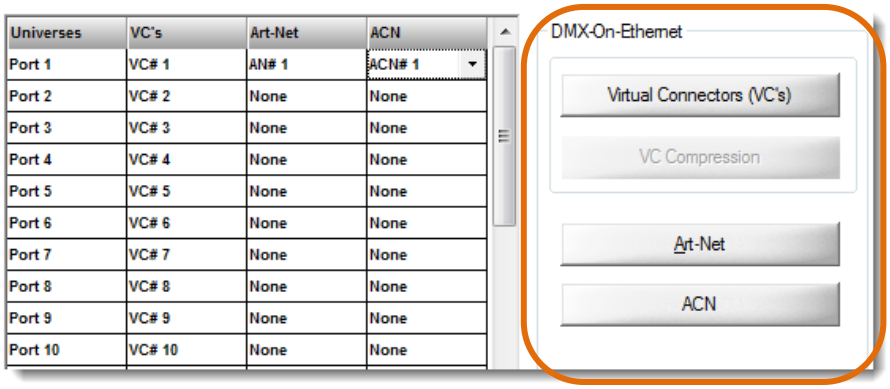
2. Click on the DMX Protocols tab:



3. Select an Ethernet Protocol according to the Universe Port that is being used. From the drop down menu select the Ethernet Protocol Port address:



4. Activate the Ethernet Protocol that has been selected in the step above by clicking on the correct DMX-On-Ethernet button:



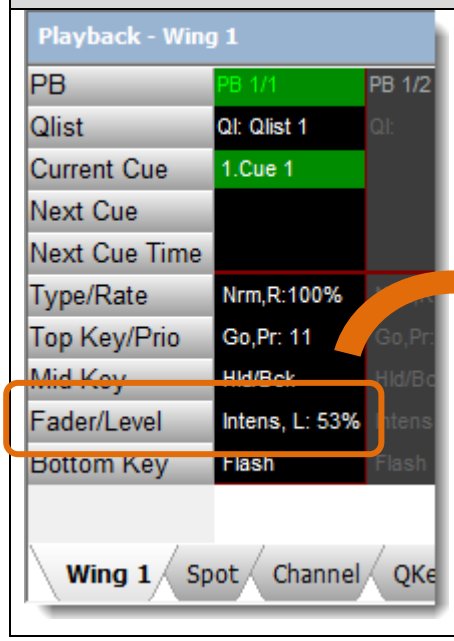
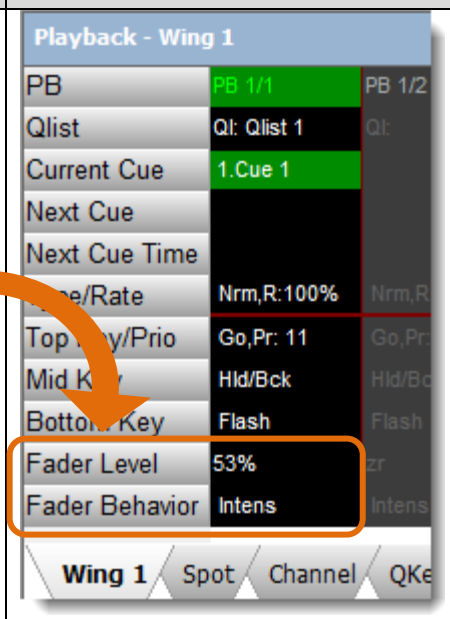
5. Click Apply then click OK.

11 PB Live View Enhancements

The Fader/Level field on the PB live view can now be separated into two fields; Fader Level and Fader Behavior:

- Fader Level displays the fader level output in percentage.
- Fader Behavior displays the behavior of the fader as set in Playback Definitions, for example; Intensity Master, Rate Master Etc.

Separating the fields is done in the Grid Properties dialog via View Properties.

Fader/Level Combined	Fader/Level Fields Separated
	

To Separate Fader/Level Fields

1. Click on the View Properties icon on the grid view title bar:

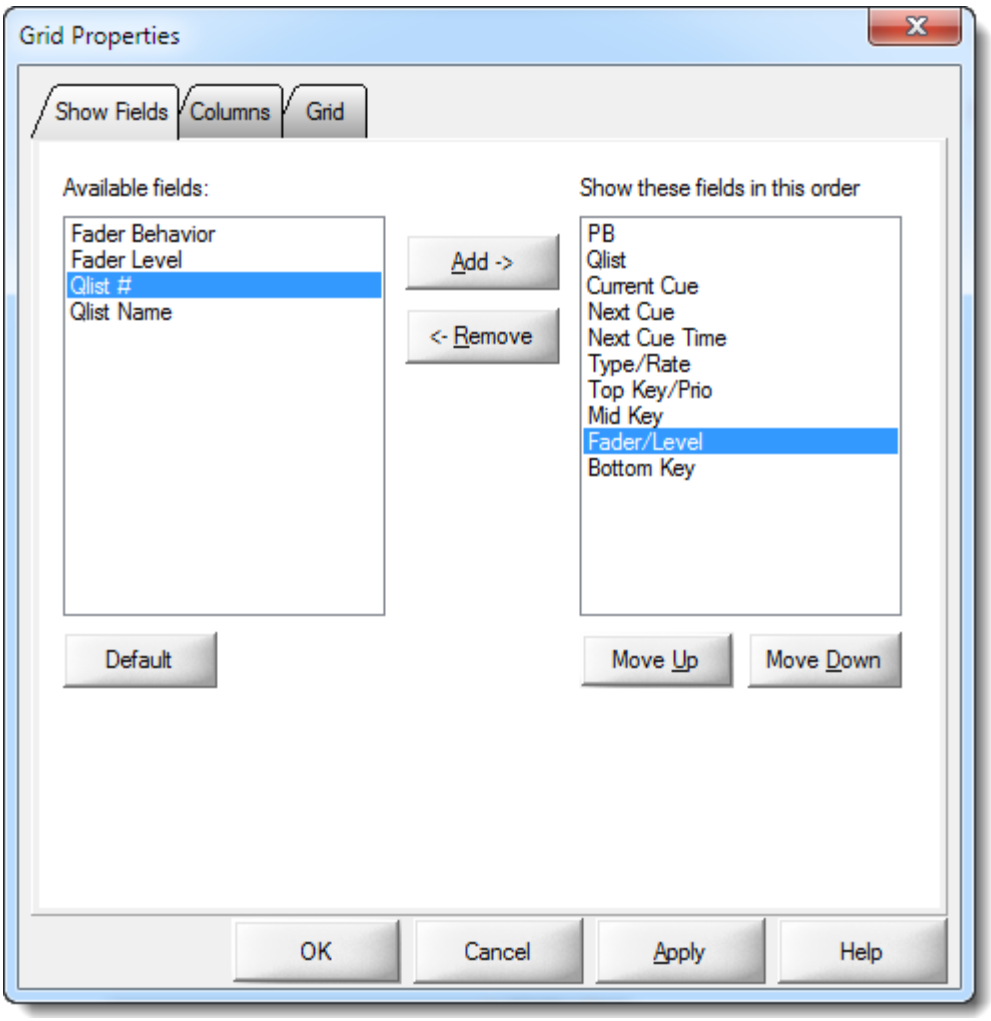
-OR-

Right click and select View Properties.

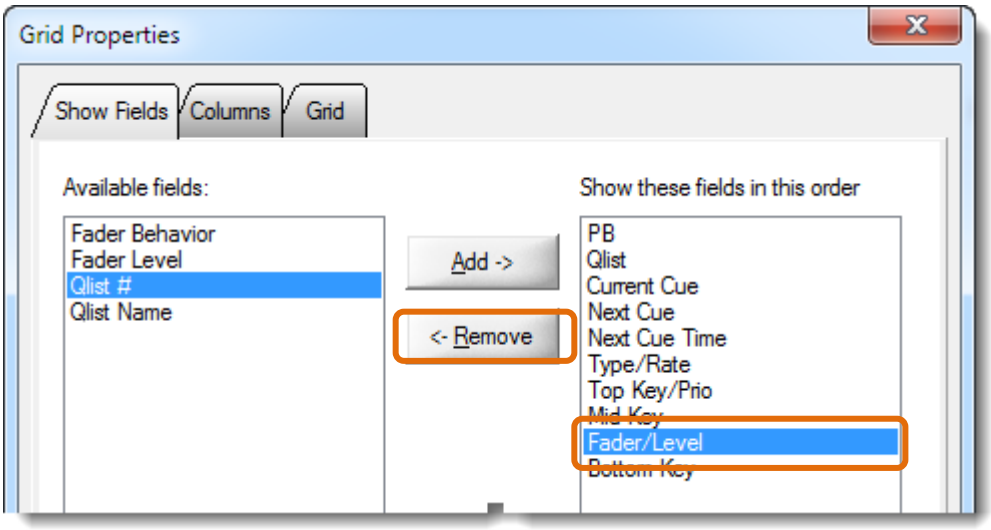
-OR-

From the Menu bar click View and select View Properties.

The Grid Properties dialog appears:

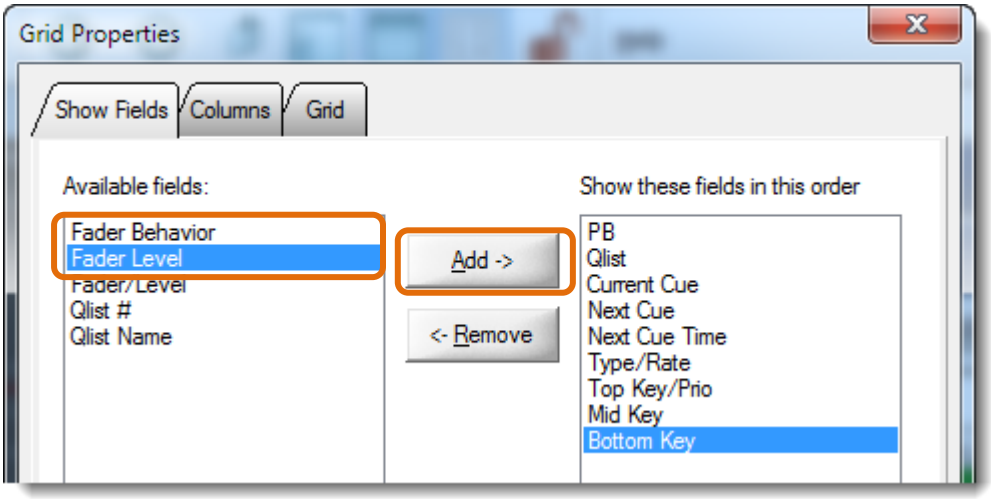


2. From the Grid Properties dialog select Fader/Level from the right hand side fields box and click Remove:

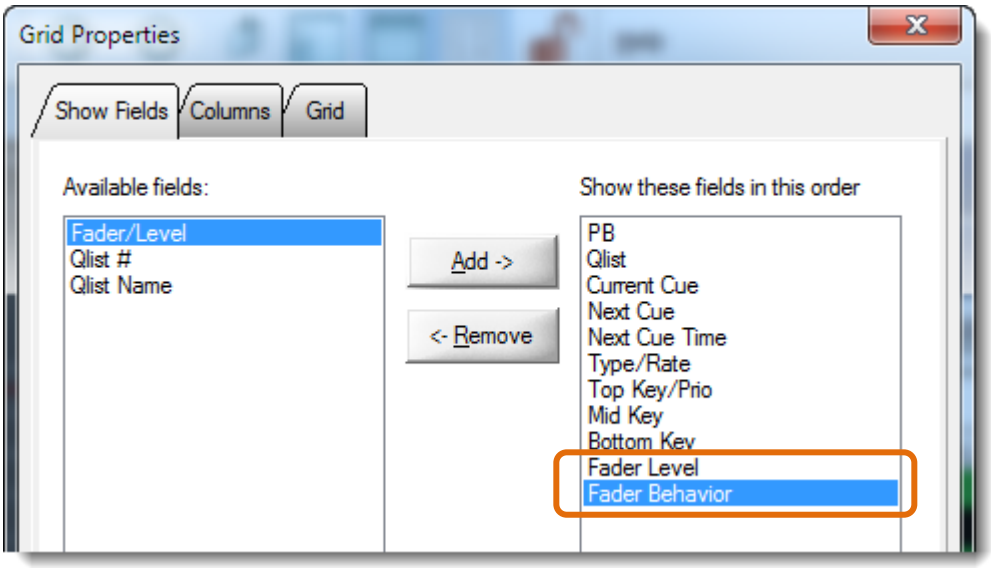


Fader/Level is now moved to the Available fields' box on the left hand side.

3. From the Available fields box click on either Fader Level or Fader Behavior and click Add:



The added field now shows in the right hand side field's box:



4. Click Apply then click OK to close the Grid Properties dialog.

12 New Parameter Fade Profiles

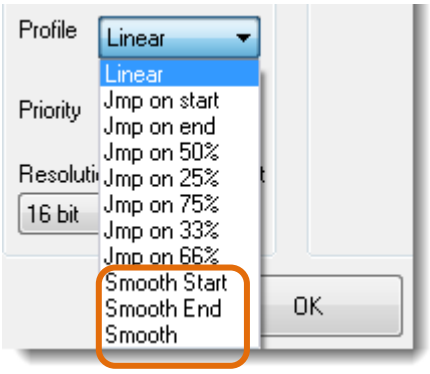
3 new parameter fade profiles were added to Profile Options on the Editor Tool bar in Vector. The new fade profiles can also be applied via device builder.

The New Fade Profile Options in Vector

The following are the new fade profile option buttons:

The New Fade Profile Options in Device Builder

The following are the new fade profile options in the Profile drop down menu in Device Builder:



The New Fade Profile Descriptions

The following are the 3 new fade profiles graphs and there descriptions:

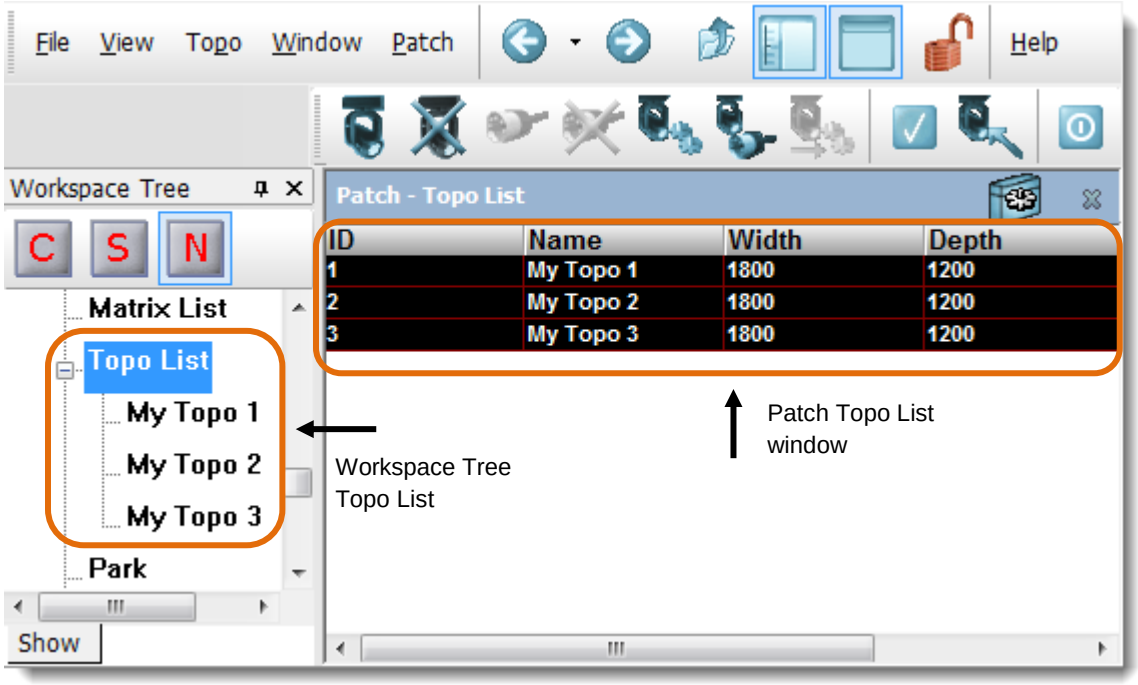
Profile	What happens on the fade
Smooth Start	On go, the parameter will fade slowly and end linear.
Smooth End	On go, the parameter will start linear and fade slowly.
Smooth	On go, the parameter will start slowly to linear and fade slowly

13 Topo Feature Improvements

More than one Topo can now be created. Topo's are created in the Patch Manager using the Create icon located on the Patch Tool bar.

Create icon on the Patch Tool bar.

All created Topo's will now be visible in the Workspace Tree under the heading Topo List and the Patch Topo List window:



NOTE THE FOLLOWING:

The Topo Tab from the System Settings dialog has been removed. This is due to the fact that more than one Topo can be now created. Each time a Topo is added from the Patch Manager, you will be presented with an Add Topo dialog.

The Add Topo dialog enables you to add the following Topo information:

- Topo Data; Topo Name and any Topo notes.
- Stage Measurement Data
- Fixture Display Set Type

Adding, Editing and Deleting a Topo

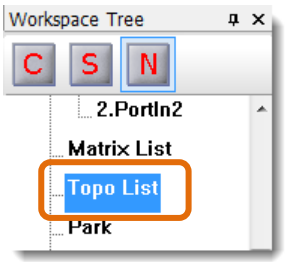
The following section describes how to add, view, edit, rename and delete a Topo.

To Add a Topo

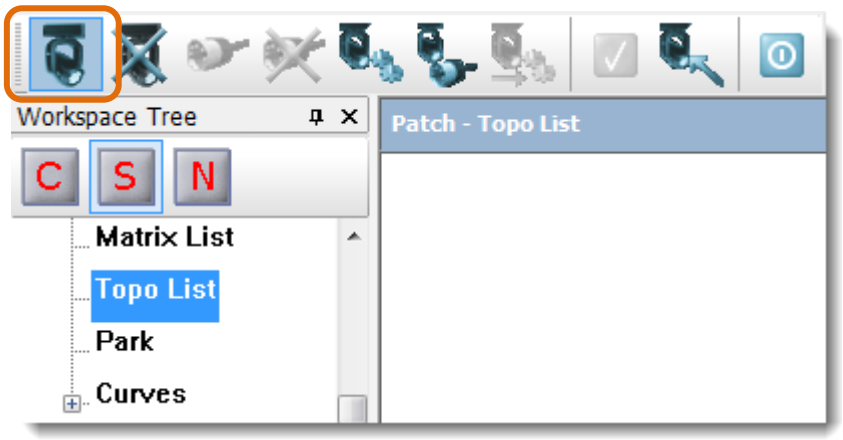
1. From the Menu bar select Tools ► Patch Manager.

   The Patch Manager window opens.

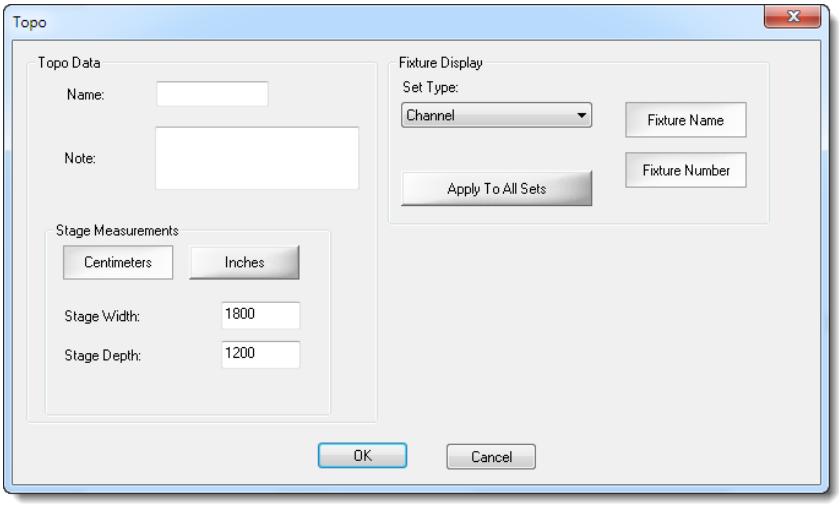
2. From the Workspace Tree in the Patch Manager scroll down and select Topo List:



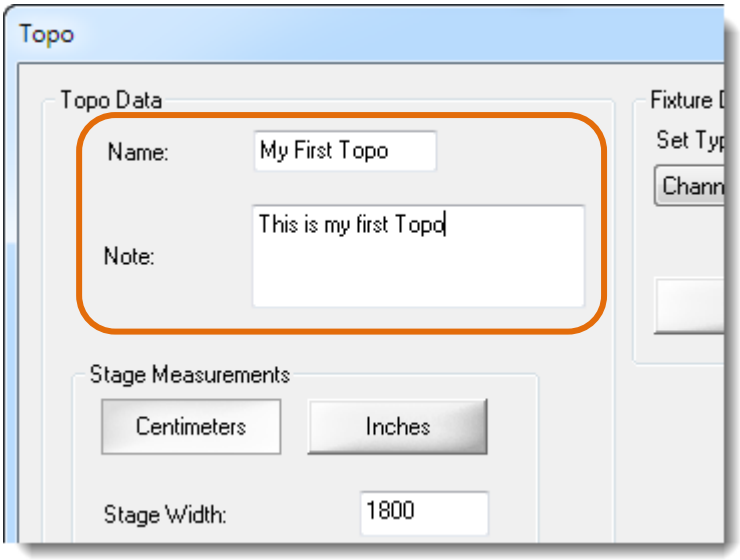
3. From the Patch Tool bar select the Create icon:



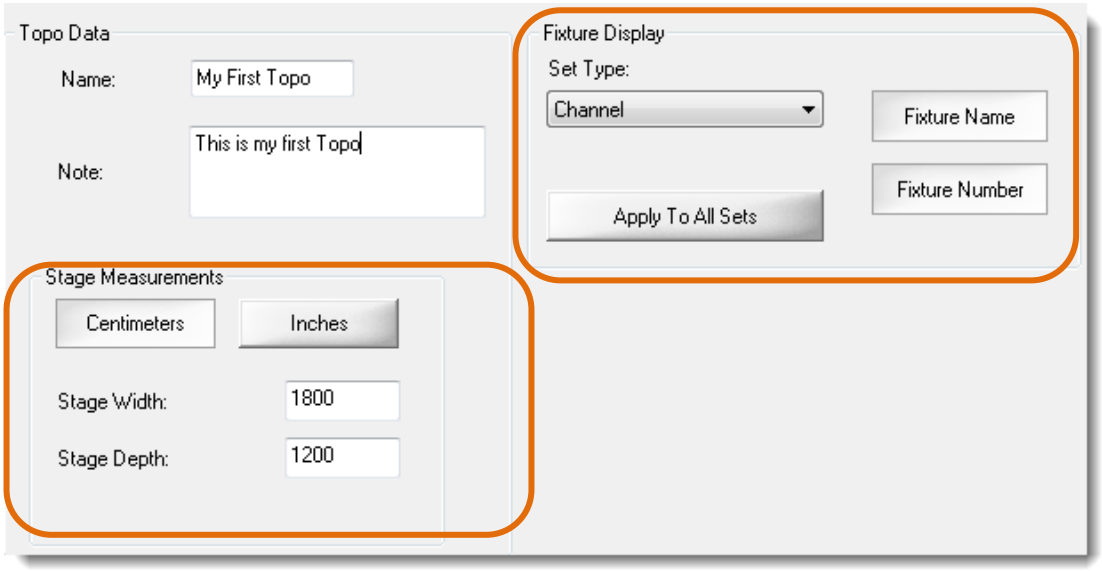
The Add Topo dialog opens:



4. Enter a Topo name into the Name field and add any notes if needed:

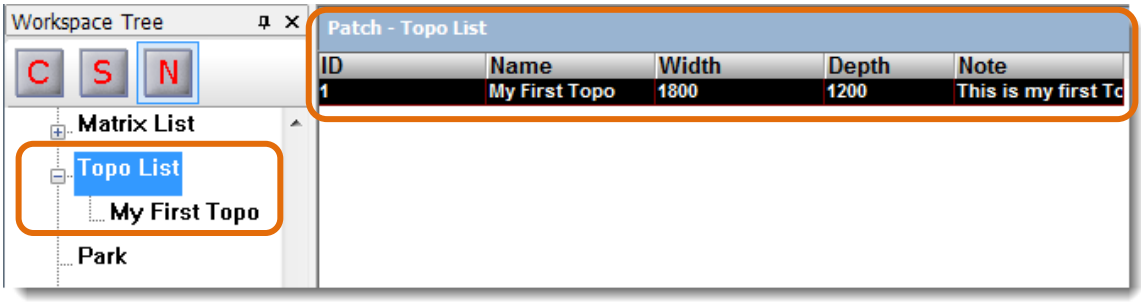


5. Enter Stage Measurements and Fixture Display data:



6. Click OK to apply the new Topo.

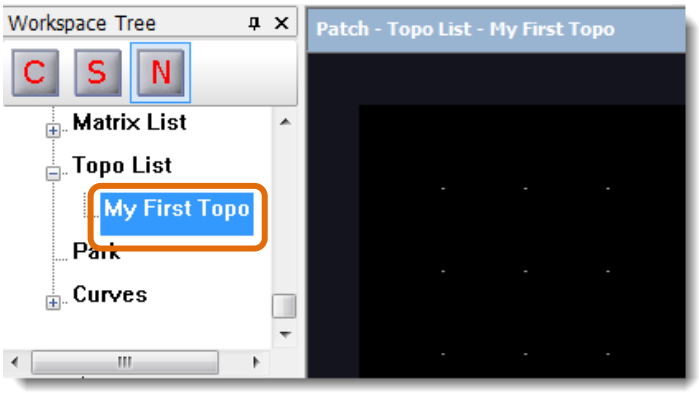
The new Topo now appears under the Topo List in the Workspace Tree and the Patch Topo List window:



7. Repeat the steps to add another Topo to the list.

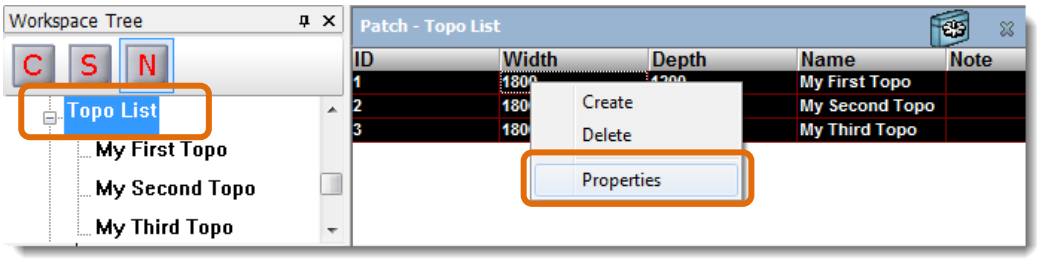
To View a Topo

1. From Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree and under Topo List click on the Topo name to view the Topo:



To Edit a Topo

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree select Topo List:



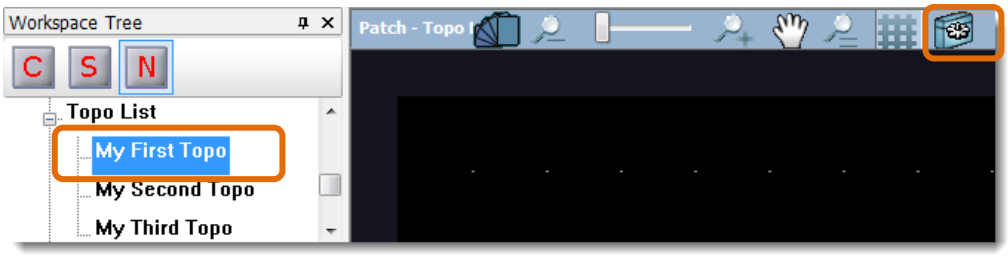
3. From the Patch Topo List window, place the mouse over the Topo to edit, Right click and select Properties.

   -OR-

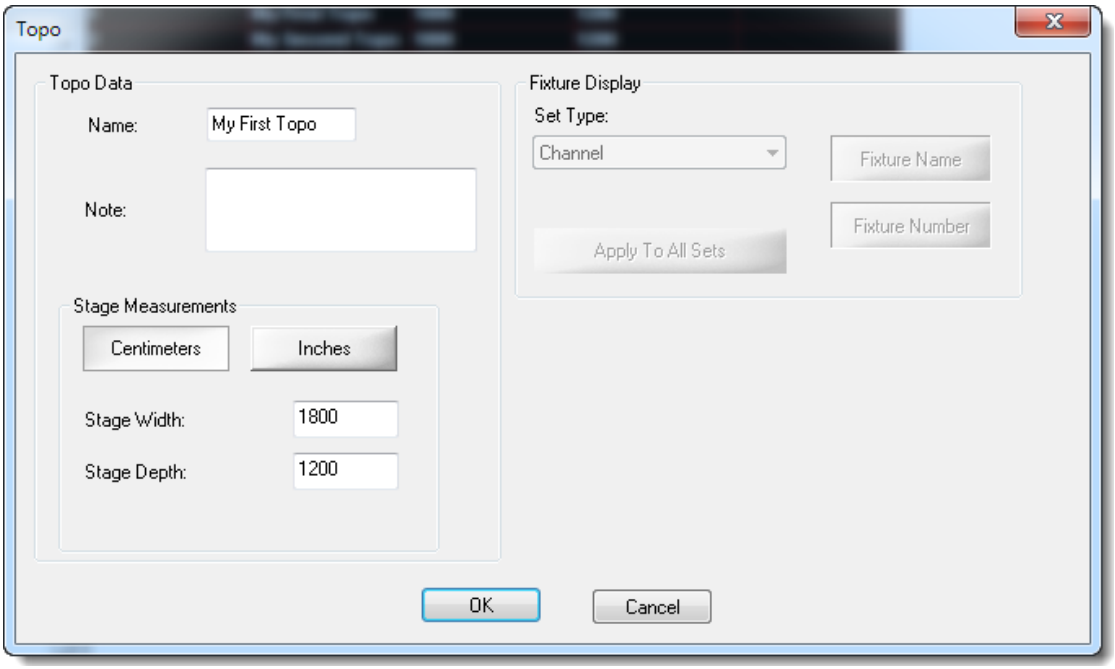
   Select the Properties icon on the Patch Tool bar:

   -OR-

   From the Workspace Tree select the Topo to edit, then from the Topo title bar select the View Properties icon:



The Add Topo dialog opens:

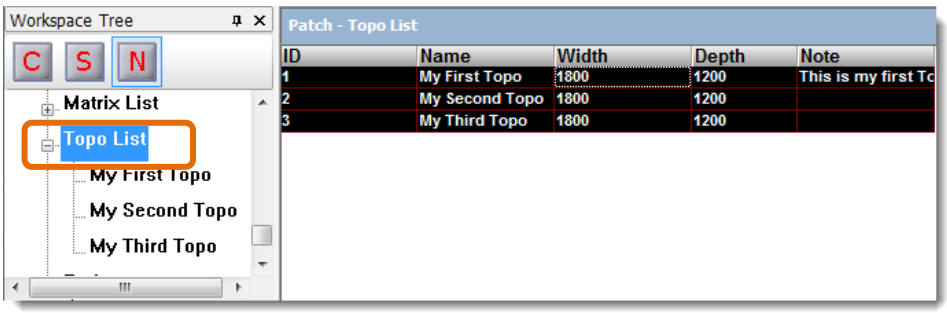


4. Edit the Topo as desired and then click OK.

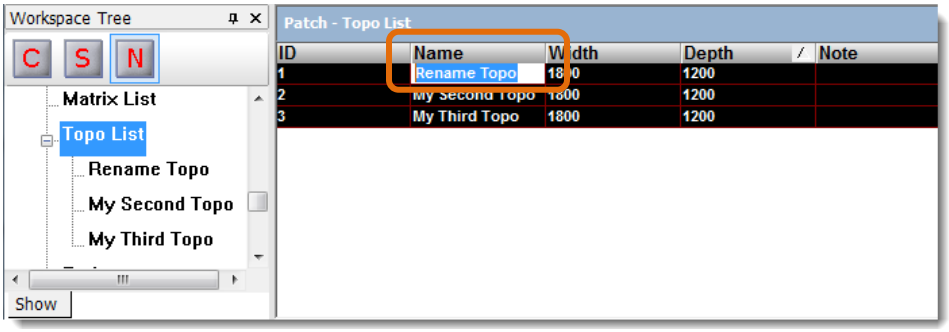
To Rename a Topo

1. From the Menu bar select Tools ► Patch Manager.

2. From the Workspace Tree select Topo List:

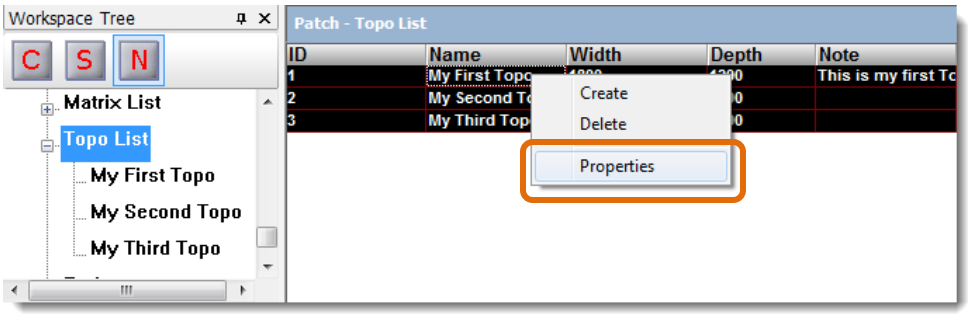


3. From the Patch Topo List window double click on the name field to rename a Topo:



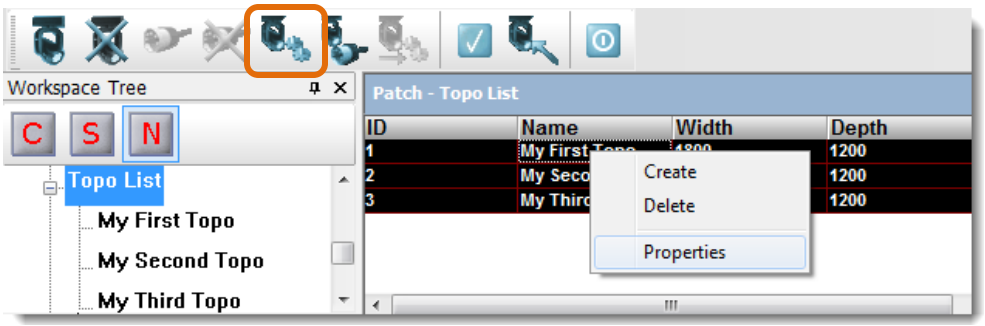
-OR-

Place the mouse over the Topo to rename, right click and select Properties:



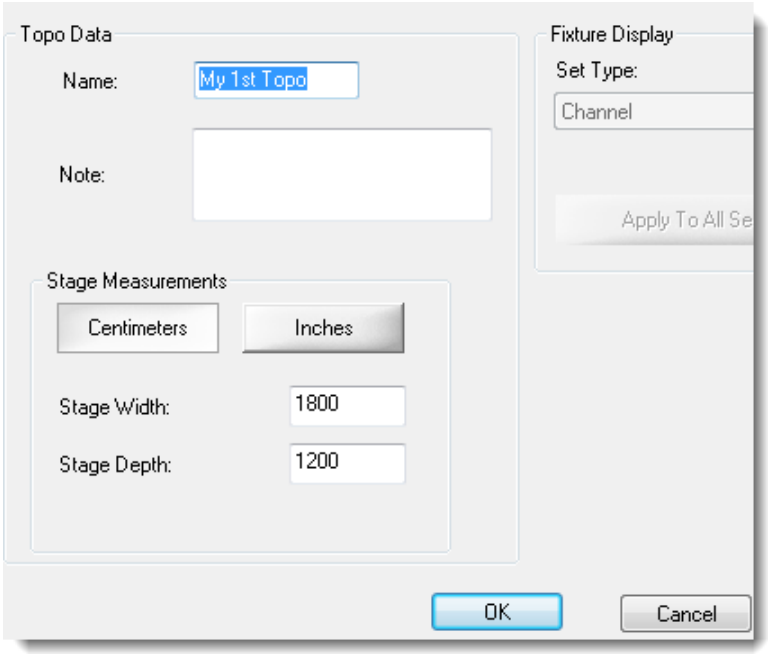
-OR-

Select the Properties icon on the Patch Tool bar:



The Add Topo dialog opens.

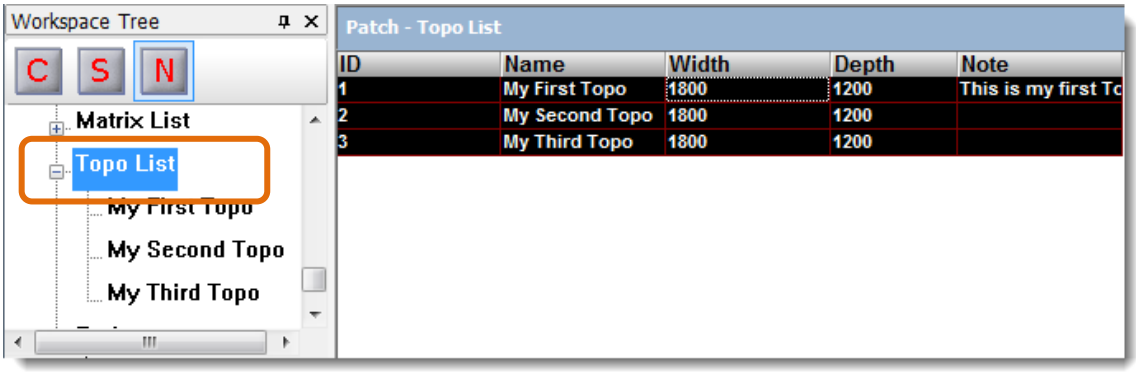
In the Name field enter the new Topo name then click OK.



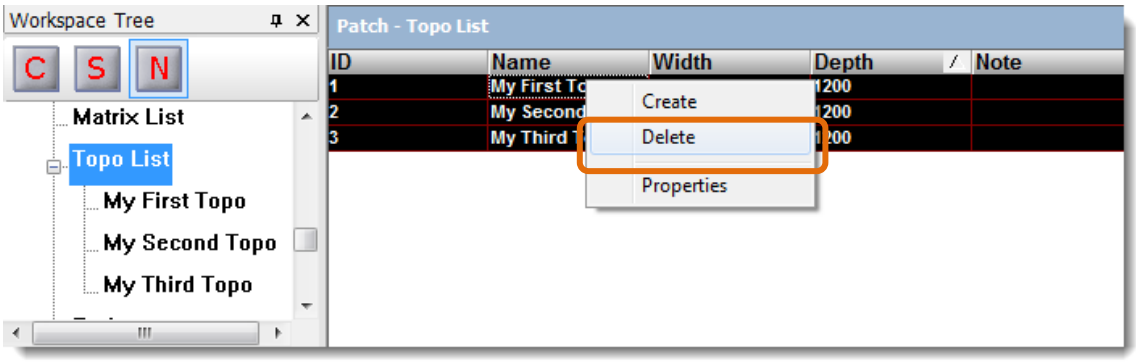
After renaming, the Topo name appears in the Patch Topo List window under the Topo List in the Workspace Tree.

To Delete a Topo

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree Select Topo List:



3. Place the mouse over the Topo to delete, right click and select Delete:



14 Topo Enhancements

The following Topo enhancements were added:

- A Zoom slider was added to the Live Topo List title bar:

- New Layers Tool bar:

  See: Using the New Topo Layers Toolbar

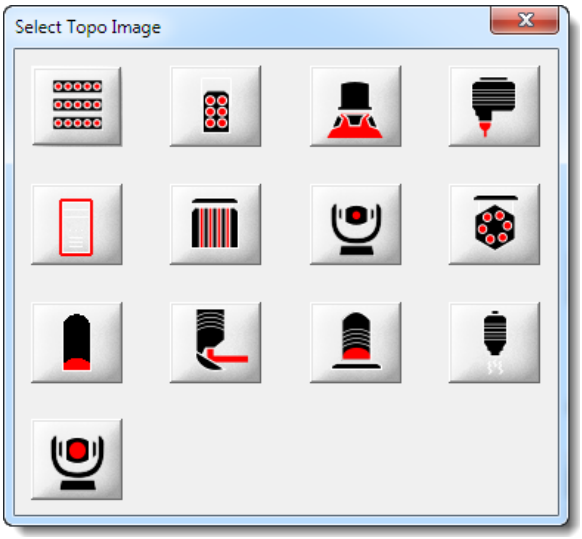
- Objects can be added to a User Defined Layer, locked, displayed or hidden.

  See: Adding Objects to a User Defined Layer

- Objects can now be aligned using the Aligned icons available on the Topo Tool bar or by Right clicking and selecting an Align option.

  See: Aligning Objects

- Multiple objects can be selected using the Ctrl key on the Keyboard.
- A new range of Fixture icon images:



  See: New Topo Fixture Images

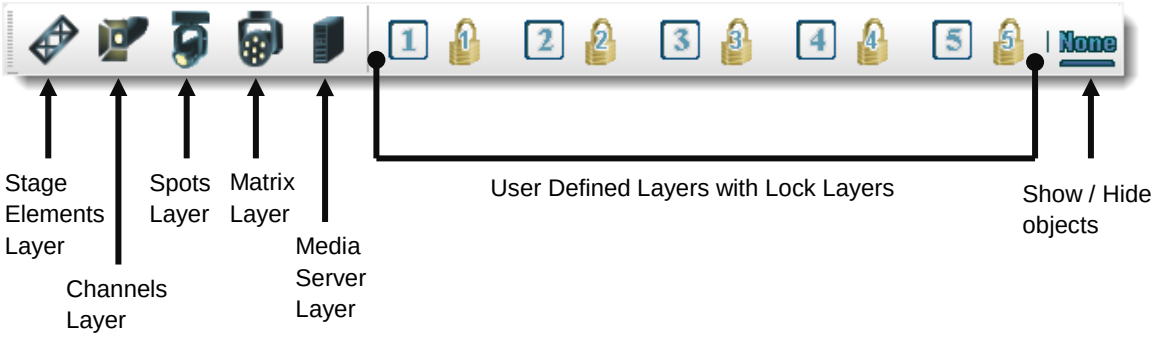
Using the New Topo Layers Toolbar

The new Topo layers tool bar enables you to do the following:

- Lock, display or hide objects
- Add objects to User Defined Layers

A Layers Toolbar button will only become active once a relevant object is added to the Topo.

Topo Layers Toolbar:



The Topo Layers Toolbar Options

The following is an explanation of the Topo Layers Toolbar options:

Toolbar Option	What it does…
	This option will show or hide stage elements in the Topo window.
	This option will show or hide Channel objects in the Topo window.
	This option will show or hide Spot objects in the Topo window.
	This option will show or hide Matrix objects in the Topo window.
	This option will show or hide Media Server objects in the Topo window.
	These are User Defined Layers. When a layer is locked you will not be able to select or manipulate the objects.
	This option will show or hide all objects that are ***not*** defined in a layer.

How to Display the Topo Layers Toolbar

The Topo Layers Toolbar can be displayed from the Topo live view and from the Patch Manager.

To Display Topo Layers Toolbar from Topo Live View

1. From the Workspace Tree select a Topo.
2. From the Topo List title bar click on the Layers Toolbar icon to display the Topo Layers Toolbar.

To Display Topo Layers Toolbar from Patch Manager

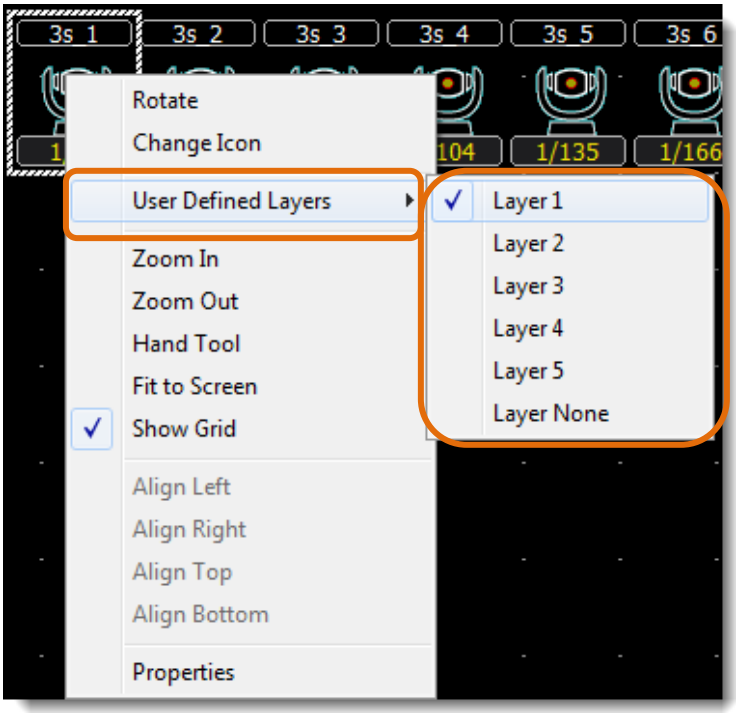
1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree select a Topo.
3. From the Topo List title bar click on the Layers Toolbar icon to display the Topo Layers Toolbar:

Adding Objects to a User Defined Layer

There are 5 User Defined Layers. Any object can be added to a layer.

To Add Objects to a User Defined Layer

1. Select the objects to add.
2. Right click.
3. From the User Defined Layers list select a layer from 1-5:



The corresponding User Defined Layer button on the Layers Toolbar will become active:

To Hide Objects in a Layer

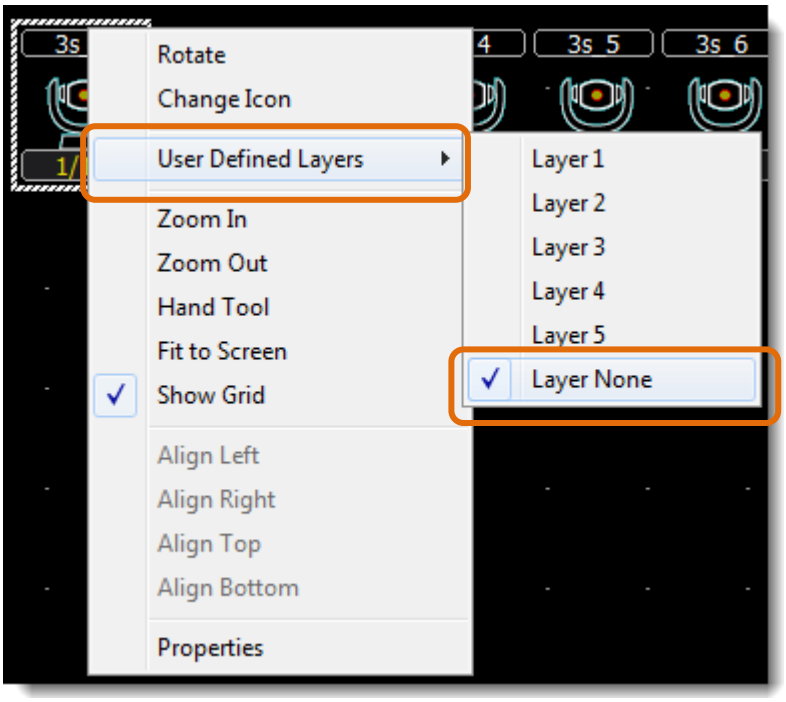
- Click on the active User Defined Layer button number:

To Lock Objects in a Layer

- Click on the Lock button:

To Remove Objects from a User Defined Layer

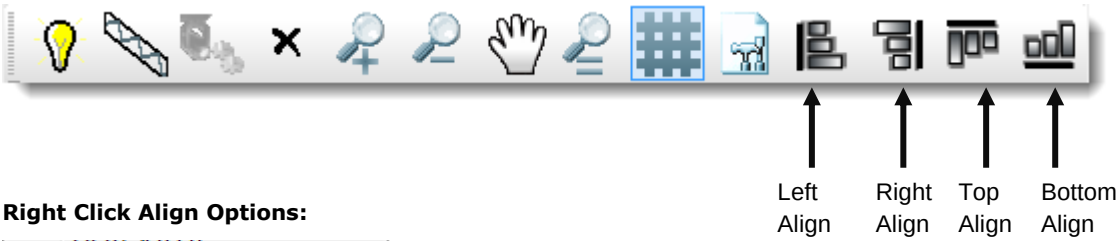
1. Make sure the layer is unlocked.
2. Select the objects to remove.
3. Right click and from the User Defined Layers list select Layers None:



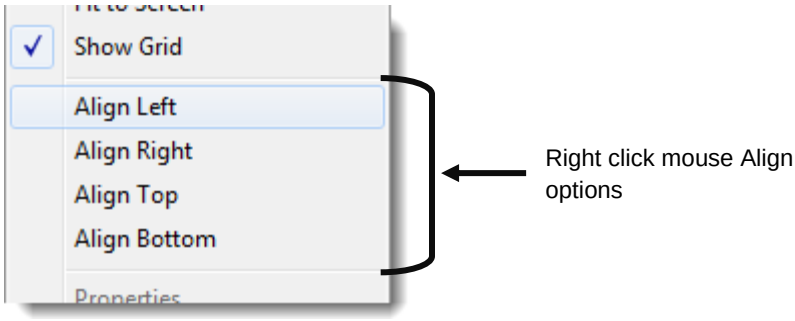
Aligning Objects

Objects in the Topo window can be aligned by using the Align icons on the Topo Toolbar or by Right clicking the Mouse and selecting an Align option.

The Topo Toolbar Align Icons:

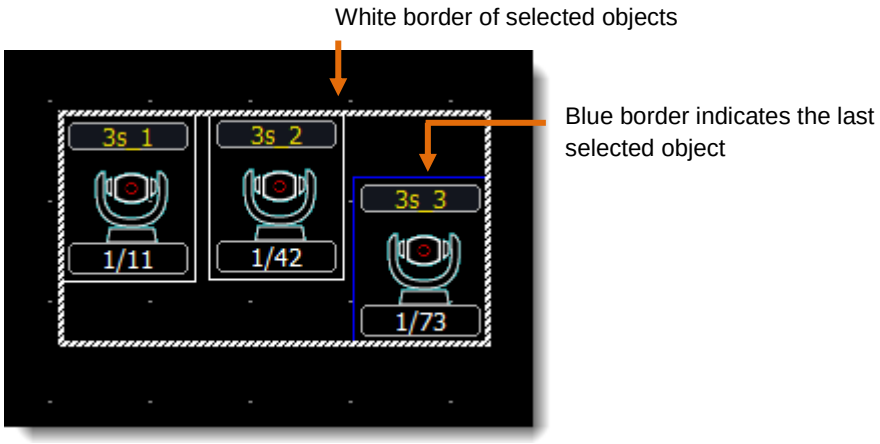


Right Click Align Options:



How to Align Objects

The Align options become active once 2 or more objects are selected. The selected objects will be aligned to the last selected object which is identified by a blue border.



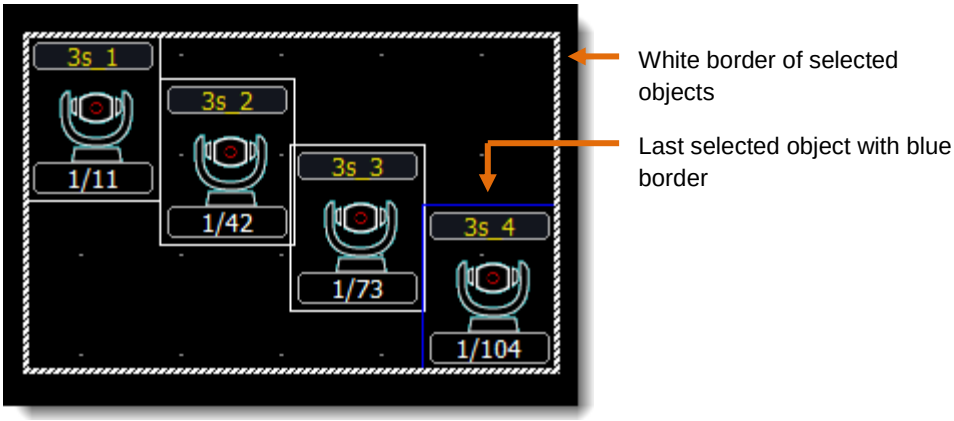
To Align an Object

Method 1

1. Press and hold Ctrl on the Keyboard then Left click the Mouse and select the objects.

   The Align options become active and the selected objects will be contained within a white border, with the last selected object surrounded by a blue border.

   Example image:



2. Select an Align option from either the Topo Toolbar or Right click the Mouse and select an Align option.

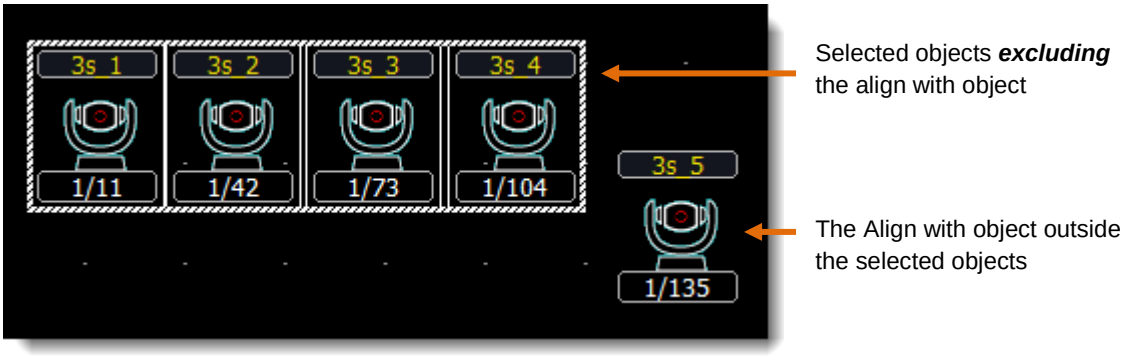
   The selected objects will be aligned to the object with the blue border.

Method 2

1. Select the objects, ***excluding*** the object you want to align with, by drawing a box around the objects using Left mouse click hold.

   The selected objects will be contained within a white border.

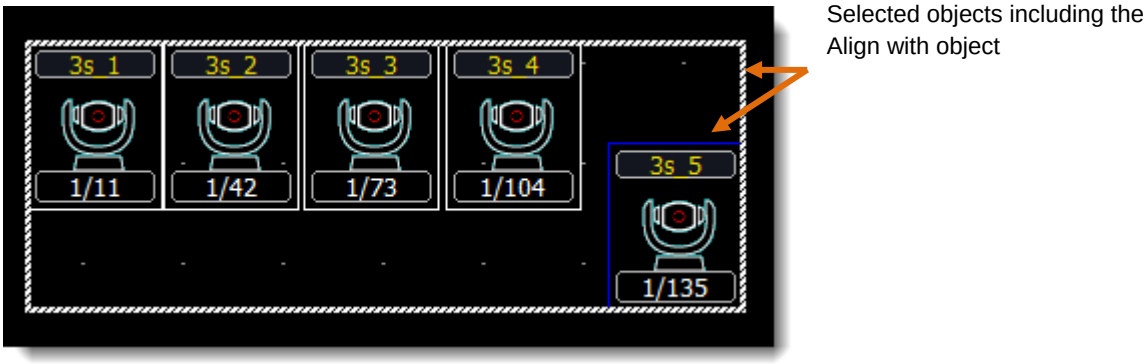
   Example image:



2. Press and hold Ctrl on the Keyboard then Left click the Mouse and select the object to align with. This object must be *outside* of the selected objects.

   The Align with object becomes part of the selected objects with a blue border.

   Example image:



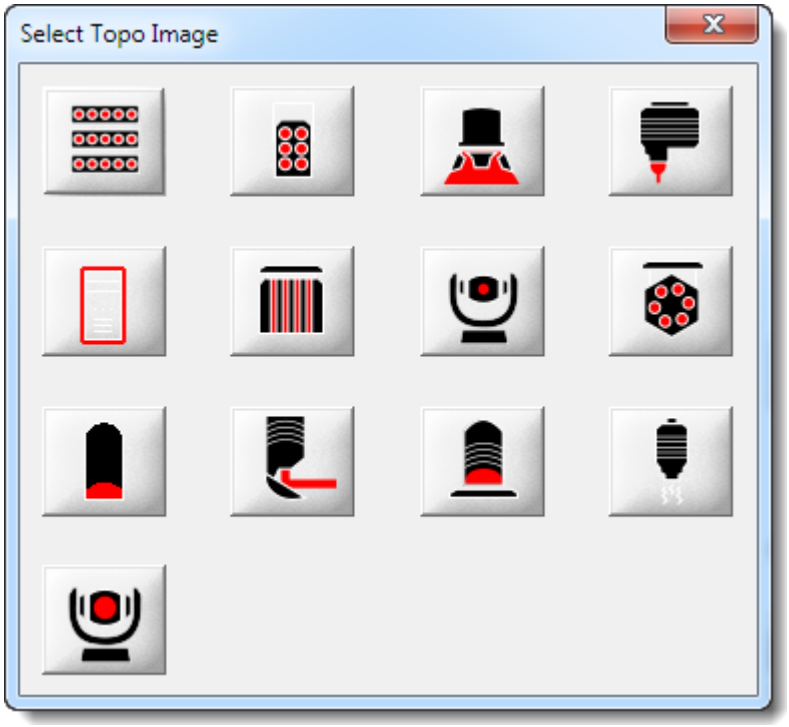
3. Select an Align option from either the Topo Toolbar or Right click the Mouse and select an align option.

   The selected objects will be aligned to the object with the blue border.

New Topo Fixture Images

A new range of Topo Fixture icon images have been added. There are now a total of 13 images which can be selected via Stage Fixture Properties.

Topo Fixture images can only be changed from the Patch Manager.



The following is a list of all the available Fixture icon images and their meanings:

Icon	Meaning
	Bar
	Blinder
	Fresnel
	Laser
	Media Server

	Panorama
	Moving Head
	Par LED
	Par
	Scanner
	Profile
	Smoke
	Wash

To Change Topo Fixture Icons

1. Select a Fixture from the Patch Manager Topo List.
2. Right click and select Change Icon.

   The Select Topo Image dialog opens.
3. Select a Topo image.

-OR-

1. Select a Fixture from the Patch Manager Topo List.
2. Right click and select Properties.
3. From the Stage Fixture Properties dialog select the browse icon:

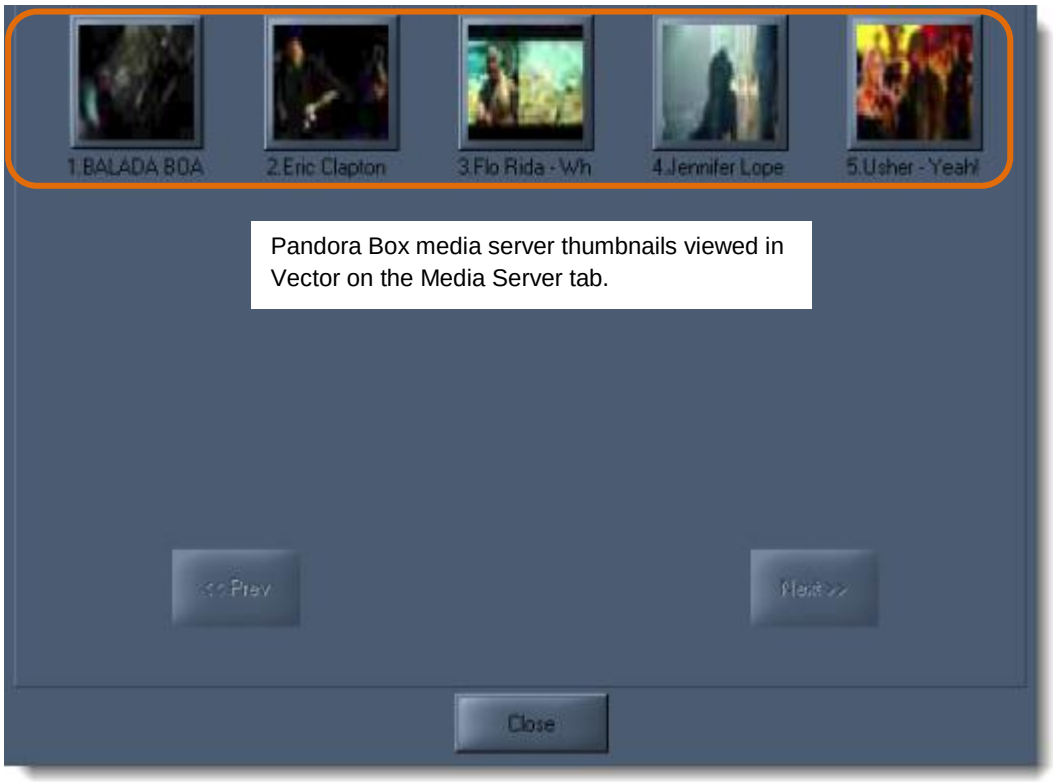
15 Pandora's Box Integration

Vector is now fully compatible with Coolux Pandora Box media server. Vector controls the Pandora Box media server using the VC Ethernet Protocol. New Pandora Box server devices have also been added in this release.

Media server Thumbnails are downloaded in real time on Vector which are viewed via the Media Server tab.

NOTE: Pandora Box must have the same Subnet Mask IP as the Vector console.

Thumbnails from Pandora's Box as Viewed in Vector



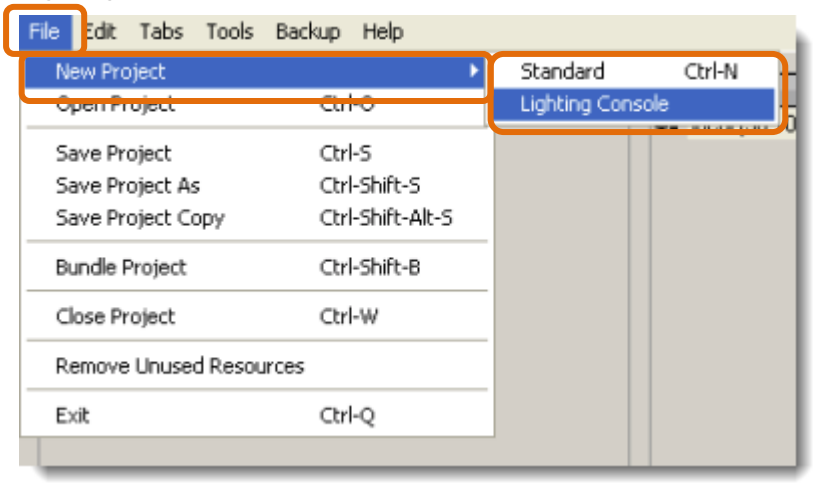
Getting Started with Pandora's Box and Vector

The following section describes how to do the following:

- How to Start and Save a new project in Pandora's box
- How to Select device types
- How to add the Compulite tab
- How to enable Compulite VC Input
- How to add files to a Pandora's Box project

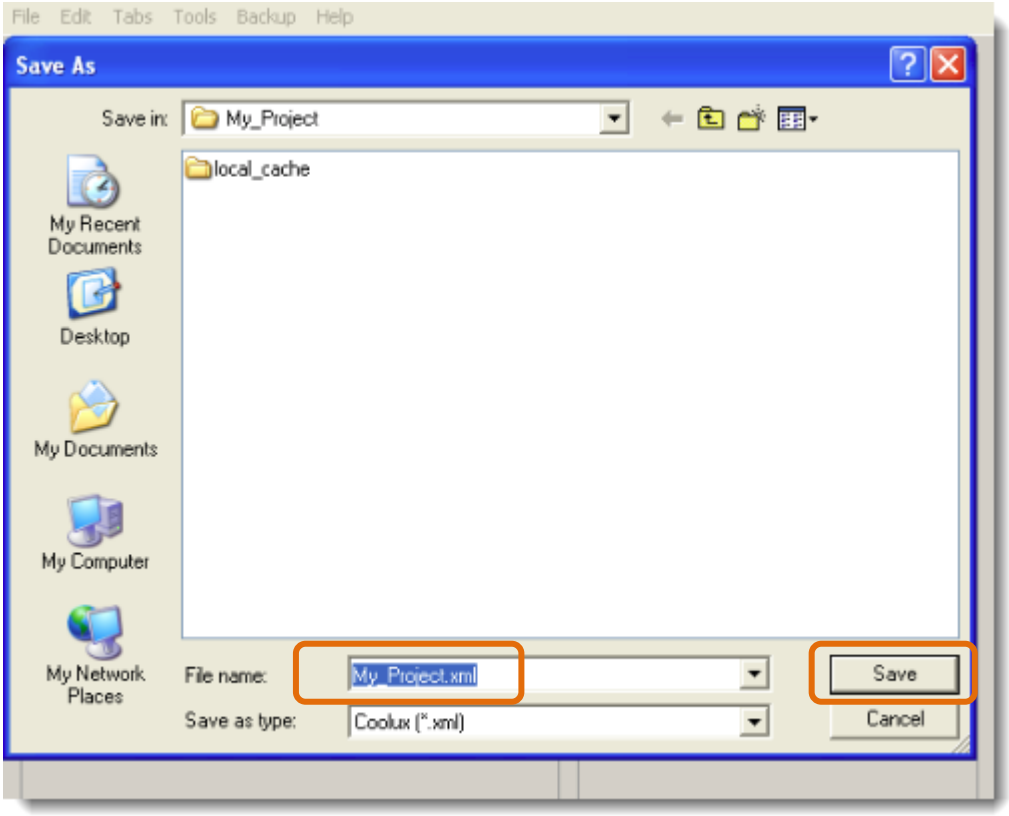
To Start and Save a New Project in Pandora's Box

1. Start Pandora's Box.
2. From the Menu bar click File ► New Project and select either Standard or Lighting Console:



The Save As dialog opens.

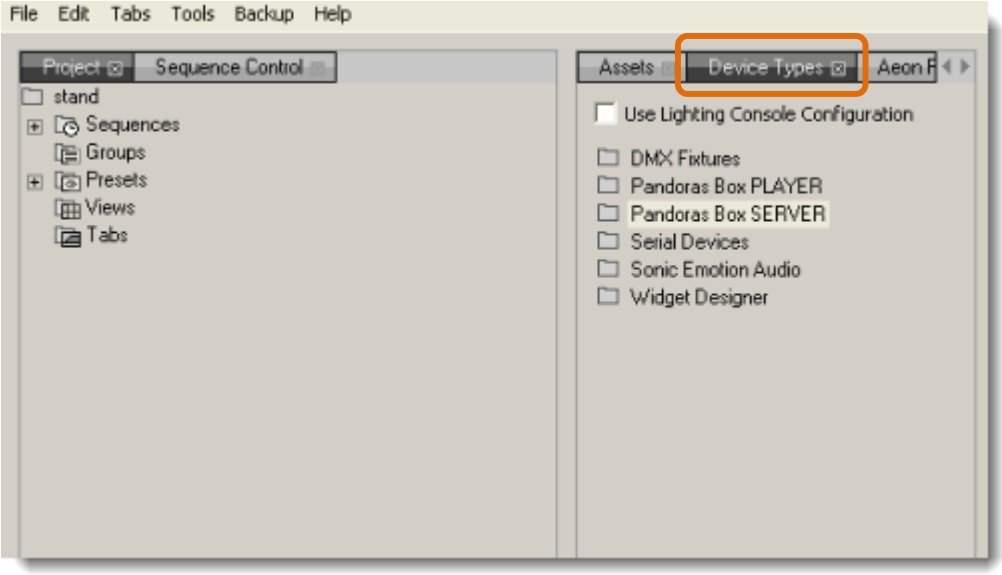
3. Enter a project name in the Save As File name field:



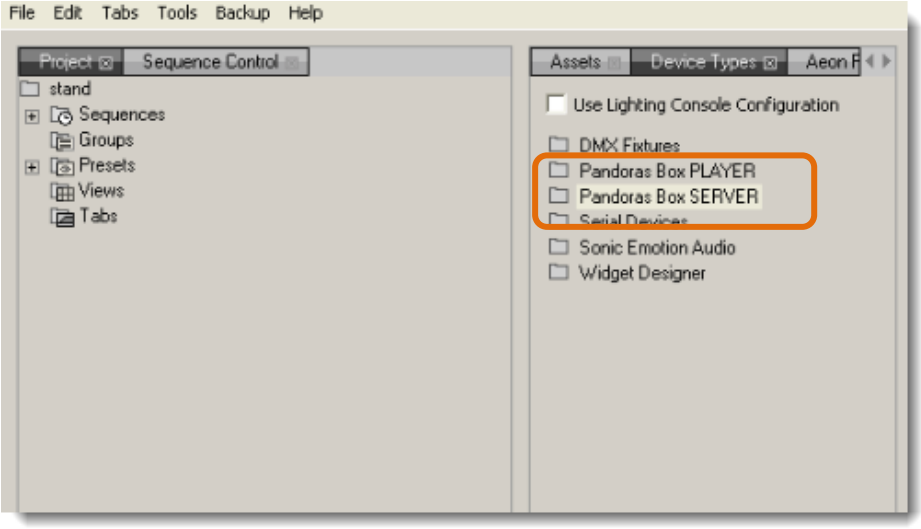
4. Click Save.

To Select Device Types in Pandora's Box

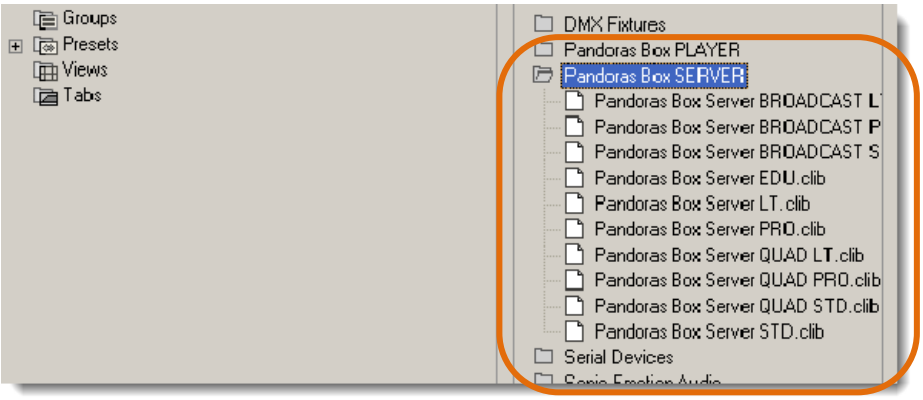
1. From Pandora's Box main screen click on the Device Types tab:



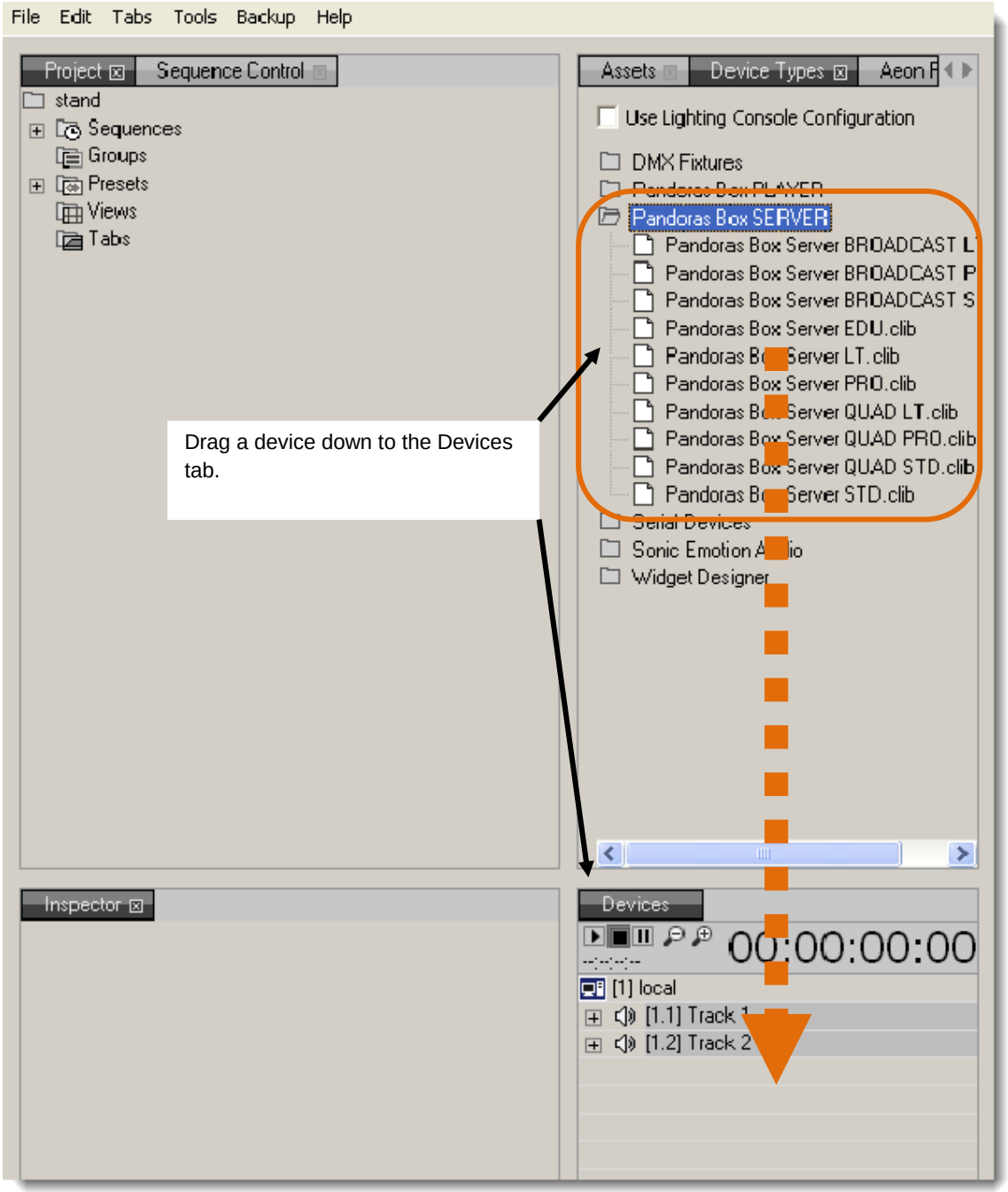
2. From the Device Types tab double click on either the Pandora's Box PLAYER file or the Pandora's Box SERVER file:



The selected file list appears:

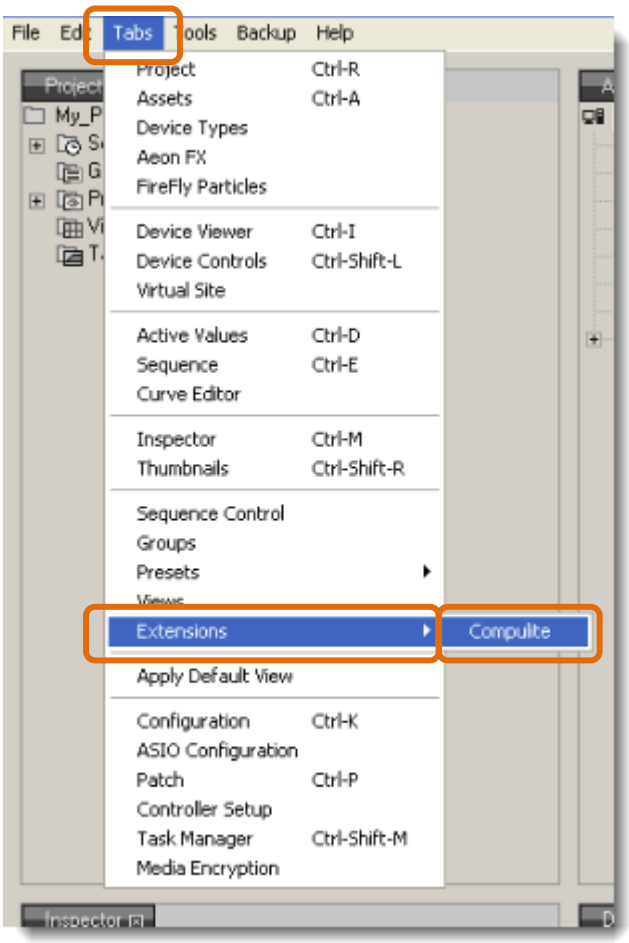


3. From the selected file device list select any device and drag it down to the Devices tab:



To Add the Compulite Tab

1. From the Pandora's Box menu bar click Tabs ► Extensions ► Compulite:

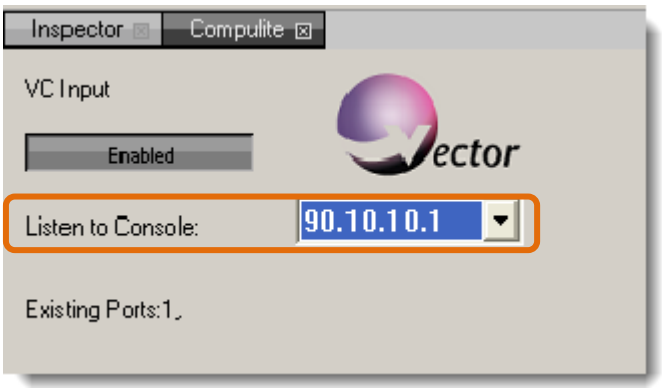


The Compulite tab appears on the lower left hand corner:

To Enable Compulite VC Input in Pandora's Box

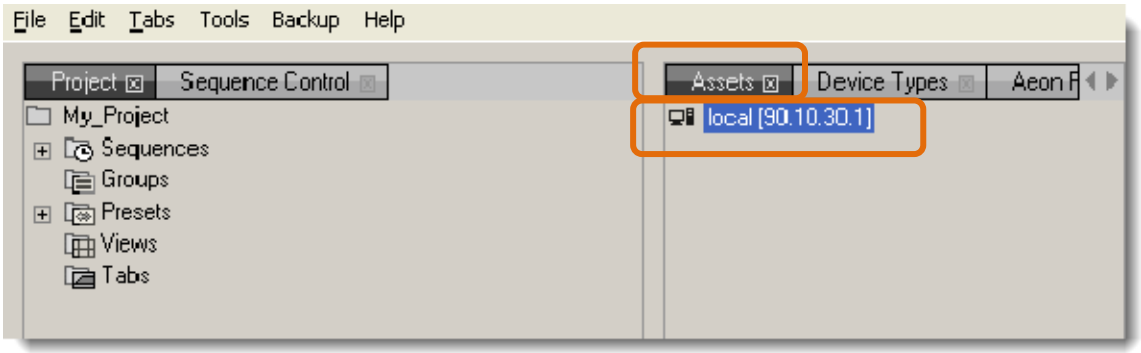
1. From the Compulite tab click on the Enabled button under the heading VC Input:

2. Click on the Listen to Console drop down list and select the Vector IP of the console that will be controlling Pandora's Box:



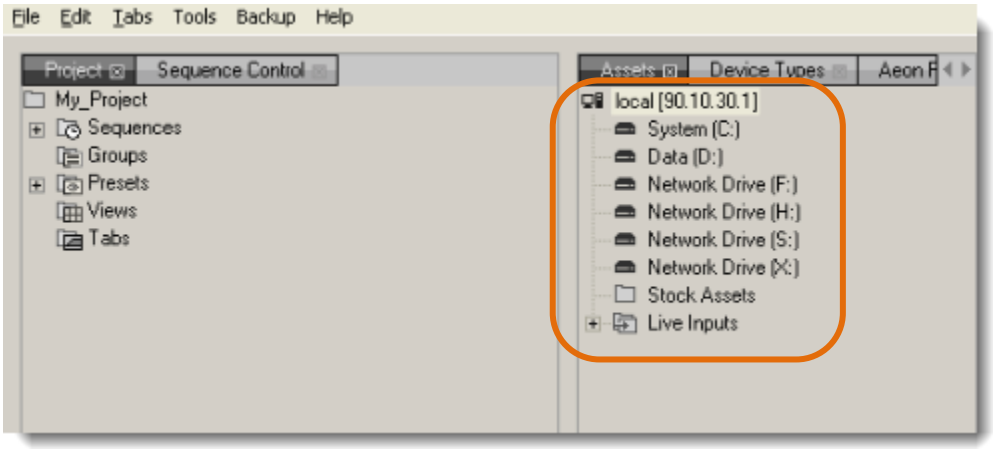
To Add Files to a Project

1. Click on the Assets tab located in the middle window:

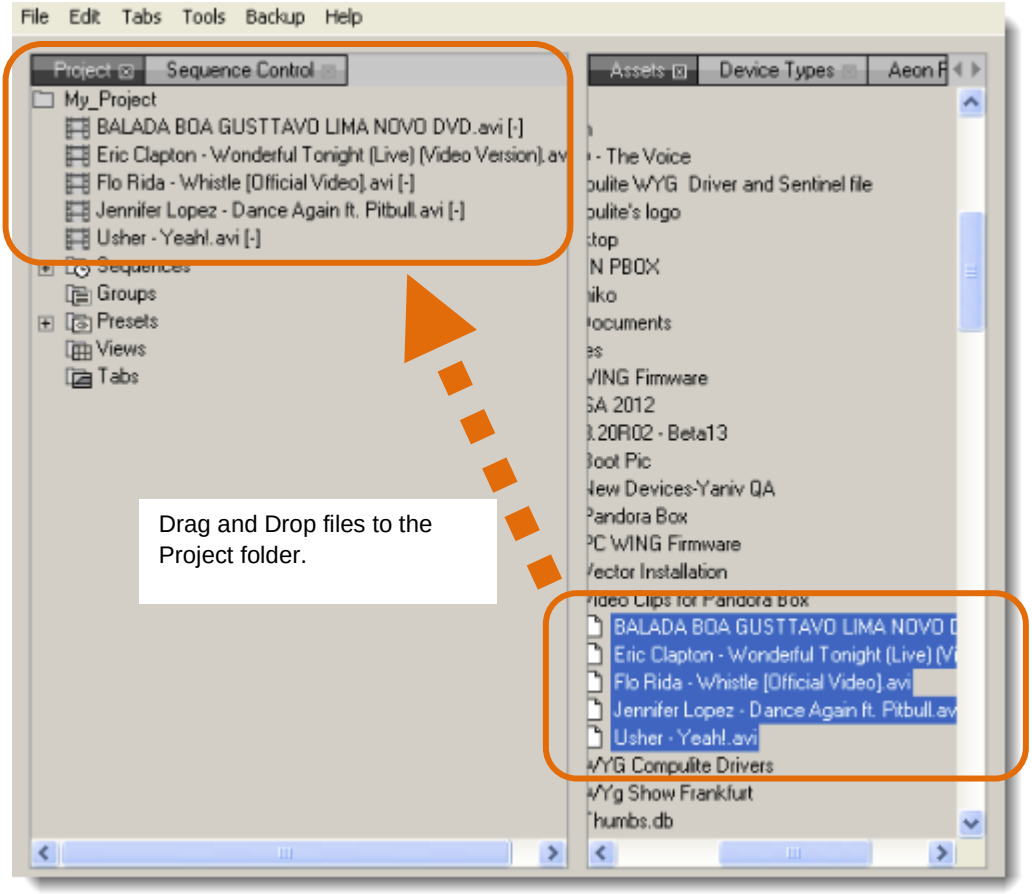


2. Double click on the local IP.

The local IP file list appears:



3. From the local IP file list locate the files you want in the project and drag and drop them to the Project folder:



How to Sync Vector to Pandora's Box

The following procedure will guide you through the process of syncing Vector to Pandora's Box.

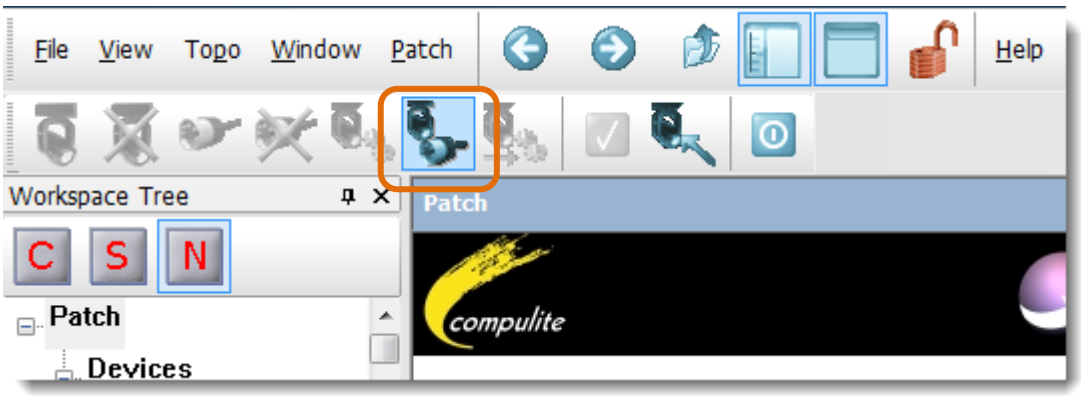
Please make sure that Pandora Box is installed on a separate PC.

To Patch a Coolux Device in Vector

1. From the Vector menu bar select Tools ► Patch Manager.

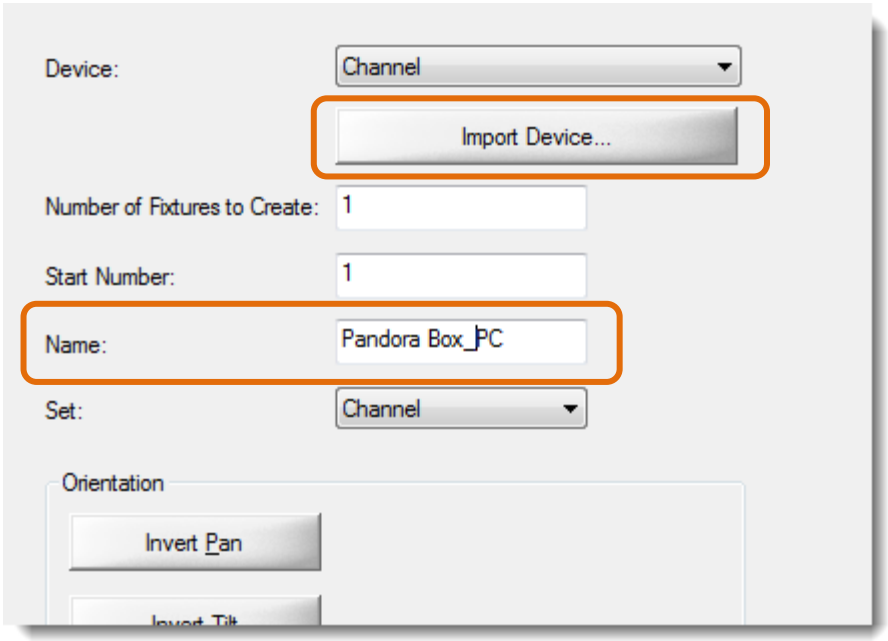
   The Patch Manager window opens.

2. From the Patch Manager tool bar click on the Create and Patch icon:



   The Create and Patch Fixtures dialog opens.

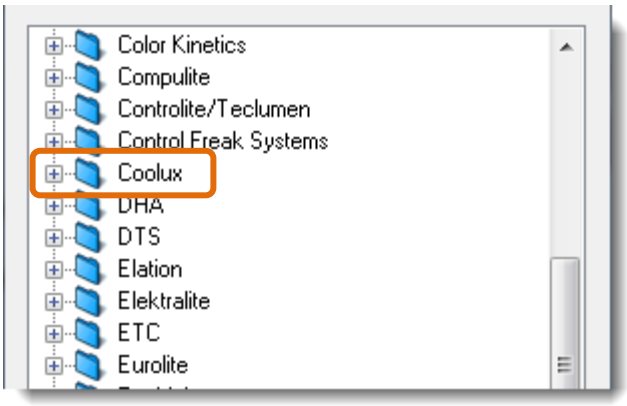
3. In the Name field of the Create and Patch Fixtures dialog enter the name of the PC or IP of the System that contains Pandora's Box:



4. Click on Import Device.

   The Import Device list dialog opens.

5. Scroll down the device list and click on Coolux:



6. From the Coolux device list select a device according to the following:

   NOTE: Only V5 devices should be selected.

   If you created a ***Standard*** Pandora Box project then select any PB V5 device with the ending "Standard".

   If you created a ***Lighting Console*** Pandora Box project then select any PB V5 device with the ending "Lighting".

   See Getting Started with Pandora's Box and Vector

7. Apply the device to the Patch.
8. Enable VC from the System Settings► DMX Protocols tab.
9. Activate the Media Server by using the following sequence:

   [Media Server, #]

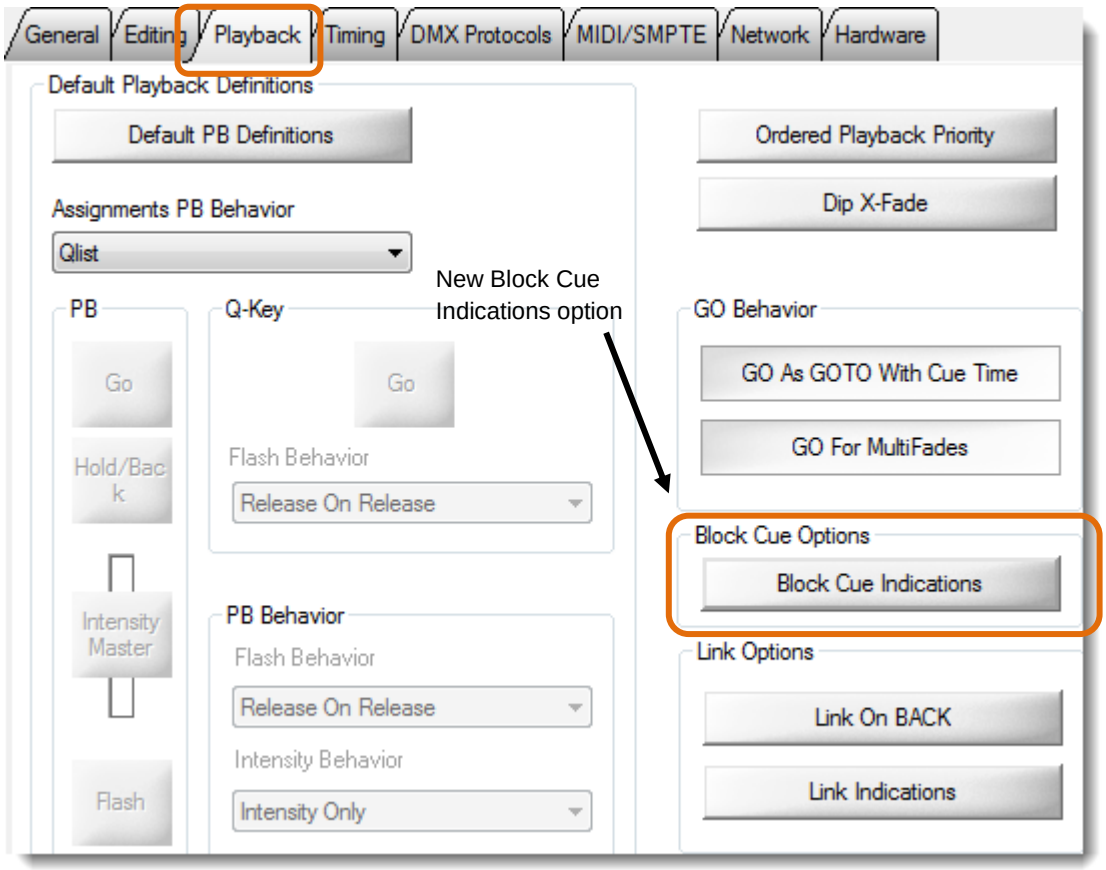
10. From the Editor Tool bar tap on the Download Thumbs soft key. Use the arrow keys to scroll left or right if the Download Thumbs soft key is not visible.

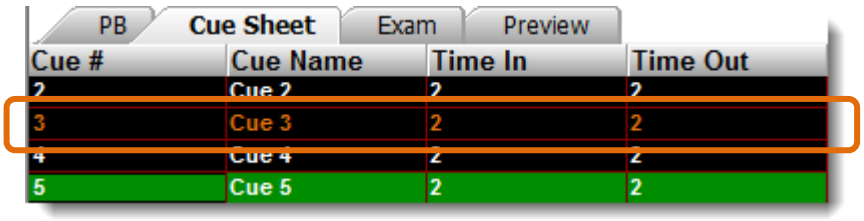
16 Block Cue Enhancement

A new option has been added to the Tools ► Settings ► Playback tab called Block Cue Indications, which enables you to easily view Blocked cues in the Cue Sheet window.

Once Block Cue Indication is activated, the blocked cue will change to an orange color. Block Cue Indications can be activated on-the-fly.

By default the Block Cue Indications setting is off unless the setting has been changed and saved as default.

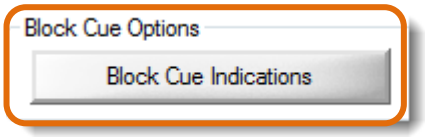




Orange color indicates a Block cue.

To Activate Block Cue Indications

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. From the Playback tab and under Block Cue Options select Block Cue Indications:



3. Click Apply then click OK to close the System Settings dialog.

17 Macro Editing

Previously recorded Macros can now be edited and new Macros can be created offline.

The Macro Editing Toolbar

Macros are edited from the Macro editing window using the Macro editing toolbar:

Macro Editing Toolbar Options

The following is a description of each option on the Macro editing toolbar:

Option	Description
	Add command before selected command. This option activates Select Command mode. Use this option to insert a new Macro command before the selected command.
	Add command after selected command. This option activates Select Command mode. Use this option to insert a new Macro command after the selected command.
	Edit command. This option activates Select Command mode. Use this option to edit a selected command.
	Delete command. This option will delete a selected command.
	Rename Macro. Use this option to rename a Macro.
	Save Macro. Use this option to save changes.
	Discard changes. This option will discard any changes that have been made. **Note:** This option will not discard any changes to the Macro name.

How to Edit a Macro Offline

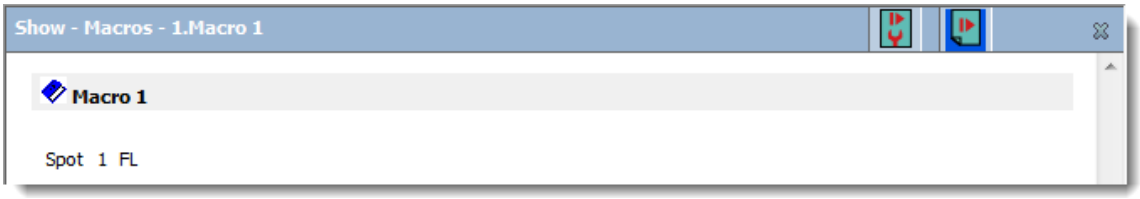
The following process will guide you through editing a Macro offline.

To Edit a Macro Offline

1. Select the Macro to edit by using one of the following methods:

- **[MACRO,#,EXAM]**
- **[MACRO,EXAM]** then double click on the Macro number from the Macro list.
- Select the Macro from the Workspace Tree.

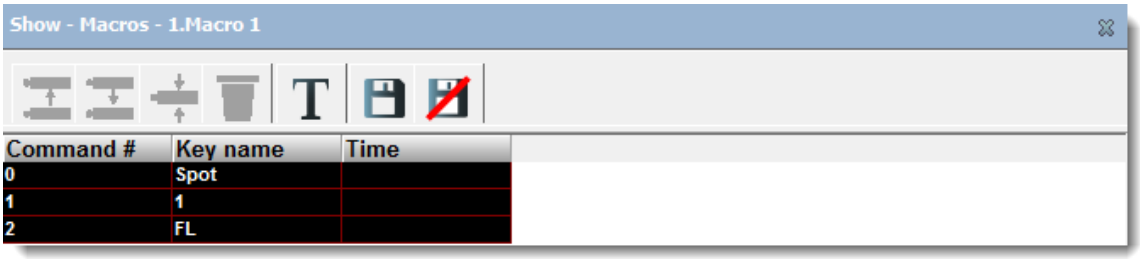
Either way opens the Macro Exam window:



2. From the Macro Exam window click on the Edit Current Macro icon :

The Macro editing window opens.

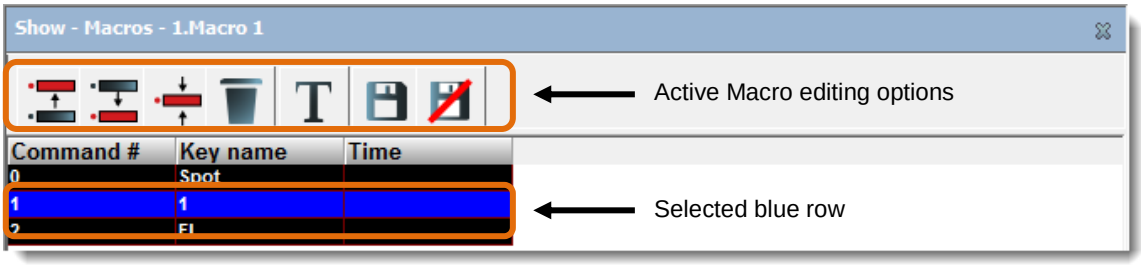
Example:



3. From the Macro editing window select a row to edit.

The Macro editing toolbar options become active and the selected row blue.

Example:

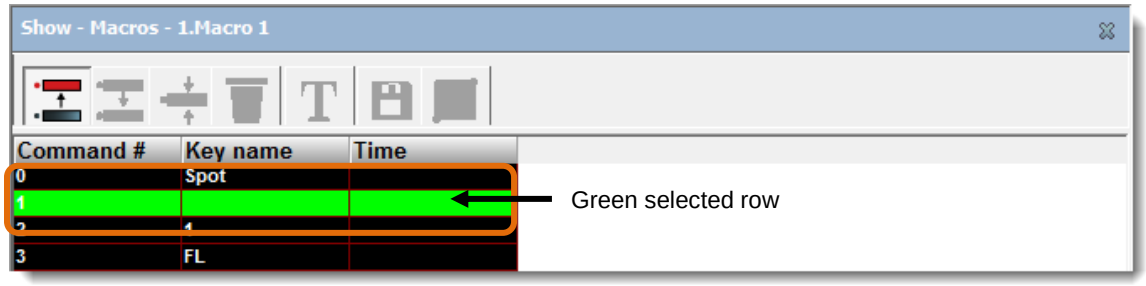


4. Edit the Macro using the Macro editing toolbar options.

   See: Macro Editing Toolbar Options

   The selected row becomes green if Add new Macro before, Add new Macro after or Edit current Macro option is selected. This indicates that the System has entered Select Command mode.

   Example of Select Command mode:



   The Command line color also changes to green with the text **[SELECT COMMAND]:**

   Note the following when Select Command mode is active:

   - All Macro editing options will be disabled except the selected option. Select the selected Macro editing option to exit the current mode.
   - The Editor Toolbar will become active with all the existing system Toolbar commands.
   - Panel Keys, Soft Keys and Editor Toolbar options can be used to insert commands.
   - Each single input command will create a new row.

5. From the Macro editing toolbar select the activated editing option.

   The System exits Select Command mode. The selected row changes from green to blue.

6. Select the Save option to save the edited Macro or select another editing option to carry on editing

How to Create a New Macro Offline

The following process will guide you through creating a new Macro offline.

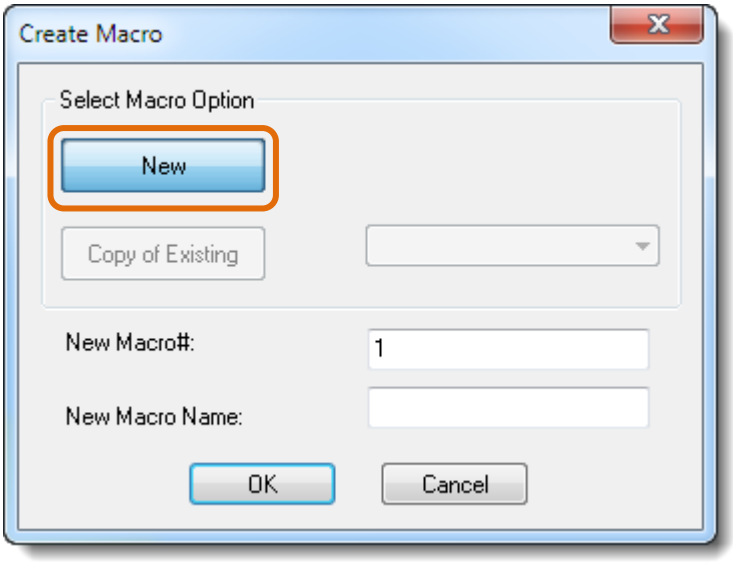
To Create a New Macro

1. From the Workspace Tree select Macros.

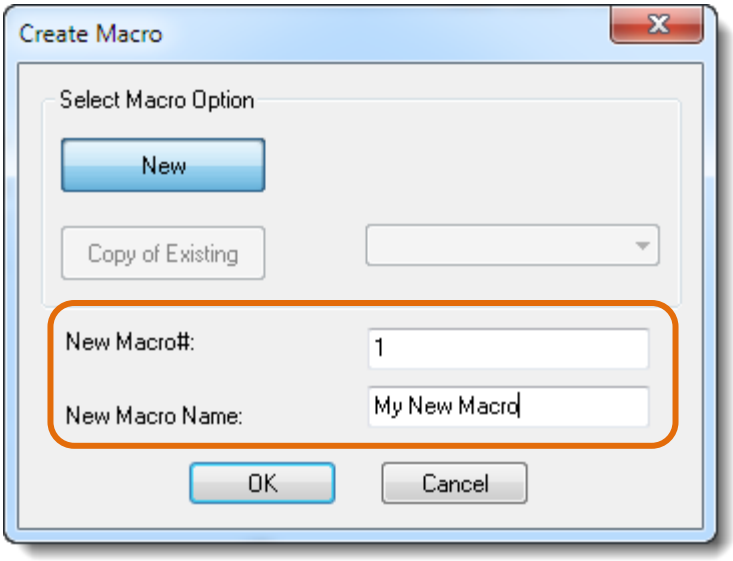
   The Macro list window opens:

2. From the Macro list window select the Create New Macro icon :

   The Create Macro dialog opens with the New option selected:

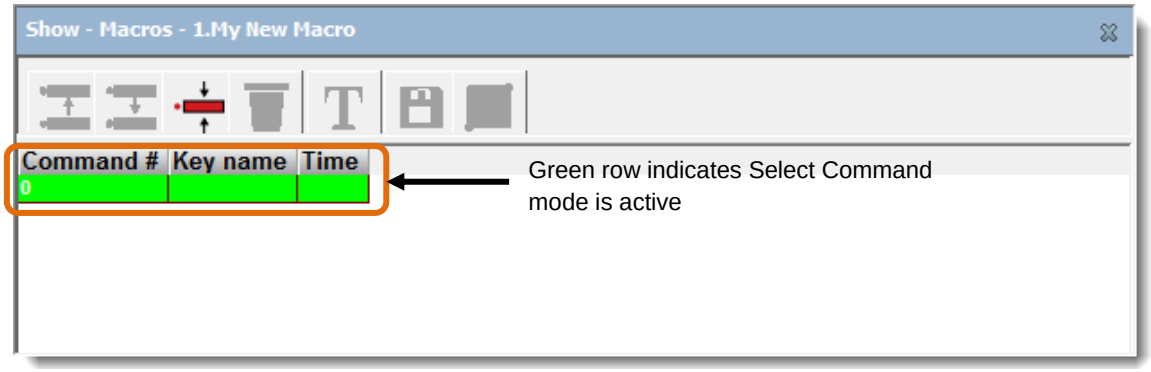


3. In the New Macro number field enter the new Macro number.
4. In the New Macro Name filed enter the new Macro name:



5. Click OK.

The Macro editing window appears with Select Command mode active:



Note the following when Select Command mode is active:

- All Macro editing options will be disabled except the selected option. Select the selected Macro editing option to exit the current mode.
- The Editor Toolbar will become active with all the existing system Toolbar commands.
- Panel Keys, Soft Keys and Editor Toolbar options can be used to insert commands.
- Each single input command will create a new row.

6. The new Macro can now be edited using the Macro editing toolbar options.

See: Macro Editing Toolbar Options and How to Edit a Macro Offline

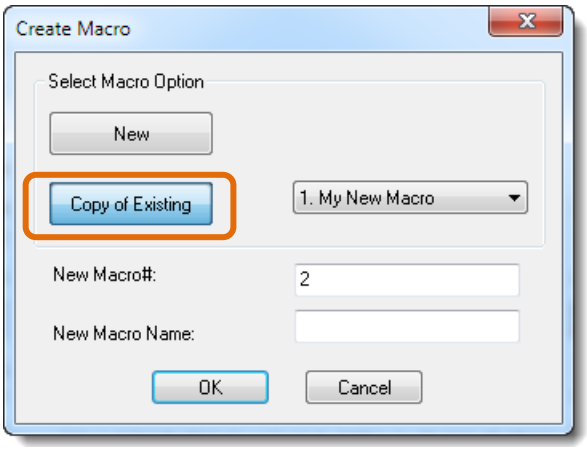
How to Create a Macro from an Existing Macro

A new Macro can be created using an existing Macro. This is done by selecting the Copy of Existing option from the Create Macro dialog.

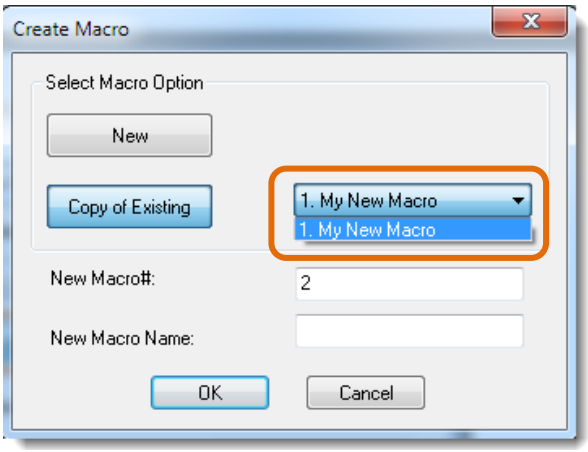
To Create Macro from Existing Macro

1. Select the Macro to copy by doing either of the following:
   - Select the Macro from the Workspace tree.
   - **[MACRO,#,EXAM]**
   - **[MACRO,EXAM]** then double click on the Macro number from the Macro list.
2. From the Macro Exam window select the Create New Macro icon:

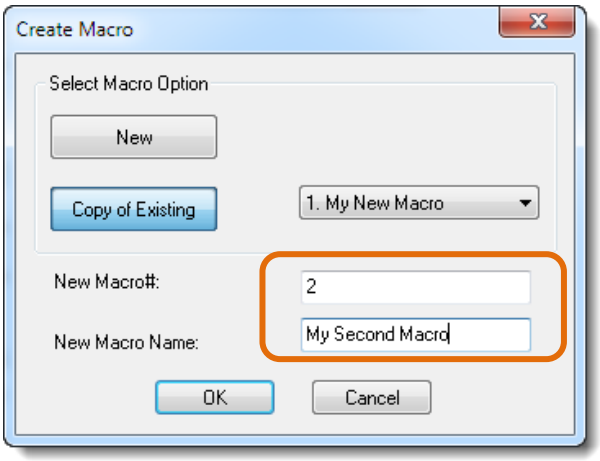
   The Create Macro dialog opens with the Copy of Existing option selected:



3. Make sure that the Macro you intend to copy is selected from the existing Macro drop down list:



4. Enter the new Macro number in the New Macro number field.
5. Enter the name of the new Macro in the New Macro Name field:



6. Click OK.

   The Macro editing window opens containing the copied Macro.

   The Macro can be edited using the Macro editing toolbar options.

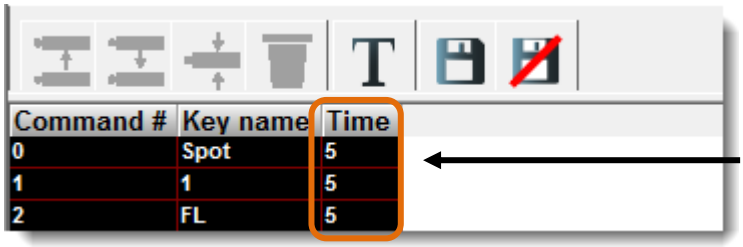
   See: Macro Editing Toolbar Options

   See: How to Edit a Macro Offline

Macro Time Editing

Macro time is the "waiting time" between key presses, for example:

The following image shows a 5 sec "waiting time" between key presses. The system will wait for 5 seconds before the key **SPOT** is pressed. 5 seconds later key **1** is pressed and after another 5 seconds the **SPOT 1** will be at **FULL**:



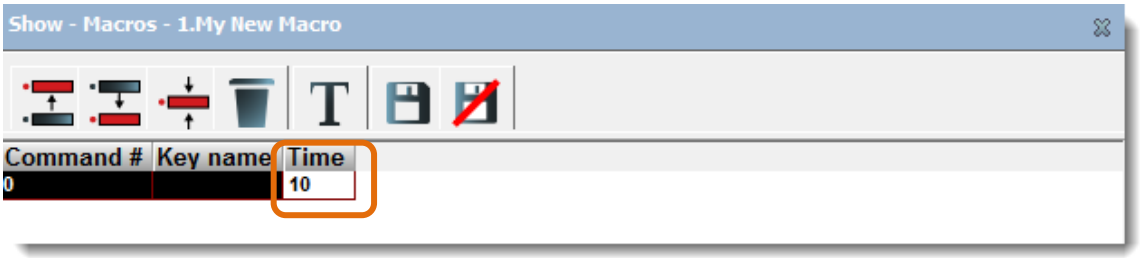
5 second waiting time before each key press

Macro time is edited in the Macro editing window. Time can entered in seconds and milliseconds.

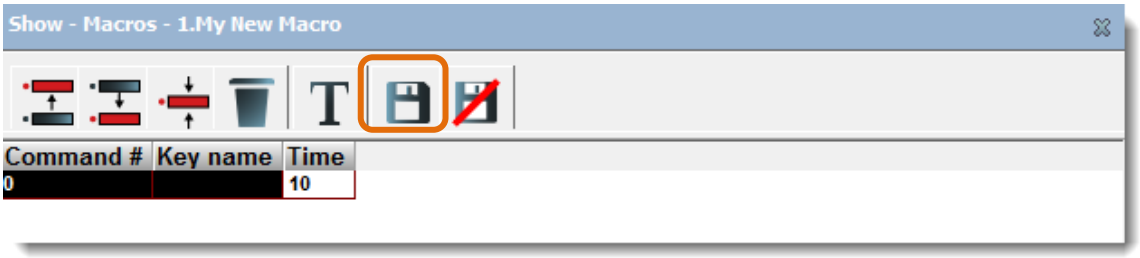
To Edit Macro Time

1. Select a Macro by doing either of the following:
   - Select the Macro from the Workspace Tree.
   - **[MACRO,#,EXAM]**
   - **[MACRO,EXAM]** then click on the Macro number from the Macro list.
2. From the Macro Exam window select the Edit Current Macro icon:

3. From the Macro Editing window double click in the Time cell:



4. Edit the Macro time.
5. Click on the Save Macro option to save the new Macro time:



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.

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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
Display	
▪ Empty Soft-Key Text Color	Font color can be changed for empty soft-keys.
Editing	
▪ Edit Fixture Names	Fixture names can be changed. Edited names can include or exclude index numbers.
▪ Re-Select Group Selection	There is now a faster method to re-select a group or selection.
▪ Link Enhancement	▪ Cues in-between linked cues can now be greyed out. ▪ The Back button can now be used to go BACK while bypassing the cues in-between the linked cues.
Playback	
▪ Default Settings for A/B Playback	Changes have been made to the default settings of the A/B Playback. The A/B will now have the following default settings: ▪ Prevent From Paging will be OFF ▪ Prevent Snap Override will be ON
▪ Default Settings for Submaster	Changes have been made to the default Submaster settings of a fader. 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
▪ Flash To Black	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	
▪ Local DMX Output Selection	You can now define which universe will be transmitted from a local DMX output located at the back of the console.
▪ Monitor DMX Outputs	You are now able to view and monitor DMX data and values that are being transmitted out of the console.
▪ Increased Ports	The amount of DMX ports transmitted from the console has been increased.
▪ Multi-Language Support	Vector now supports the following languages; German, Spanish, Hebrew and Chinese.
▪ New Warning Message	A new system warning message has been added to prevent console data from being deleted by mistake.
External Hardware	
▪ New Vector PC Wing	The new Vector PC Wing can be used as a hardware attachment to a Vector PC or as a Remote Wing with a console. A getting started guide for connecting the new Vector PC wing has been included in this document. **Note:** There has been a change in some hardware keycaps for the new Vector PC Wing. See Vector PC Wing Keycap Changes. **FIRMWARE UPDATE:** Please install the latest Firmware T025V030. The Firmware file and Release notes can be downloaded from the Compulite Downloads page; **(Vector PC Wing Firmware Update July2012).**

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

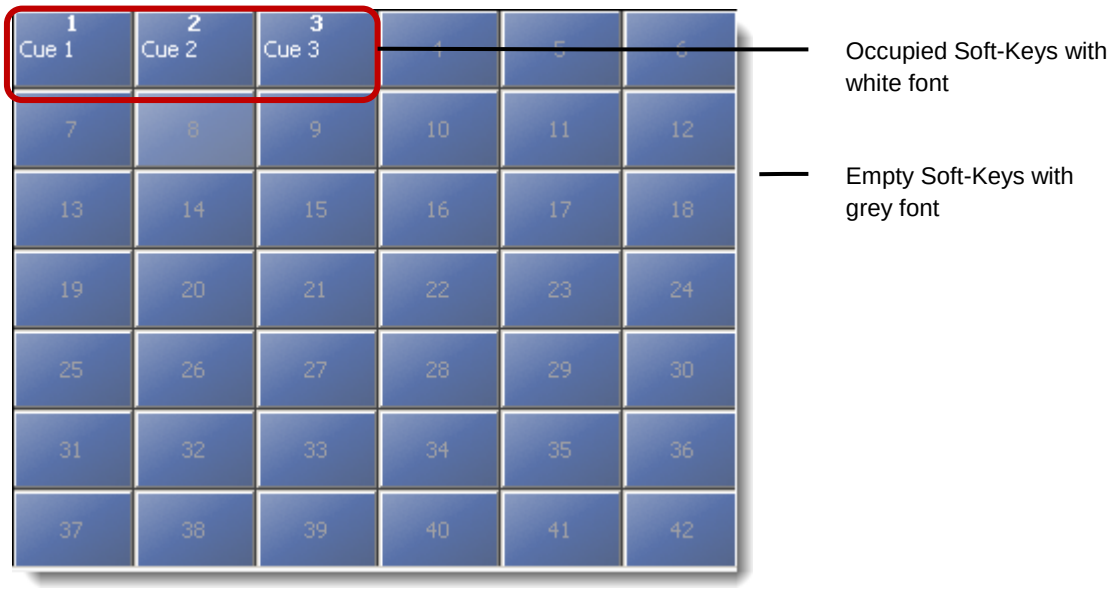
The following text conventions exist in this document:

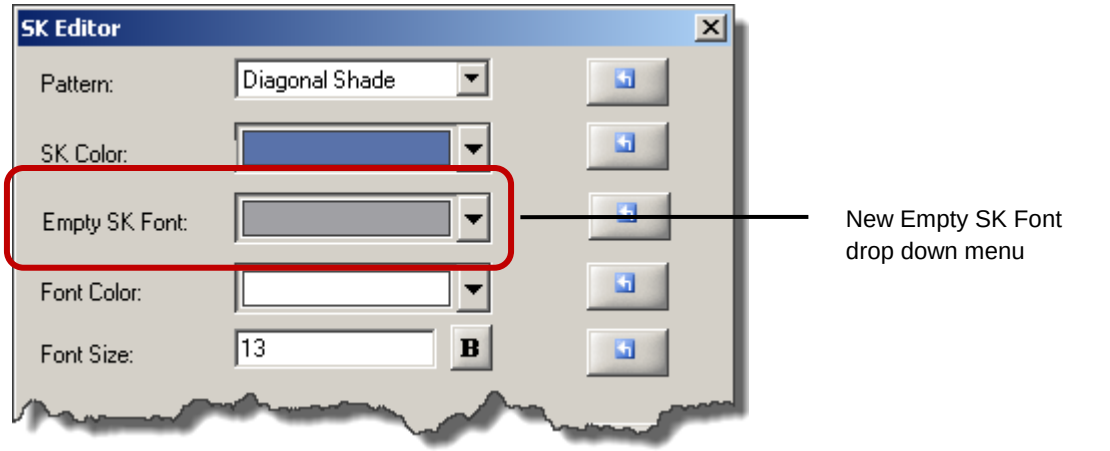
- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as ***BUTTONS***. Touch screen ***BUTTONS*** are ***BOLD ITALICIZED CAPS***.
- Dialog boxes, Window titles and field names appear in this font.
- Sequences 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

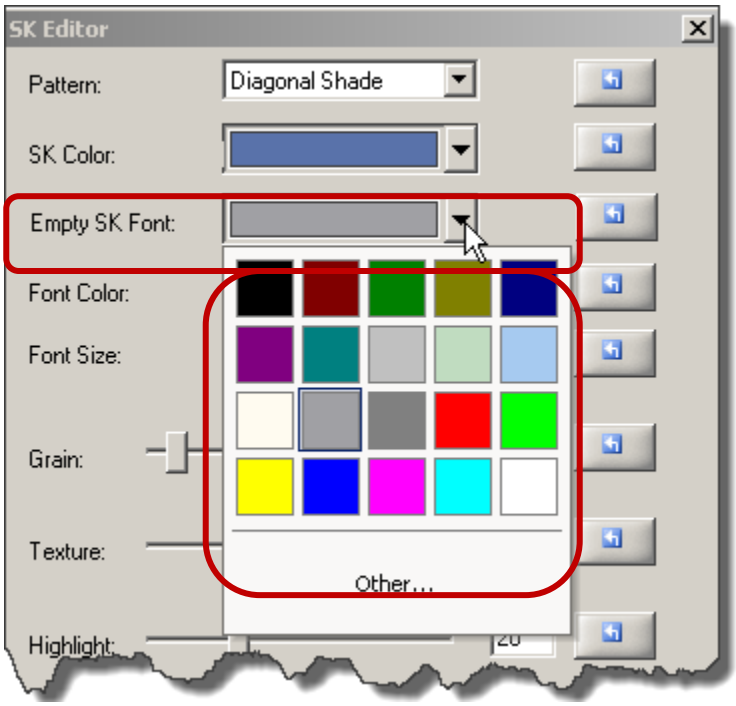
1. From the Soft-Key menu pane click on the View Properties icon.

-OR-

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

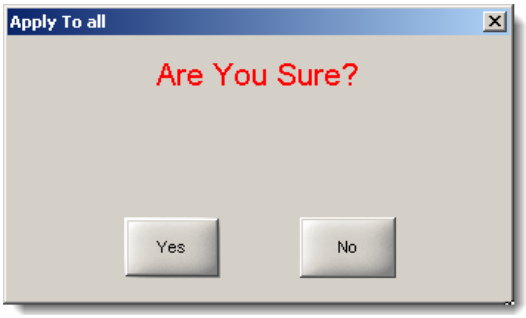
The SK Editor window will open.

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.

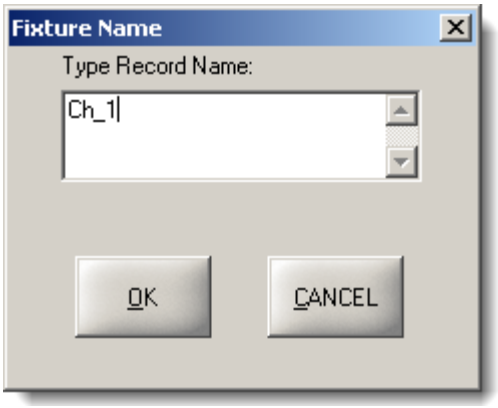
To edit Fixture names without index numbers

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.

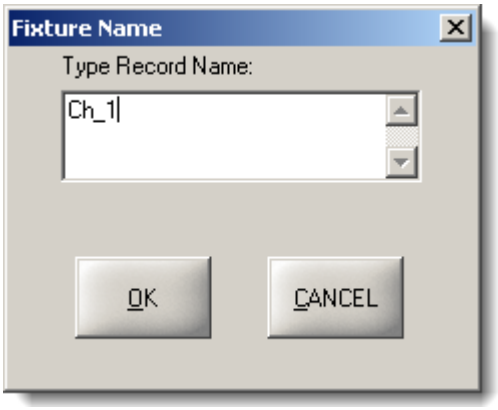
To name a Fixture range without adding index numbers

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.

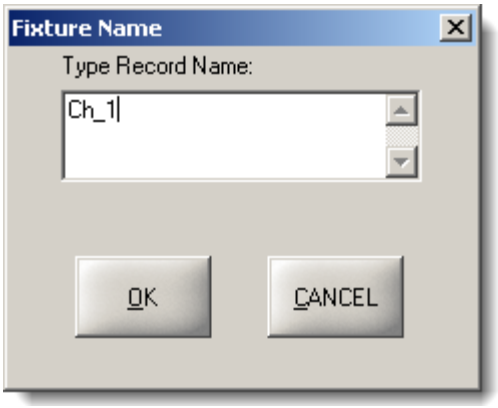
To name a Fixture range and adding index numbers

1. Select a Fixture range.

   [CHANNEL, # → #]

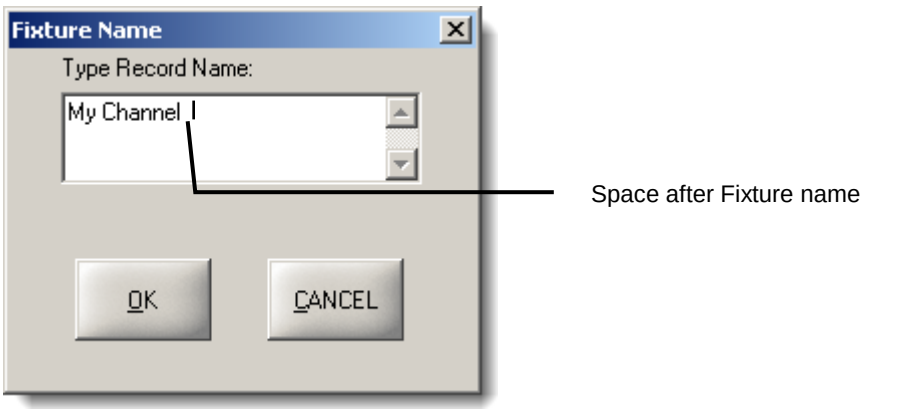
2. Select **[TEXT].**

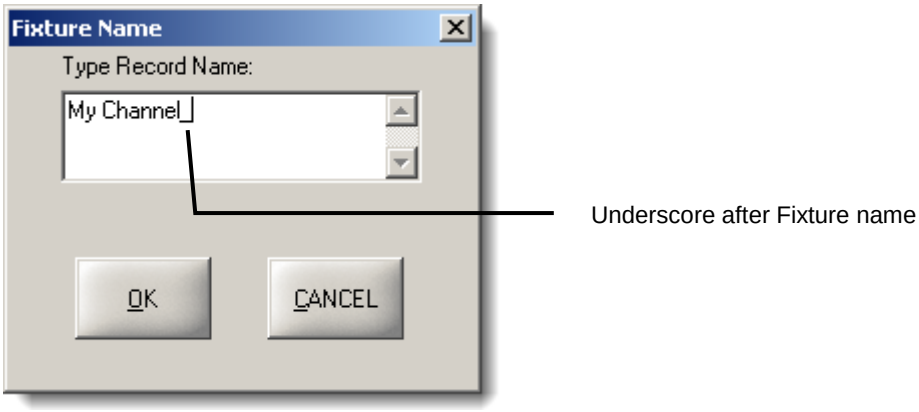
   The Fixture Name dialog text box will open.



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**

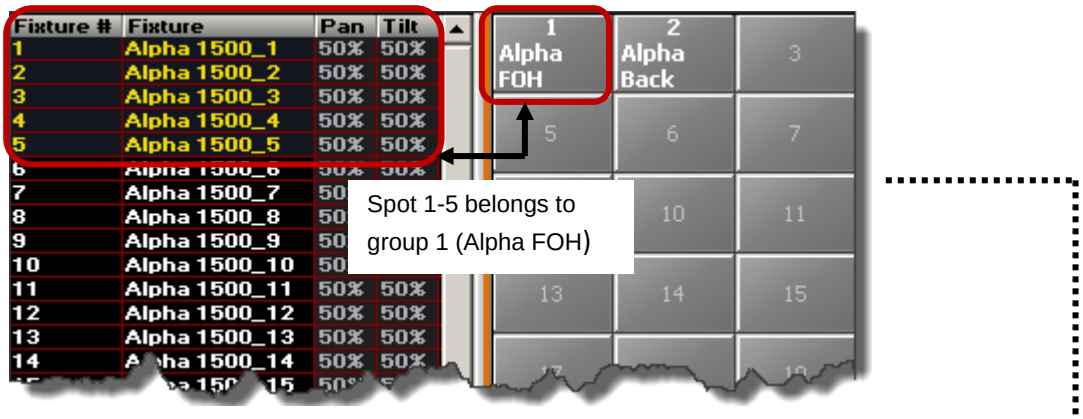
Sequence	Result
[CHANNEL, #, TEXT, enter name, OK]	A Single Fixture name will be edited.
[CHANNEL, # → #, TEXT, enter name, OK]	A range of Fixture names will be edited without index numbers.
[CHANNEL, #, +, #, +, #, TEXT, enter name, OK]	A non-sequential range of Fixtures names will edited without index 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

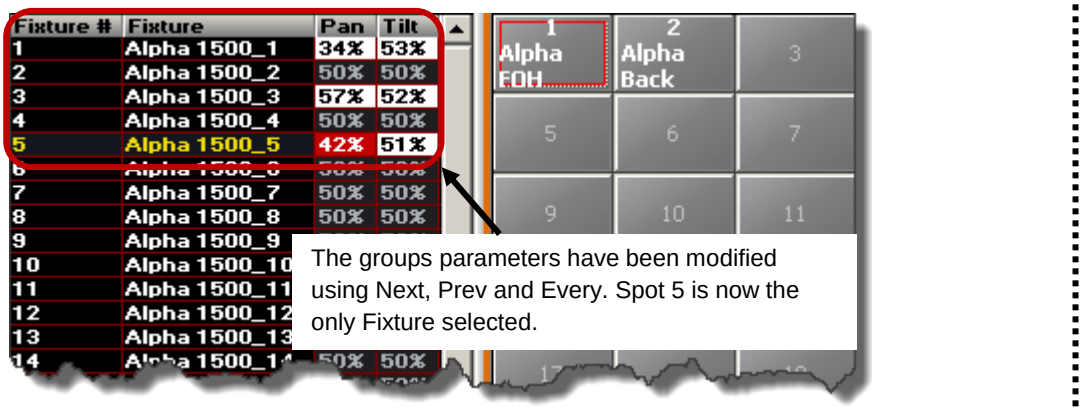
A faster method has been added to re-select a group or a selection after modifying its parameters.

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

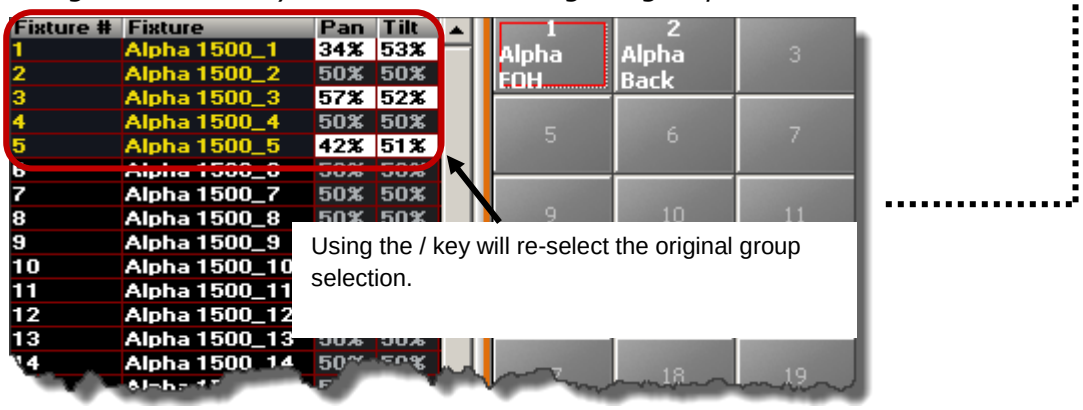
Example:



Modifying the group's parameters



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



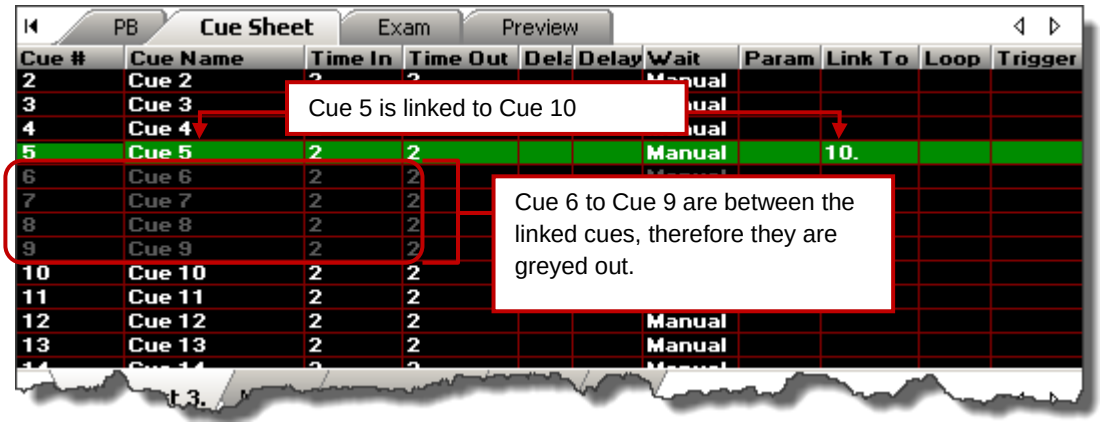
8 Link Enhancement

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

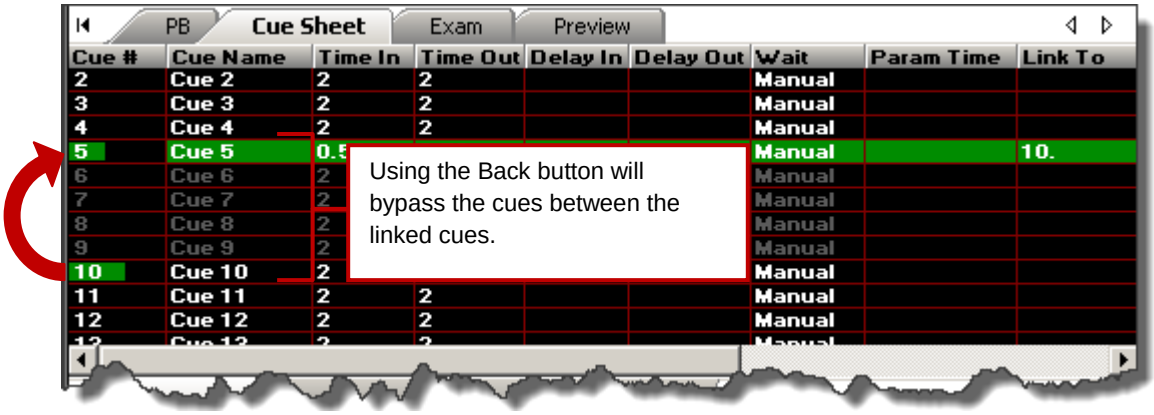
Cue 5 is Linked to Cue 10

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

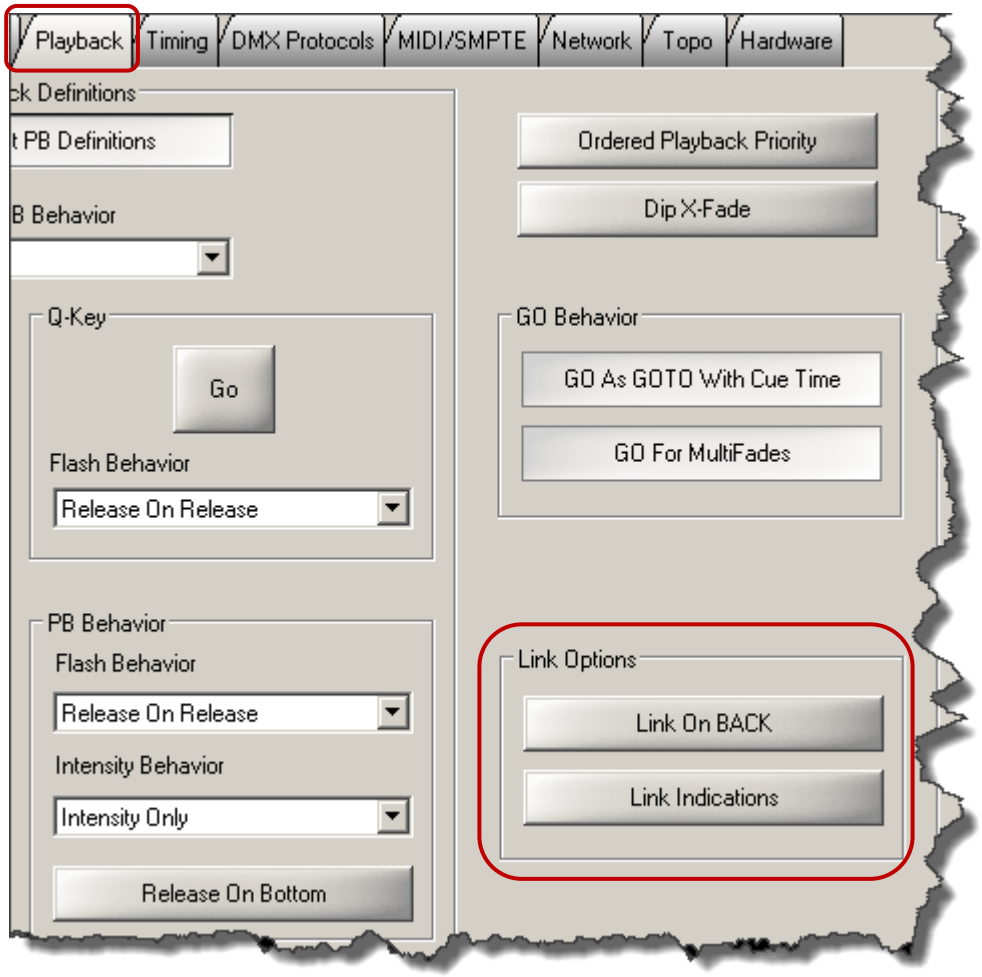


Cue 5 is linked to Cue 10.

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



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

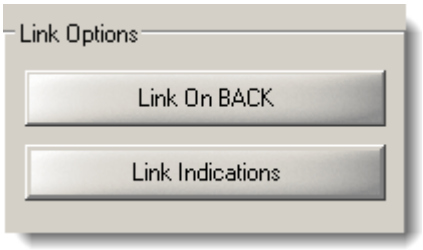
The ***LINK ON BACK*** option enables you to use the Back button to bypass cues in-between linked while going backwards.

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

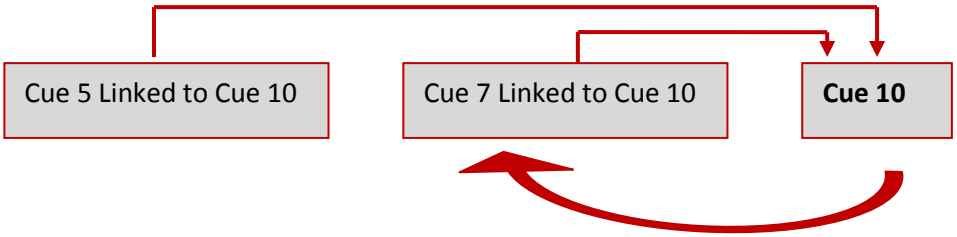
The following rules and conditions should be noted while using Link Options.

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)

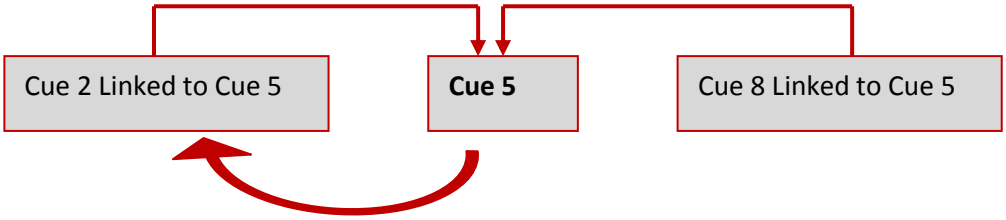


Pressing on the Back key from Cue 10 will fade to the first linked cue in the backwards order. In this case Cue 7.

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.

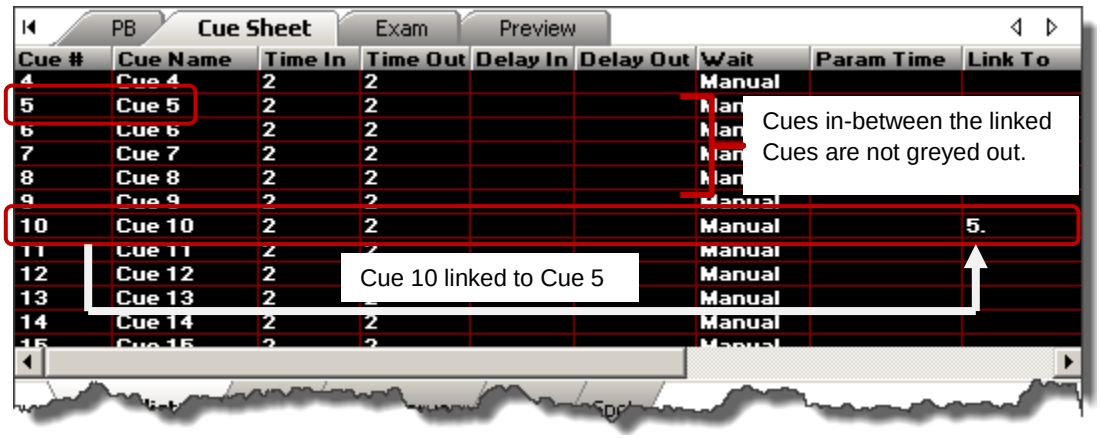
When Cues in-between linked Cues will *NOT* be greyed-out

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.



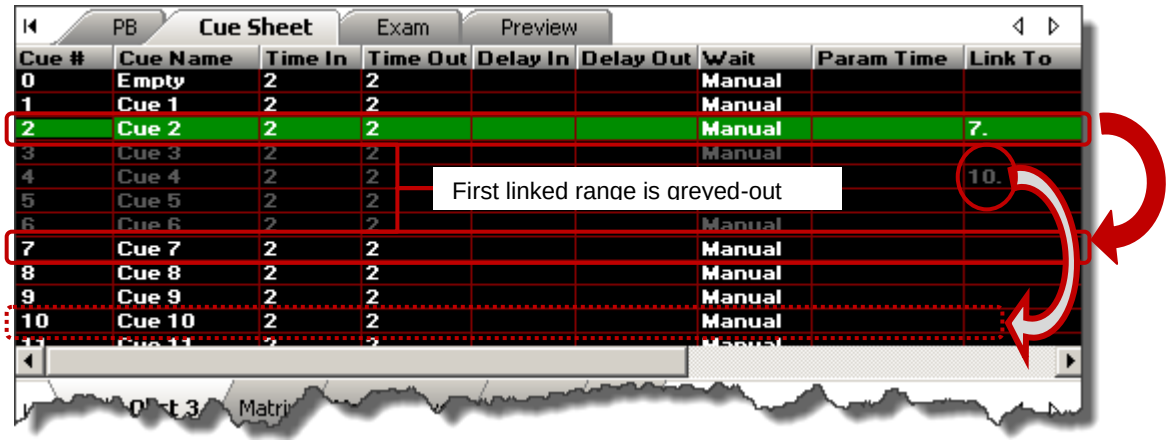
- If a link exists after programming a loop, the Cues in-between will not be greyed out.

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.



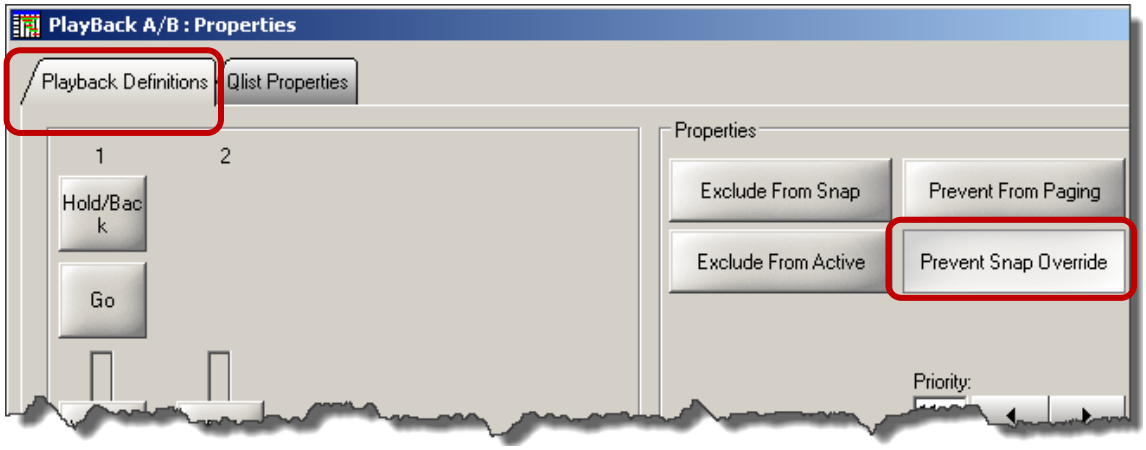
9 Default Settings for A/B Playback

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.

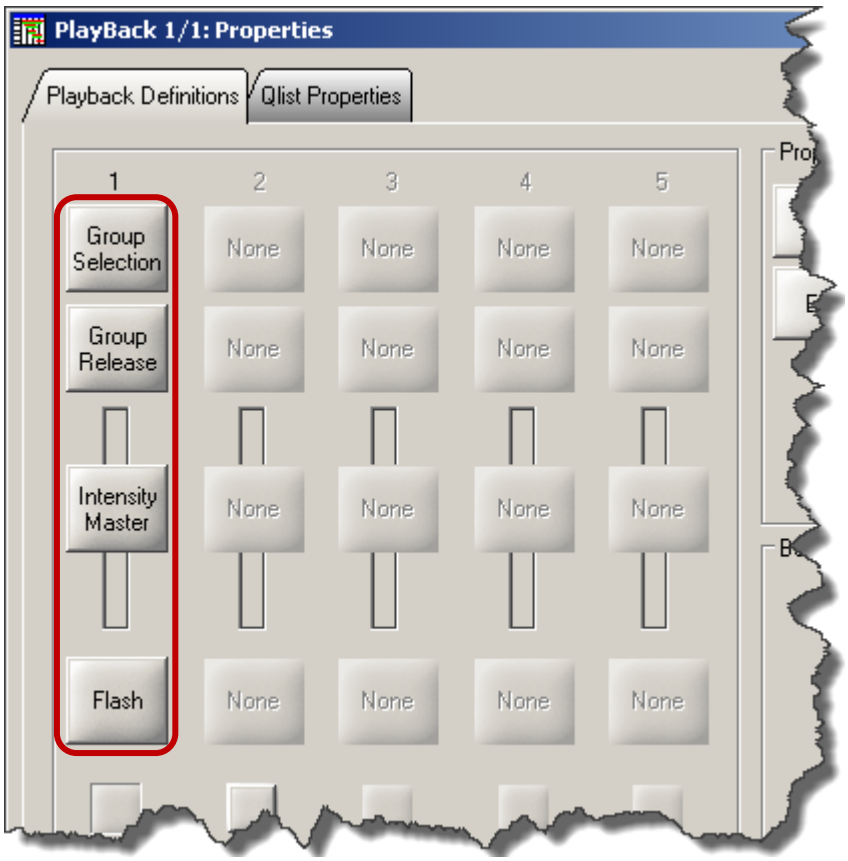
3. Click OK to apply the settings.

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.

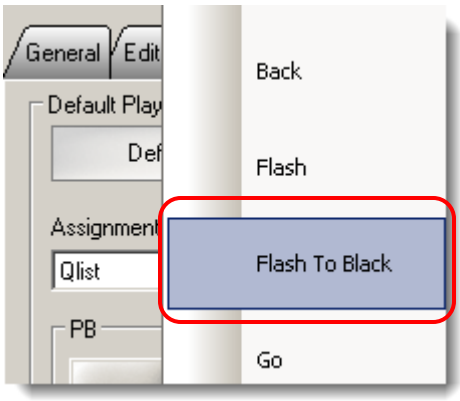
11 Flash To Black

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

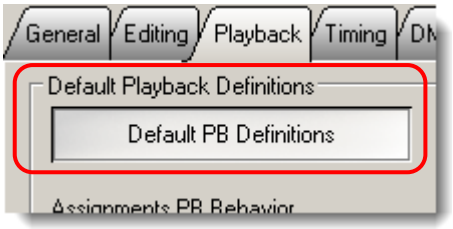
Assigning Flash To Black to a PB key or Q-Key is done by selecting the option from the PB Keys Behavior list. The behavior list is accessed by selecting a PB key from the Settings ► Playback tab or the Playback Definitions tab in Qlist properties. The PB key text will change to *Flash To Black* once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

Flash To Black can be assigned on-the-fly only via the Qlist properties, in which case the text *FlshBO* 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 *FlshBO* text on the PB wing
		

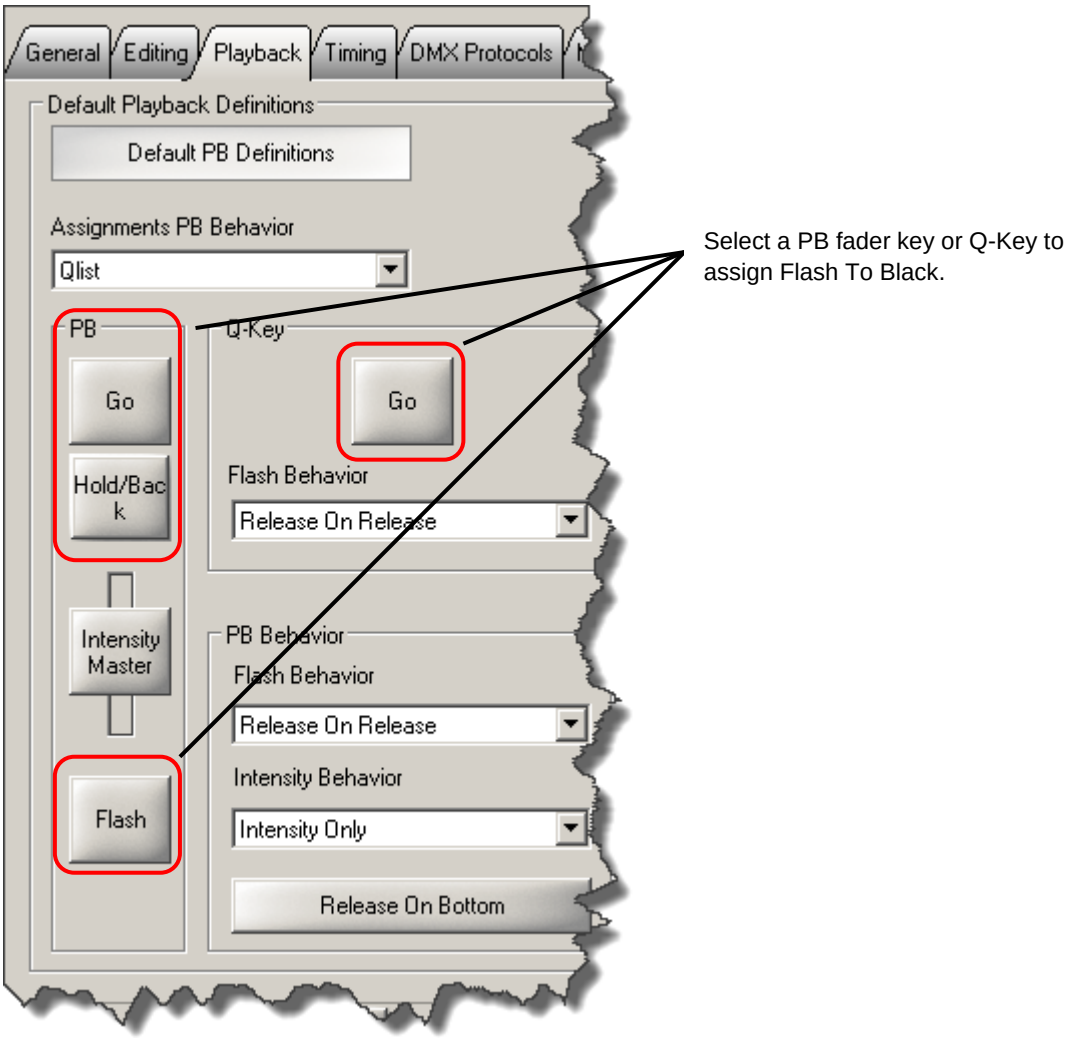
To assign Flash To Black from System Settings

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*.

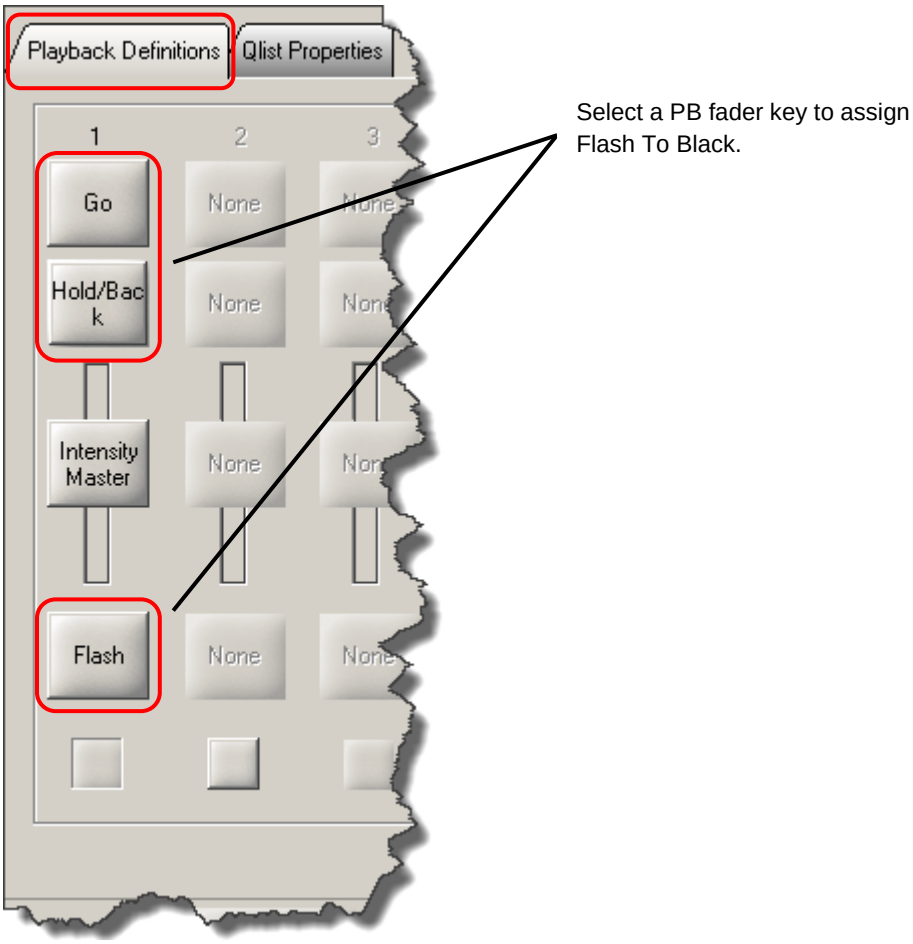
5. Click Apply to save the change.

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

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	Green LED's All **Playback** 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	Red LED's All **Playback** LED's will run in a progress bar fashion from left to right.

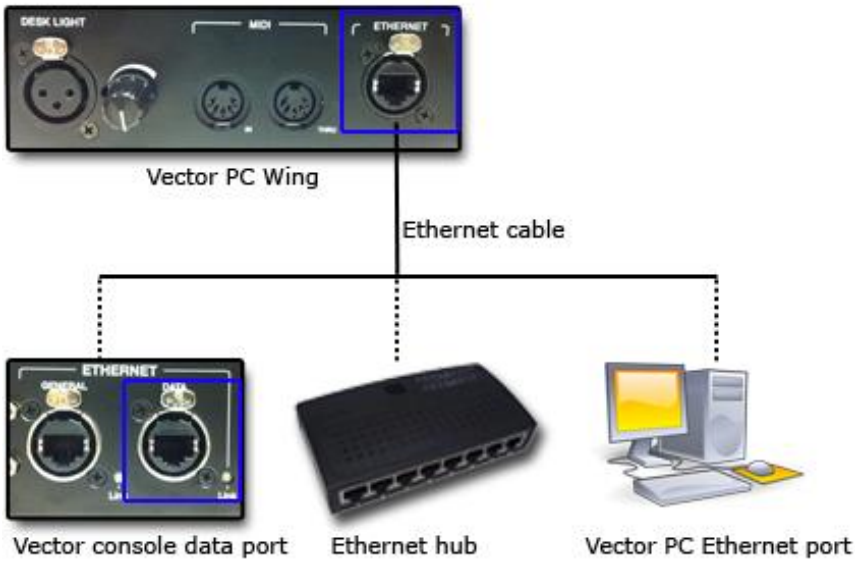
To connect Vector PC Wing

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

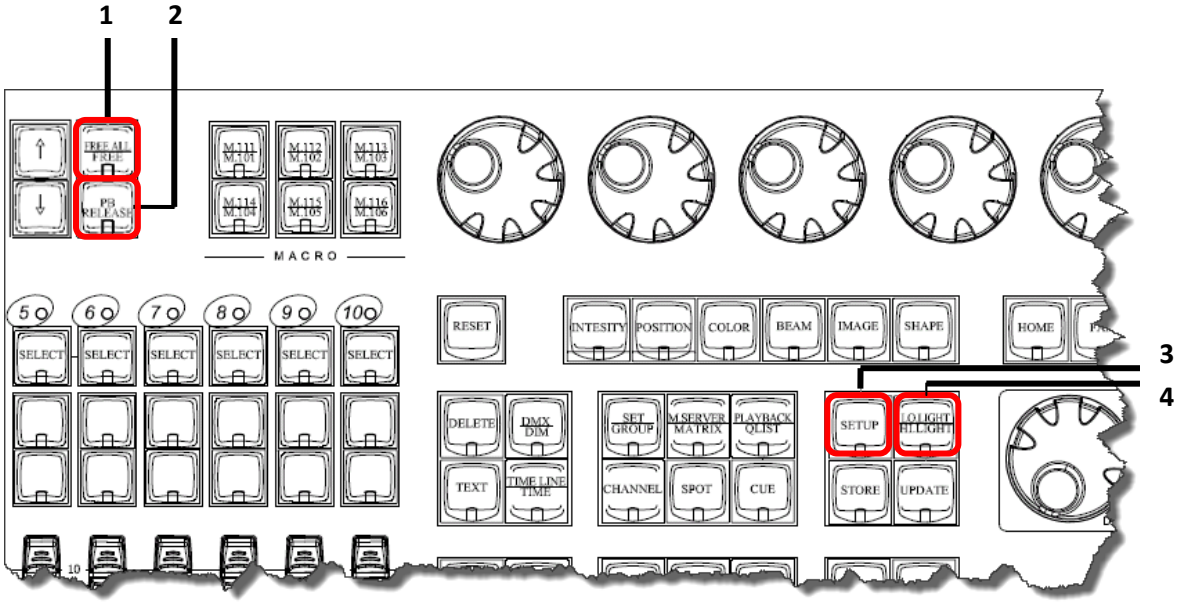
There is a new Firmware update for the Vector PC Wing. The file can be downloaded from the links below or from the Compulite Downloads page.

Vector PC Wing Firmware Update Release Notes V0.30

Vector PC Wing Firmware Update

Vector PC Wing Keycap Changes

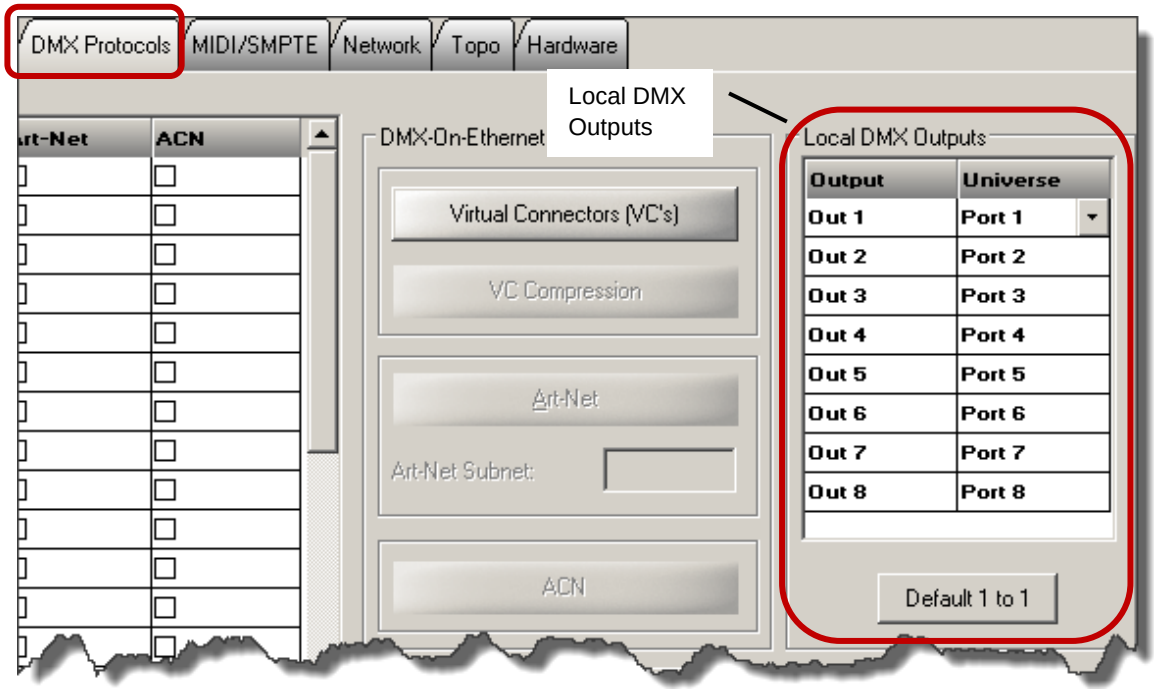
Due to client requests we have changed certain Keycaps on the Vector PC Wing. Please contact your local distributor.



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

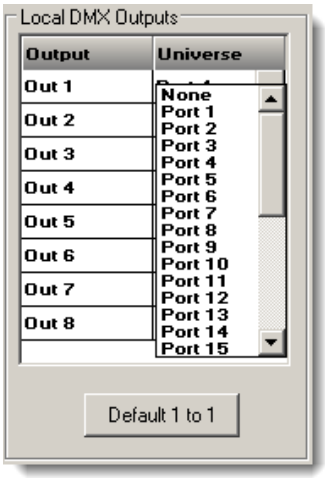
You are now able to define which universe will be transmitted from a local DMX output located at the back of the console. This is done by selecting a Universe port from a drop down menu in the Local DMX Outputs table in the DMX Protocols tab. (Tools ► System Settings ► DMX Protocols).



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.

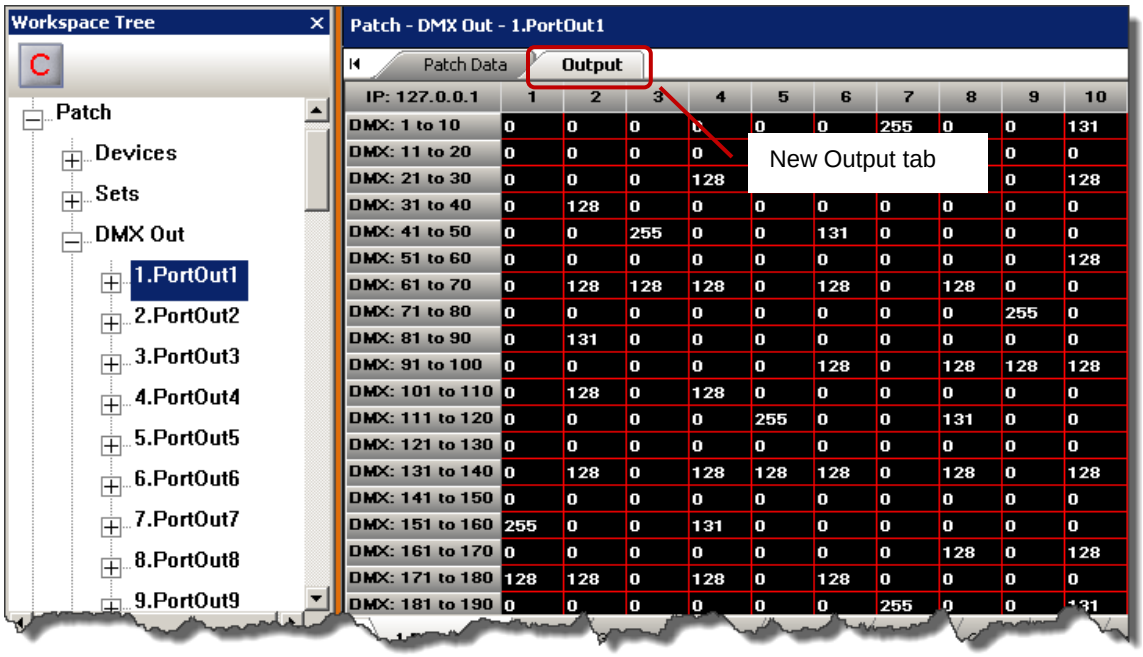


3. From the drop down menu select a universe Port.
4. Click OK or Apply to apply the settings.

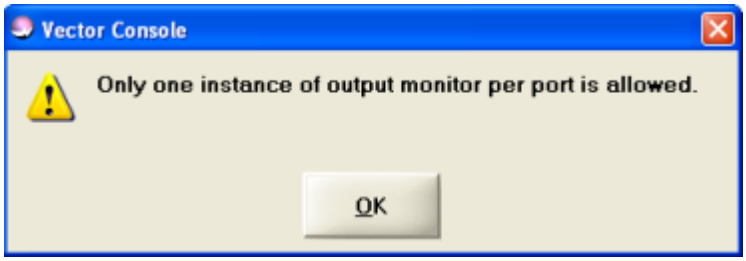
Note: The Default 1 to 1 button will return the Universe ports to their default settings (Out 1 ► Port 1, Out 2 ► Port2, etc.).

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.

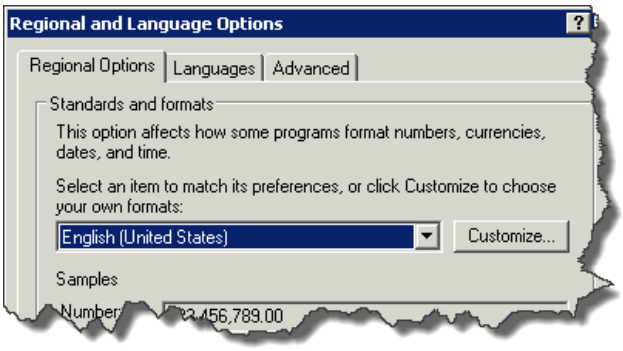
Changing Language

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.

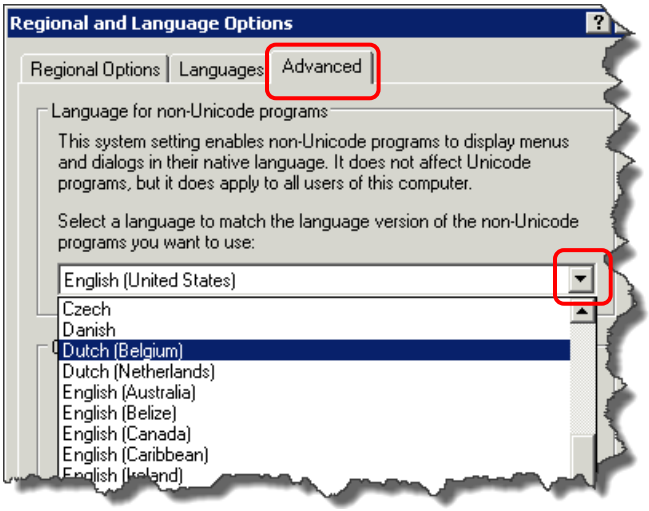
To change Windows language

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:



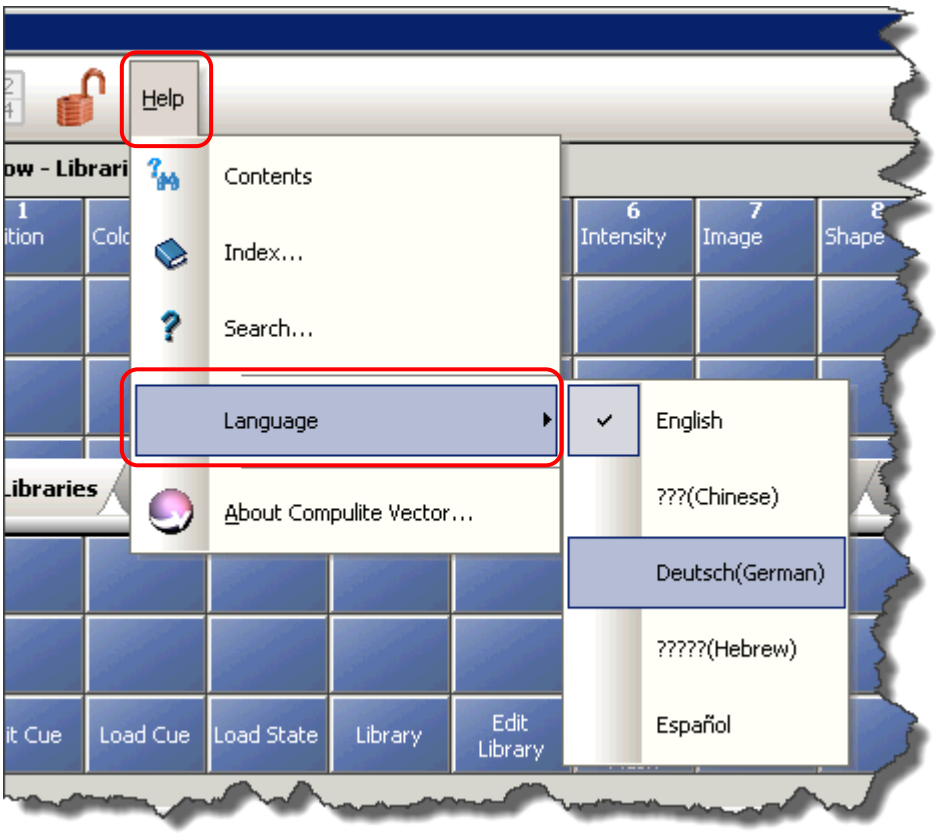
3. Select the Advanced tab and then click on the language drop down menu under Language for non-Unicode programs.



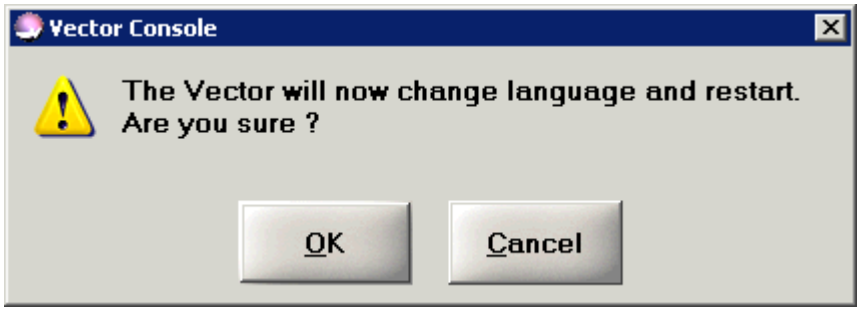
4. From the drop down menu select the required language.
5. Click Apply.
6. If a warning message appears click Yes or OK.
7. Click Yes to restart your computer.

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

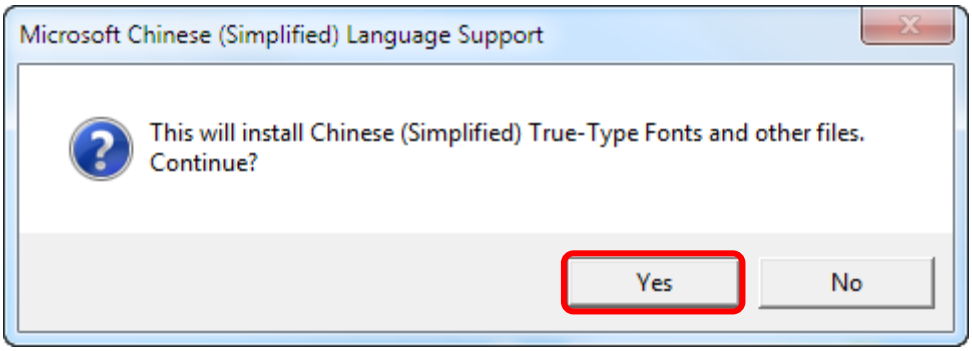
1. Navigate to the Updates ► Chinese folder:

   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.

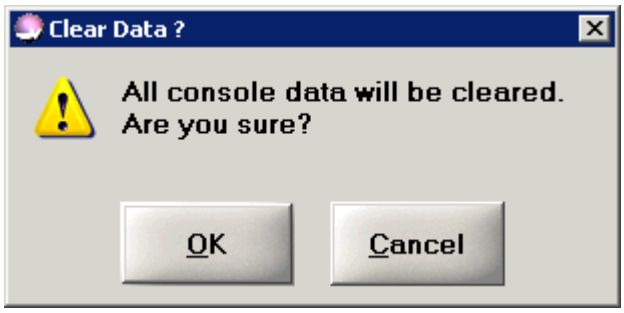
6. Once the Chinese language patch has been installed, navigate to Regional and Language Options in the Control Panel. See Changing Language
7. From the Advanced tab click on the drop down language menu and change the language to Chinese (PRC).
8. Reboot the System.
9. After Rebooting the System, start 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:



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

3.4. Go Reverse	Go Reverse is a new playback control feature that enables you to go in a reverse direction when using cues.
3.5. Group Selection and Release via PB	Fixtures can now be selected and/or released by pressing on an assigned PB key or Q-Key.
4. System Settings	
4.1. System Lock	You are now able to lock the console using a 1 to 10 digit code.
**** Vector Violet Improvements ****	
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 Rytilahti, 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.

Text Conventions

The following text conventions exist in this document:

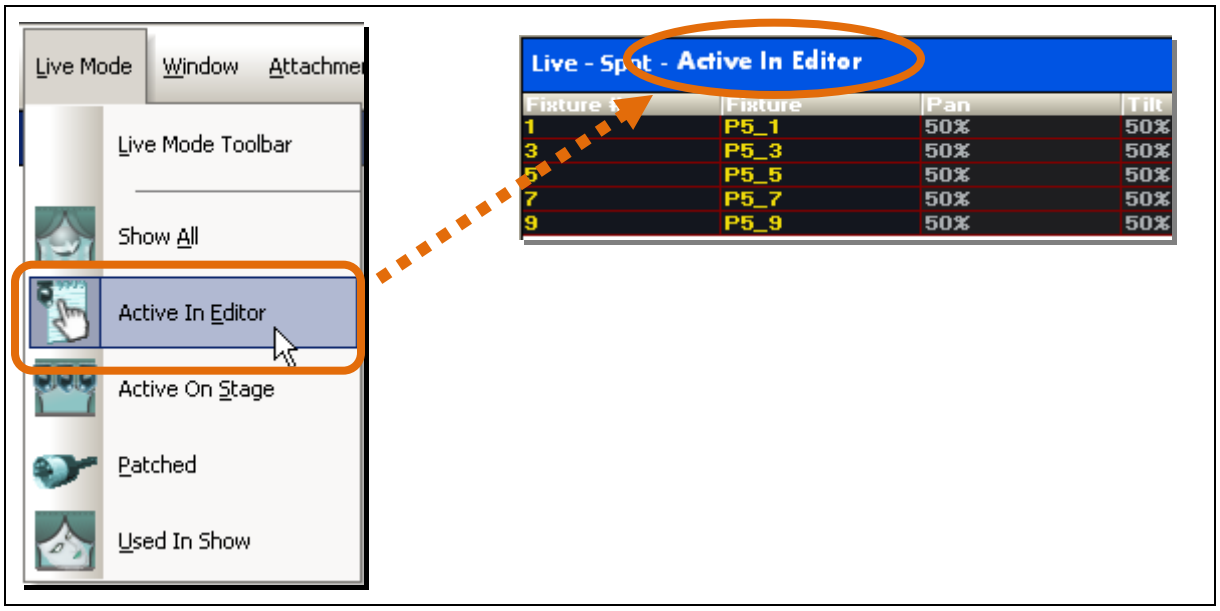
- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as ***BUTTONS***. Touch screen ***BUTTONS*** are ***BOLD ITALICIZED CAPS***.
- Dialog boxes, Window titles and field names appear in this font.
- Sequences 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:

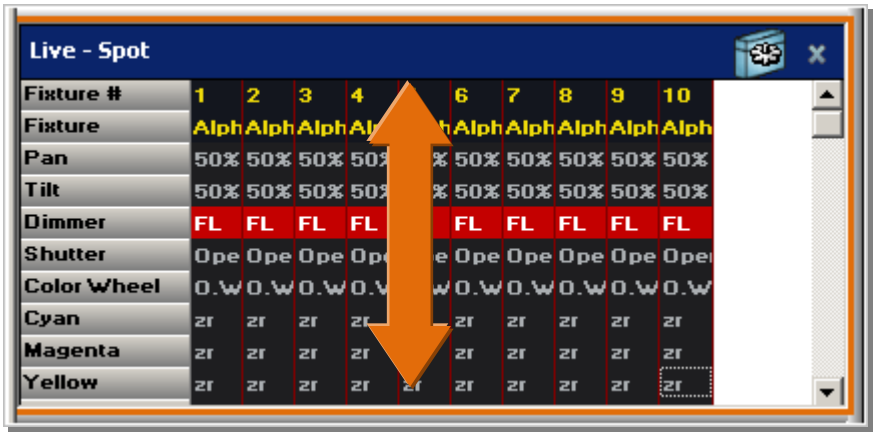
If you select Active In Editor from the Live Mode menu, the live mode title bar will display the text “Active In Editor” provided the Pane Title is not hidden.



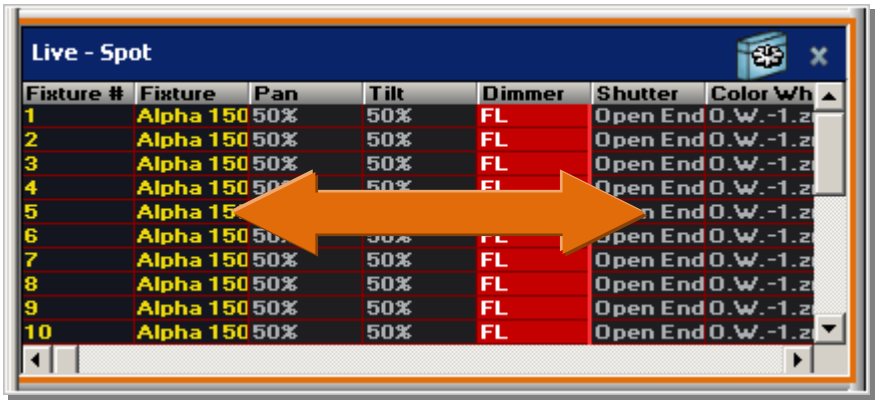
Live Fixtures Columns Display Enhancement

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

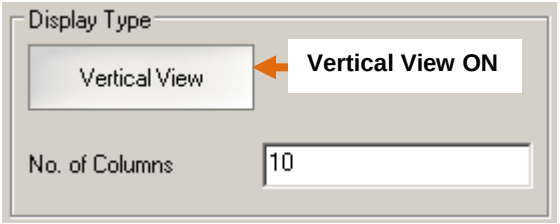
Vertical View

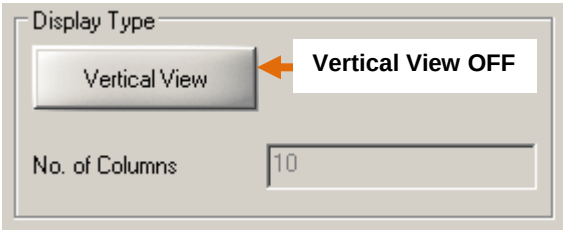


Horizontal View



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.



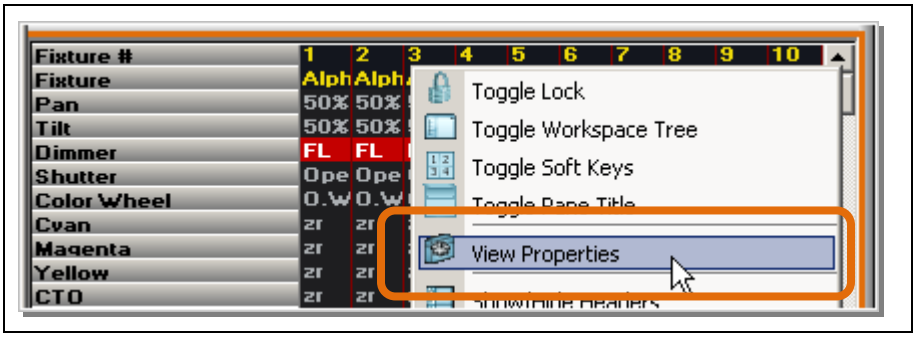


To change columns display type

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

-OR-

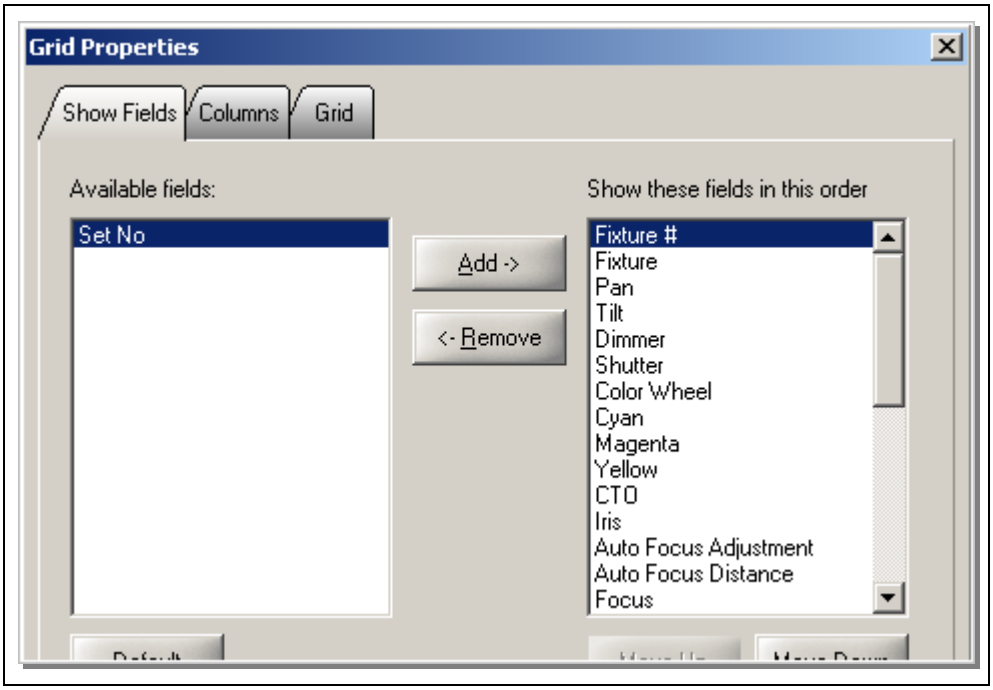
Right click and select View Properties:



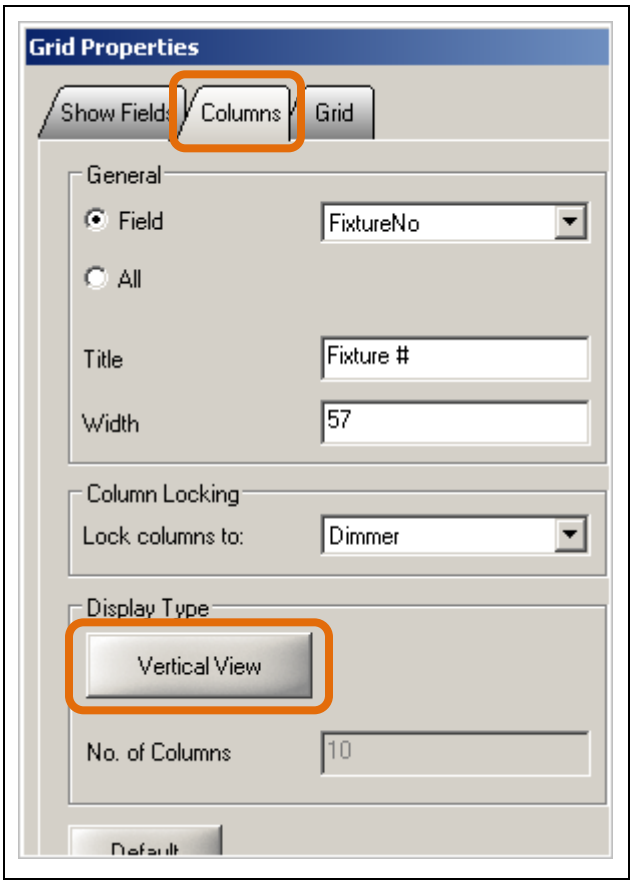
-OR-

From the View menu select View Properties:

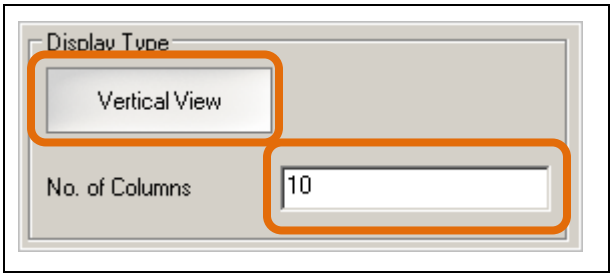
Either way will open the Grid Properties dialog:



2. Select the Columns tab:



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



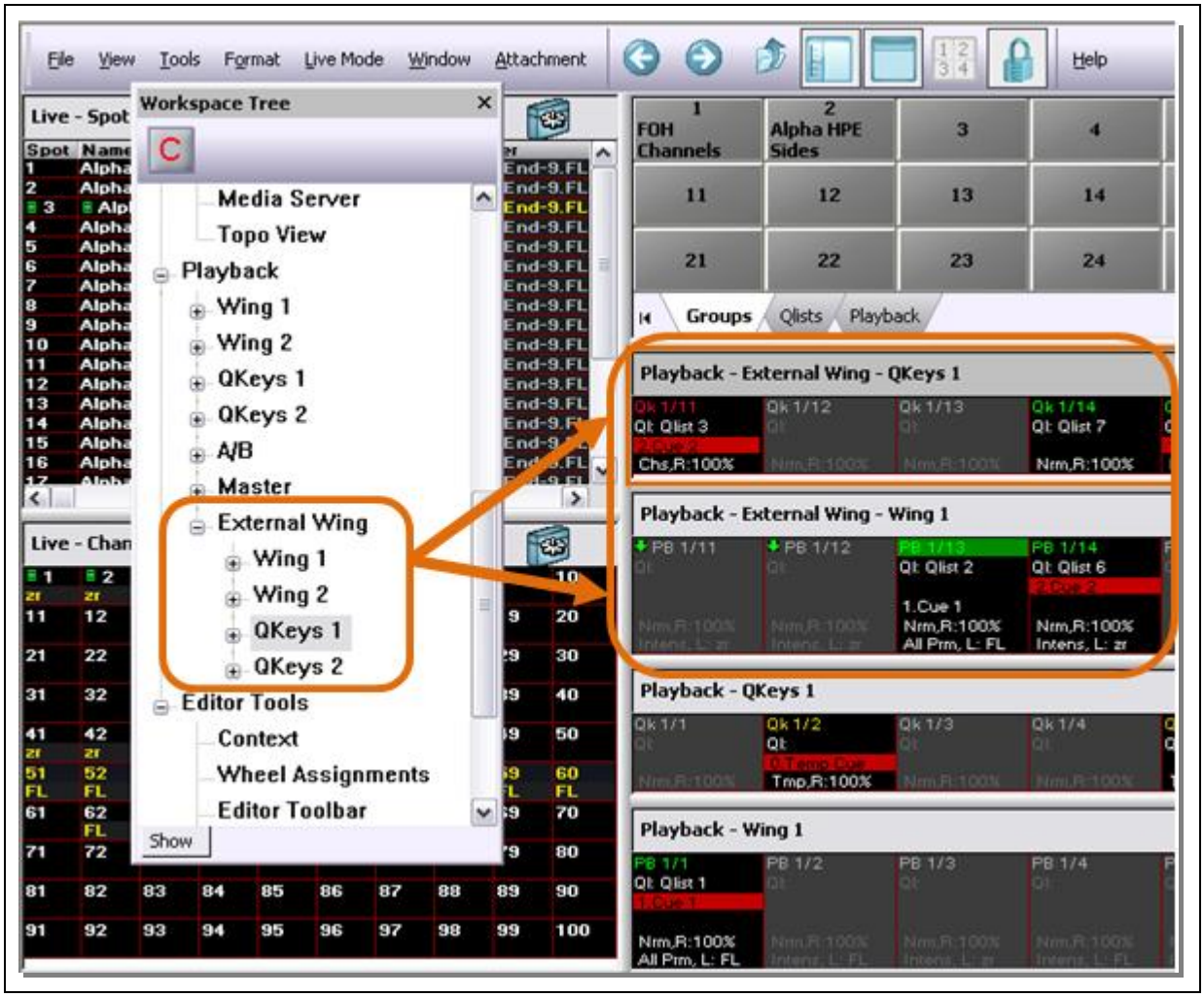
Note: *When Vertical View is OFF, the display grid type will be horizontal view.*

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.

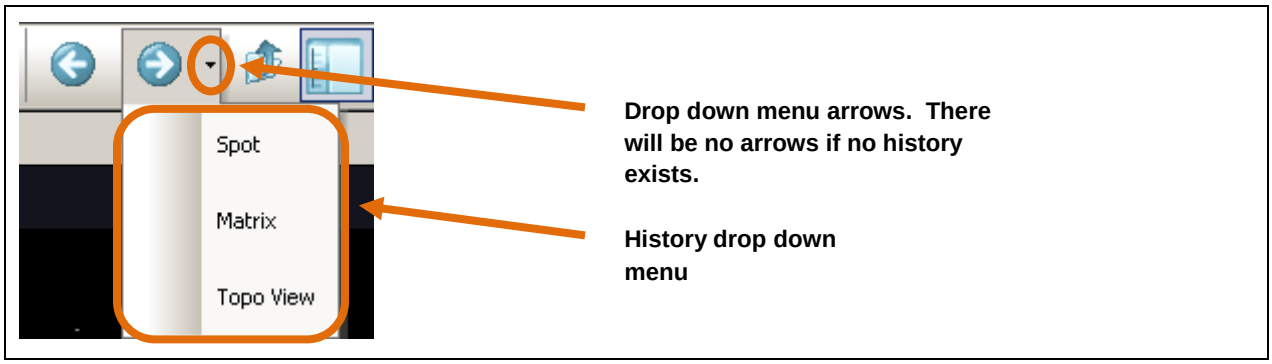
   The LED on the **PLAYBACK SELECT** key will blink green

   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:

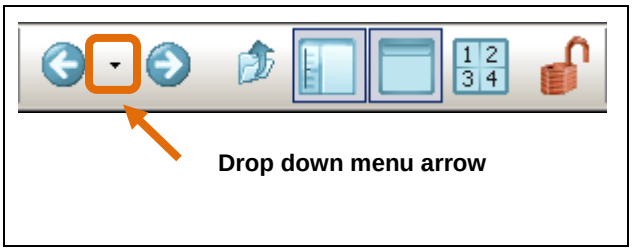
To use navigation history – Example

1. From the Workspace Tree click on Libraries.

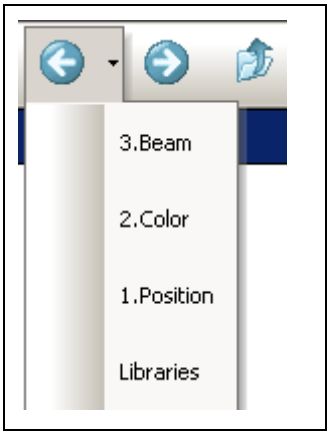
   The Libraries view window will become the active view.

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)

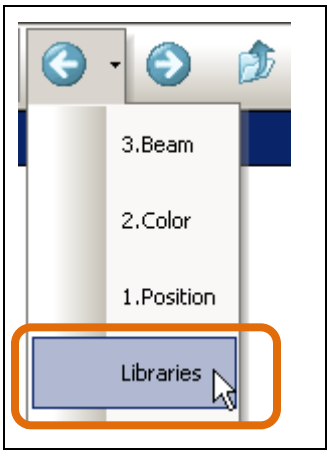
3. From the Navigation bar click on the drop down menu arrow:



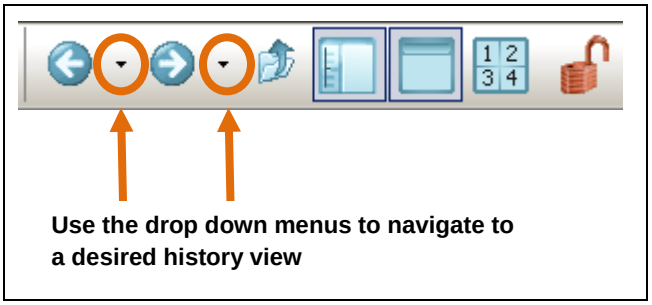
The history drop down menu will appear:



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***

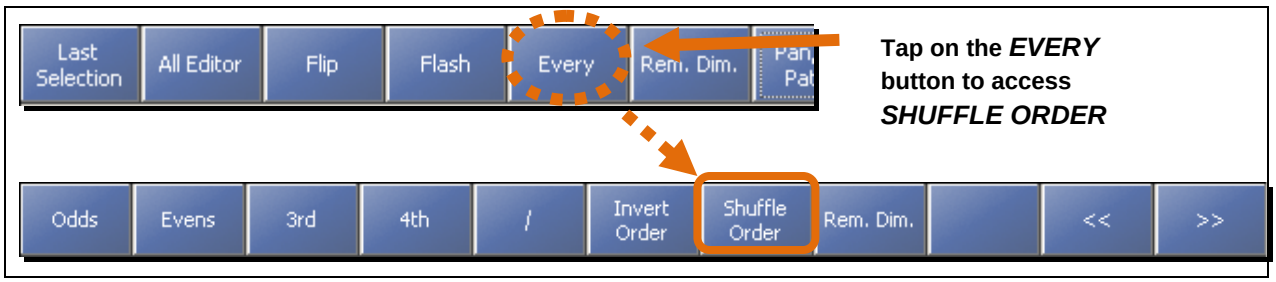
  -OR-

- 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.

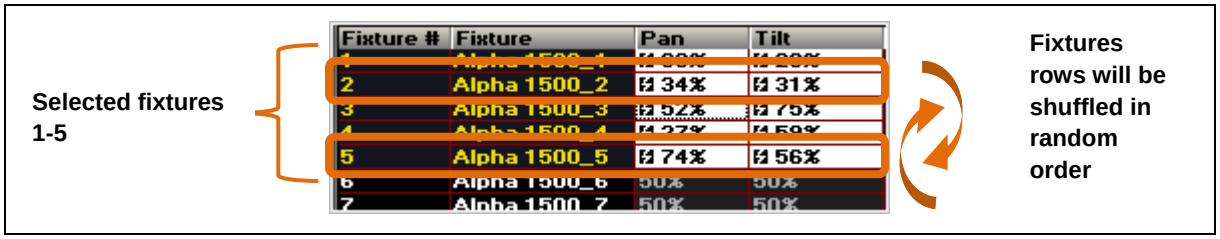
Shuffle Order Sequence Examples

- **[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.]**

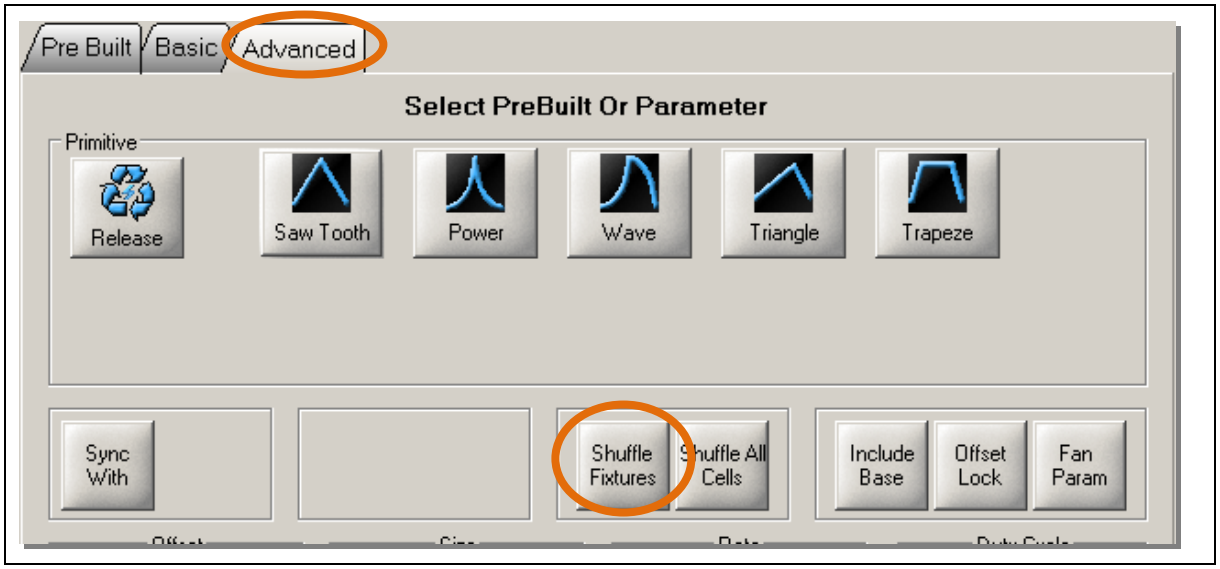
Using Shuffle Fixtures with Effects

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:



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.

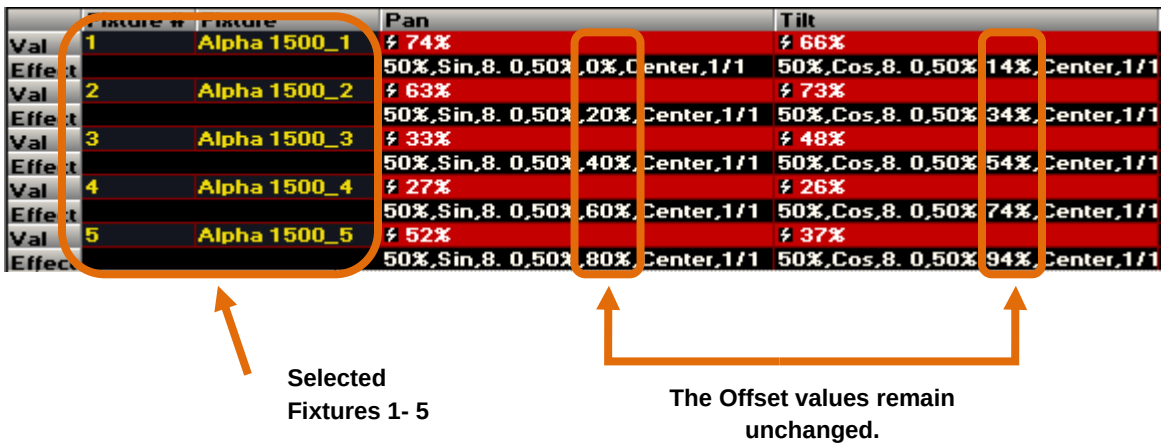
> **TIP!** *You can re-shuffle the order by selecting the Shuffle Fixtures button again until you find a desired shuffle order or effect.*

Using Shuffle All Cells

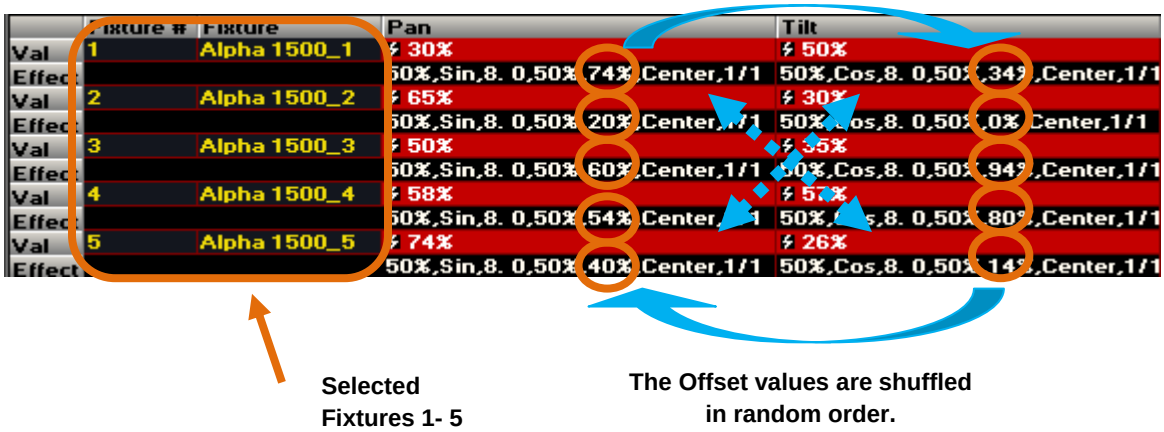
Shuffle All Cells will shuffle **only the Offset** values of the selected fixture cells in random order.

Example

Before using Shuffle All Cells:



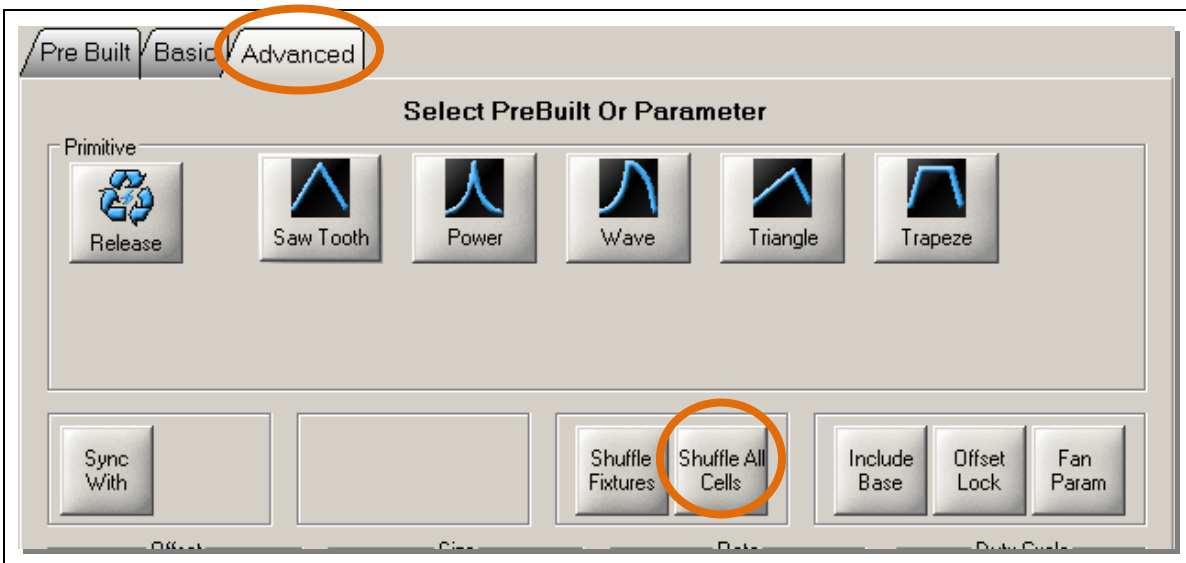
After using Shuffle All Cells:



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.

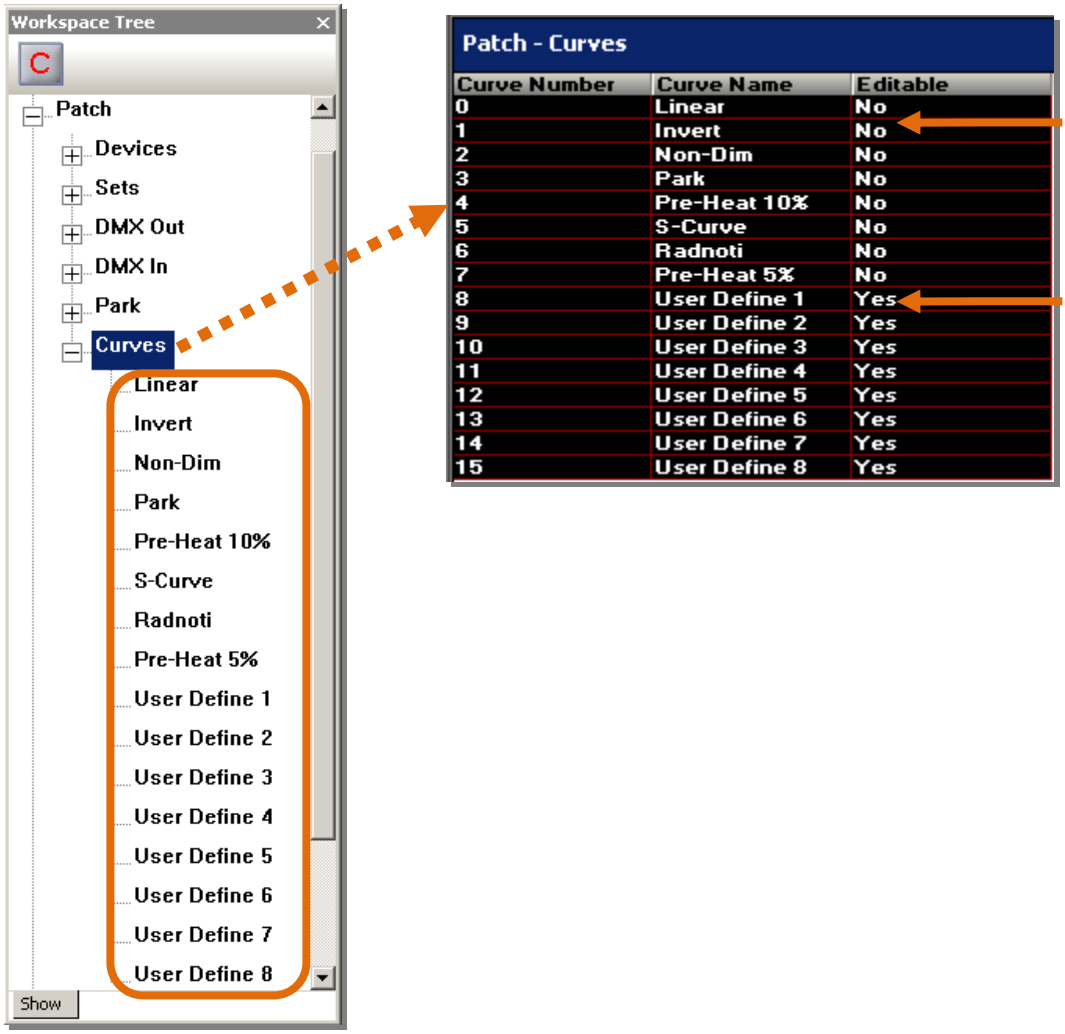
TIP! *You can re-shuffle the order by selecting the Shuffle All Cells button again until you find a desired shuffle order or effect.*

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).

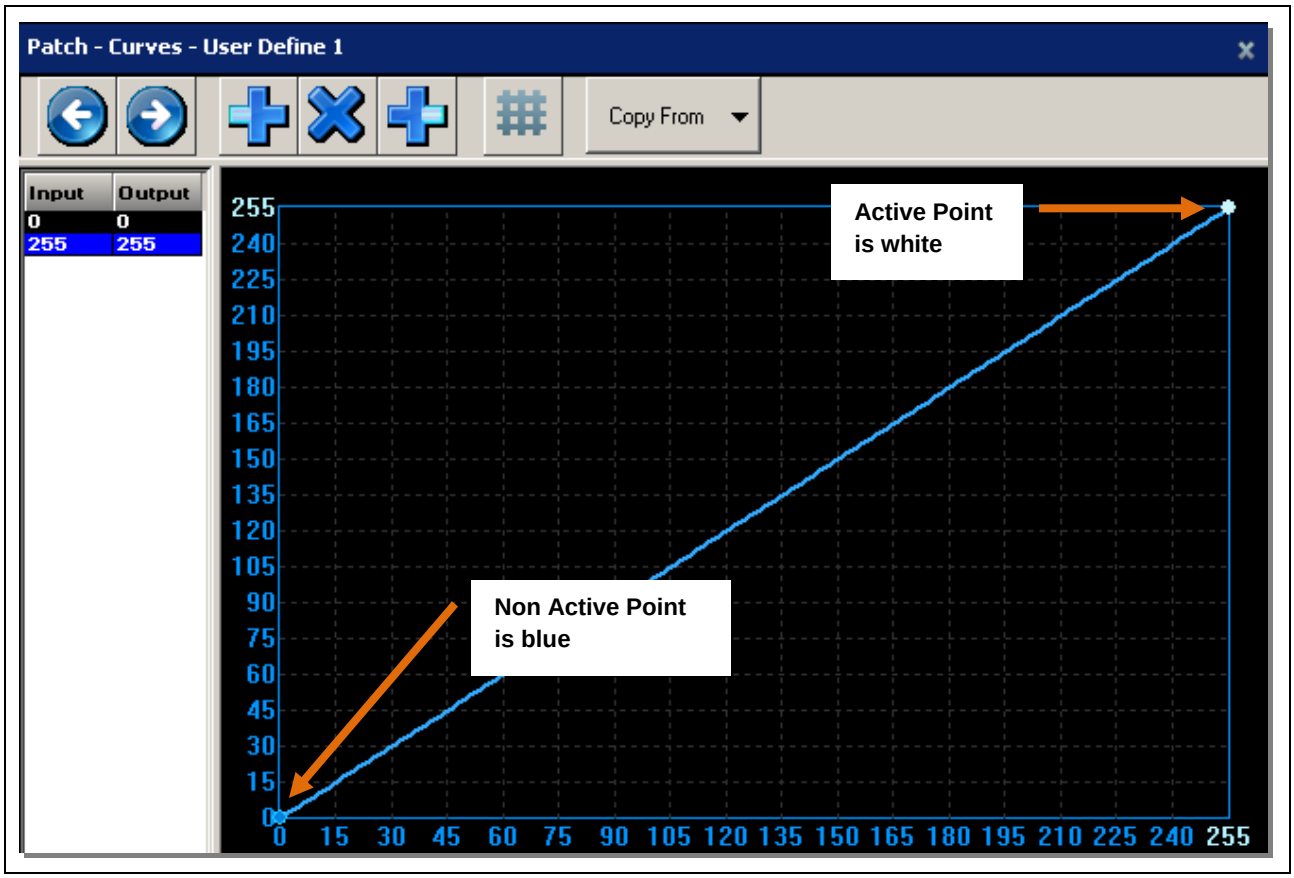
Editing of User Defined curves can only be done from the Patch Manager.



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.

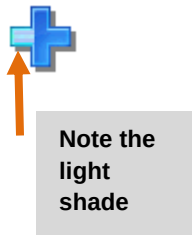
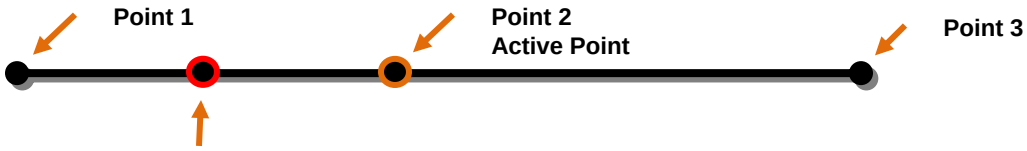
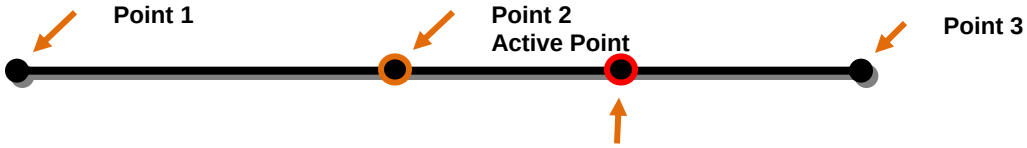
Curves are edited by adding and moving active points. Active points are white and non-active points are blue:



Graph Editing Controls

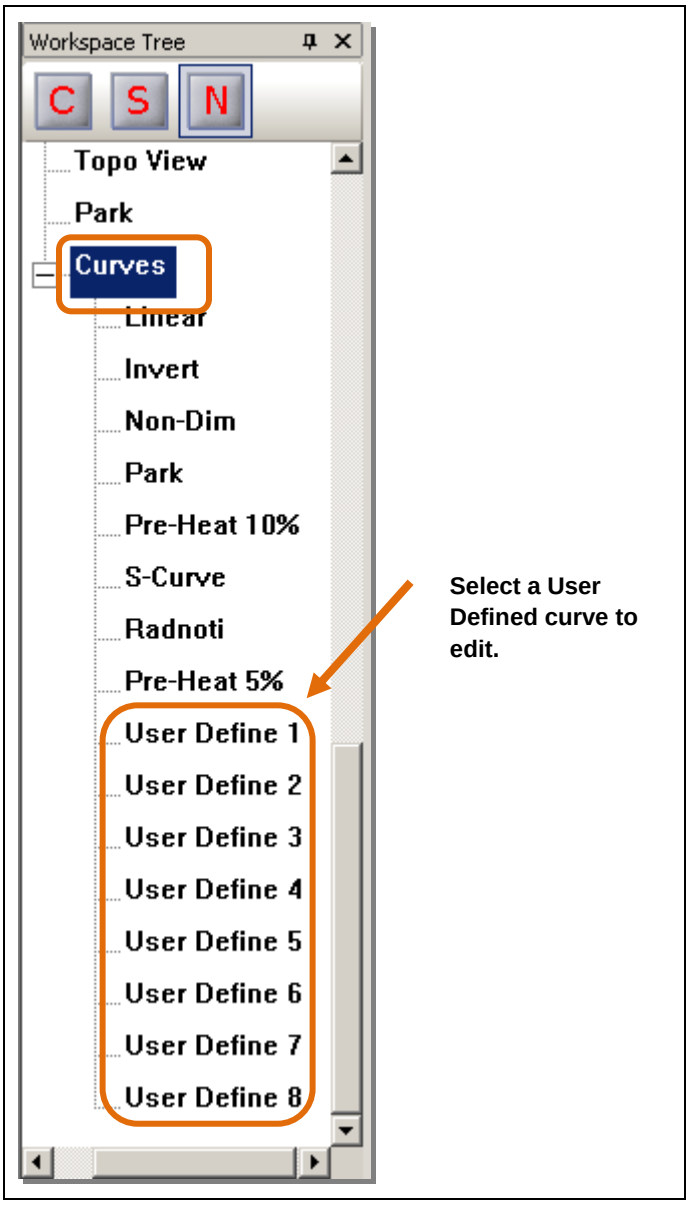
The following is list of graph editing controls and what they do:

Controls	What it does…
	These controls are used to move the active point to the **next** or **previous** point on the graph.
	These shows the Input and Output points of the curve.

Controls	What it does…(Cont.)
	This will add a point to the **left** of the active point. The point will be added in the middle of the two points: **Example:**  **The new point will be added in the middle of point 1 and point 2. (To the left of point 2 – Active point)**
	This will delete an active point only. Click on a point to make it an active point and then press the delete button.
	This will add a point to the **right** of the active point. The point will be added in the middle of the two points: **Example:**  **The new point will be added in the middle of point 2 and point 3. (To the right of point 2 – Active point)**
	Hide or show grid icon.
	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.

To edit a user defined curve

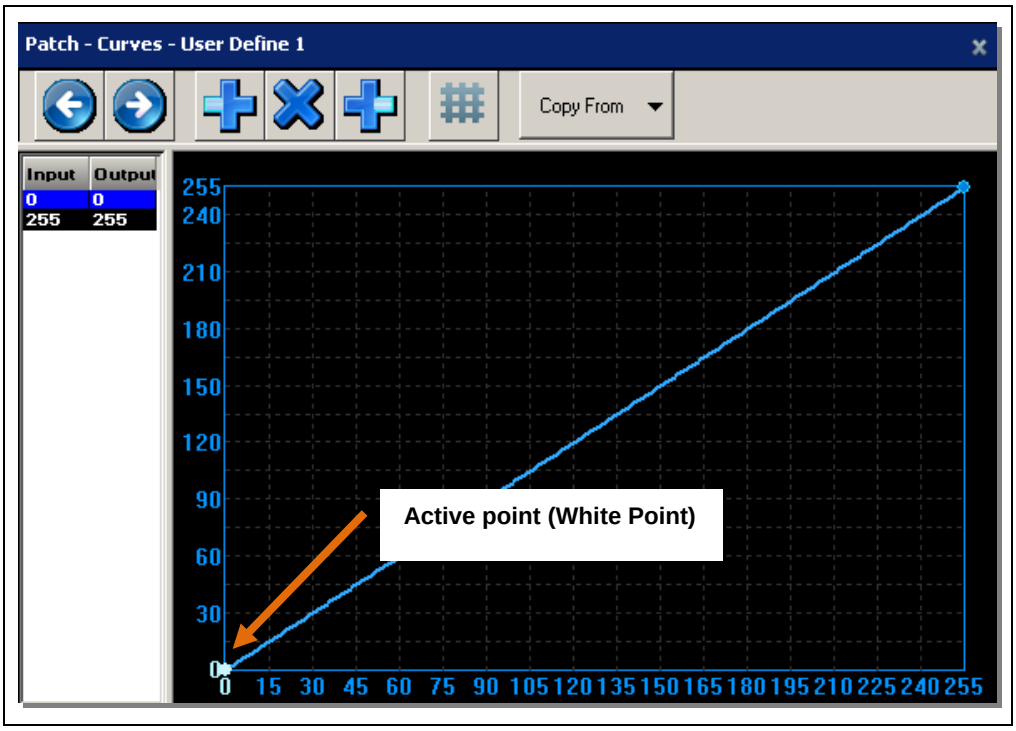
1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the Workspace Tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. From the Curves folder select a User defined curve to edit.



The User Defined curve window will open.

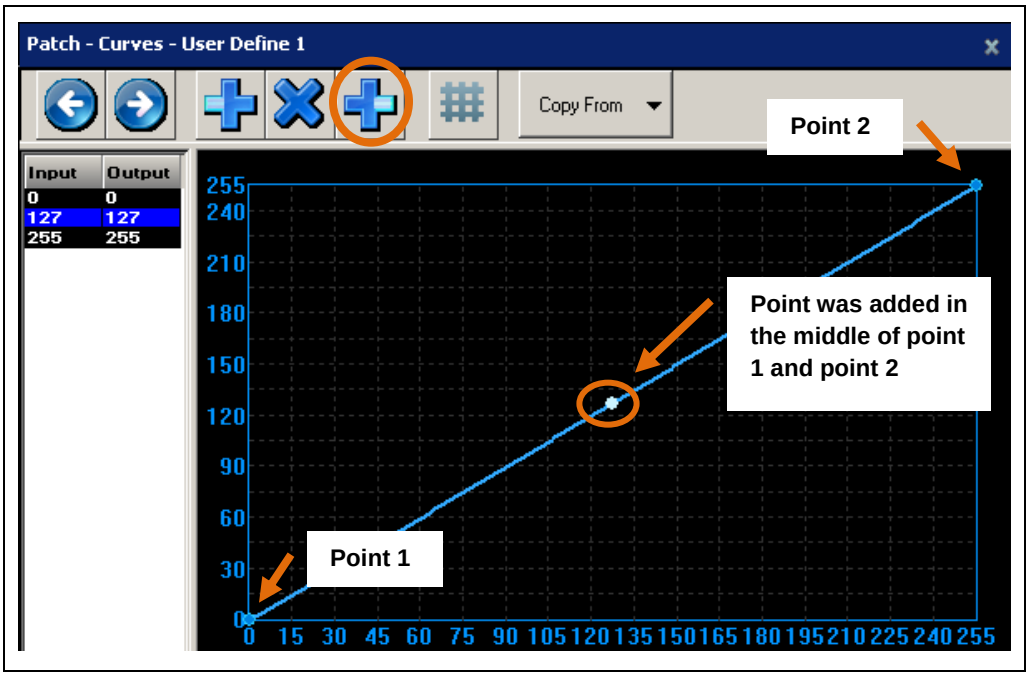
Example:

User Define1 was selected:



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

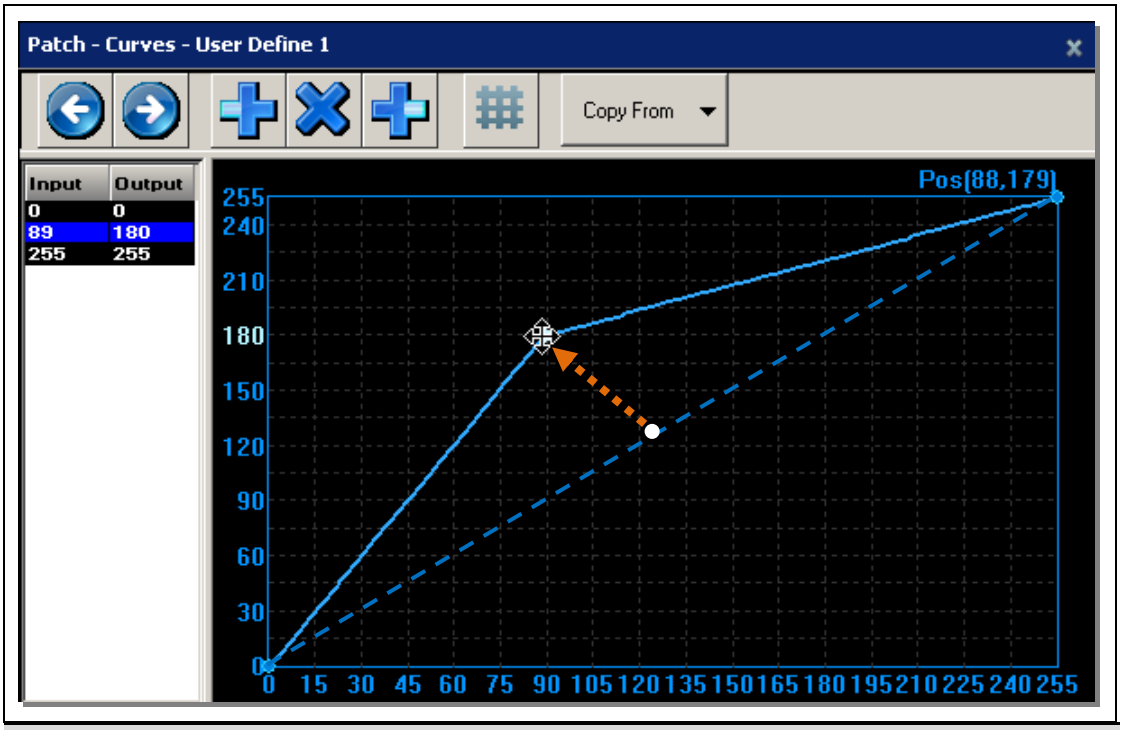
For example; one point was added using the right plus button:



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:

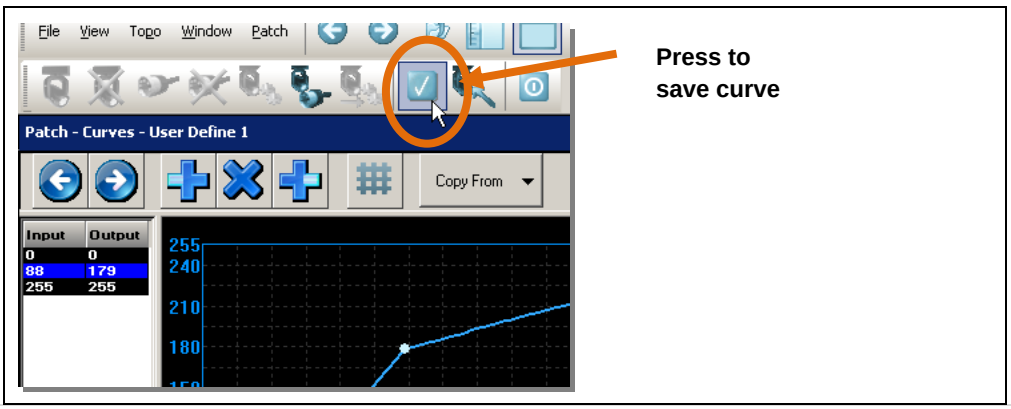
Example:



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.

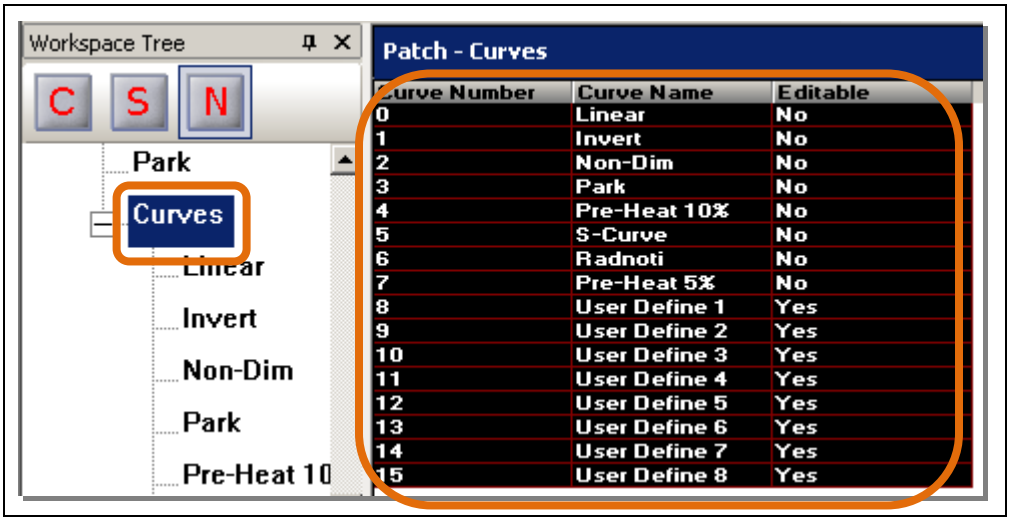
8. To add more points go back to step 6.
9. Save the curve by clicking on the tick button on the Patch Manager toolbar:



To name a curve

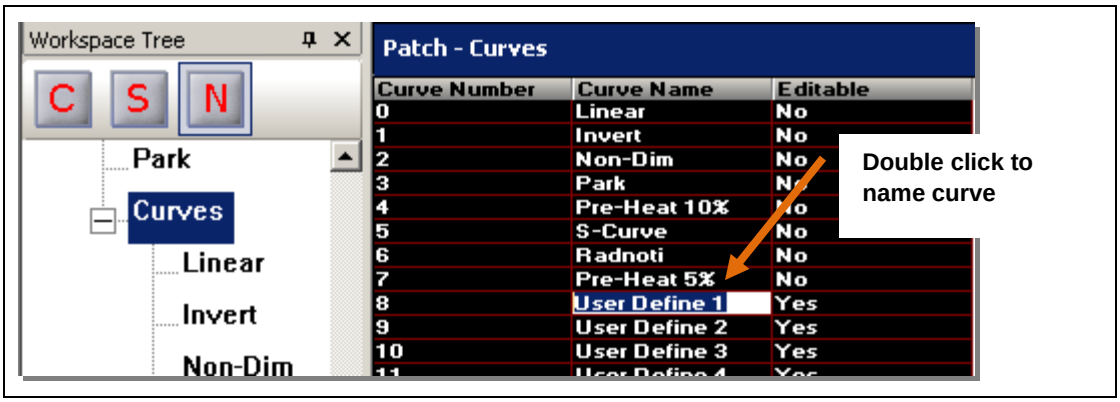
1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the workspace tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. Select the Curves folder.

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



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

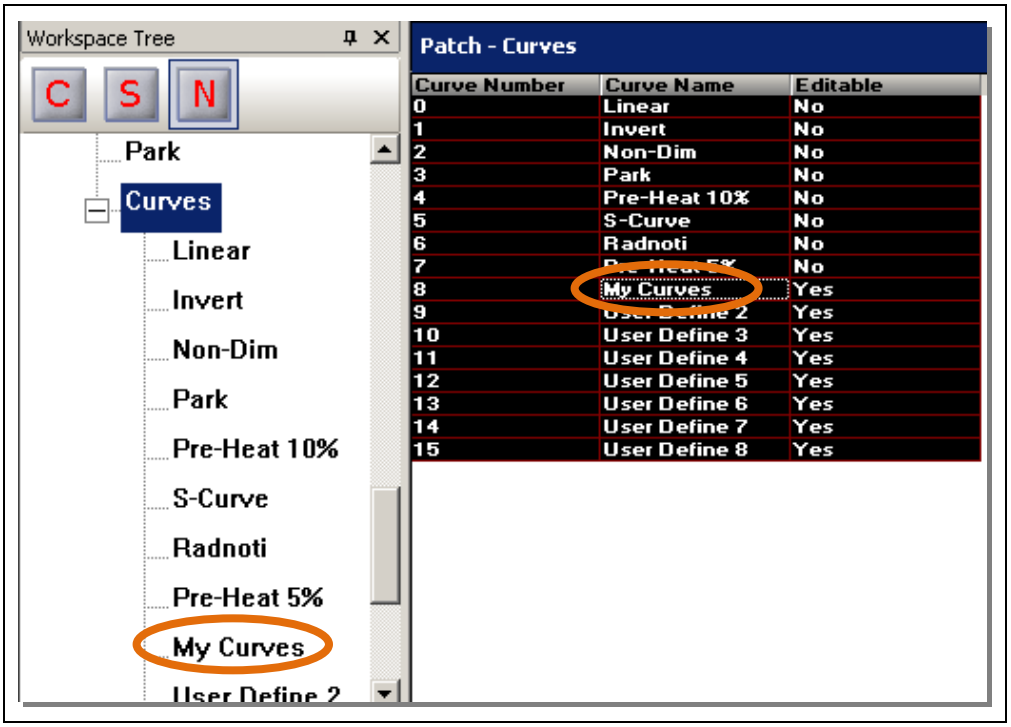
   Example:



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:

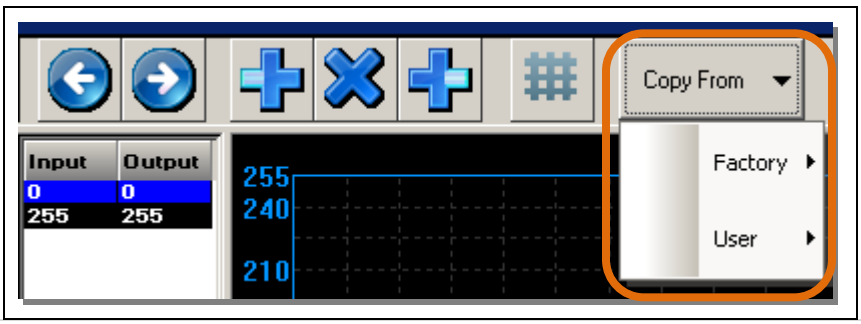


To copy a curve

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.

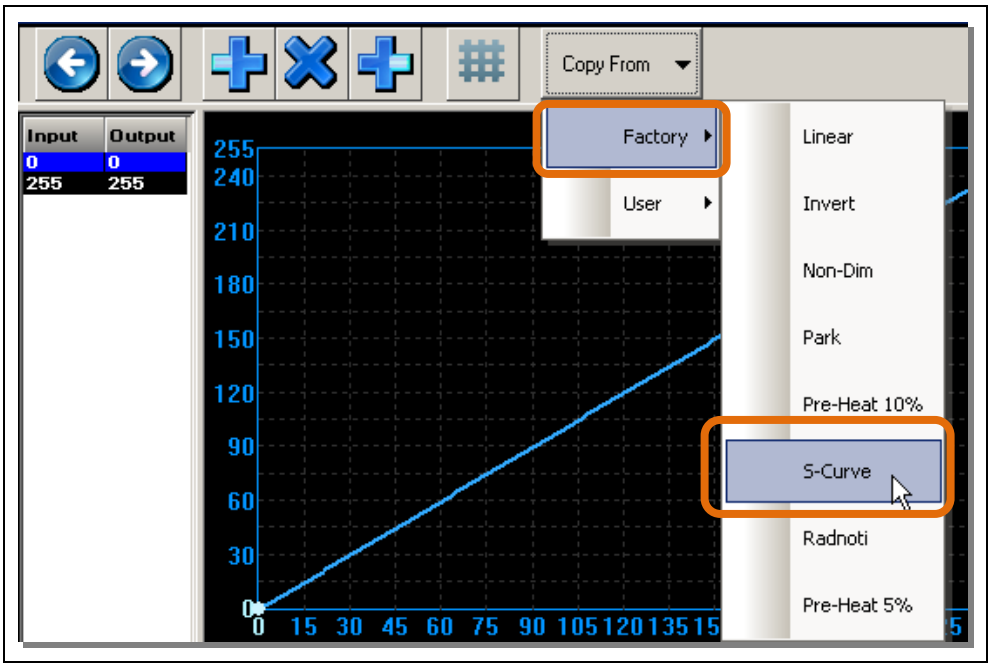
   The User Defined curve window will open.
6. From the Curve editing toolbar select the Copy From button.

   A Copy From drop down menu will be displayed:



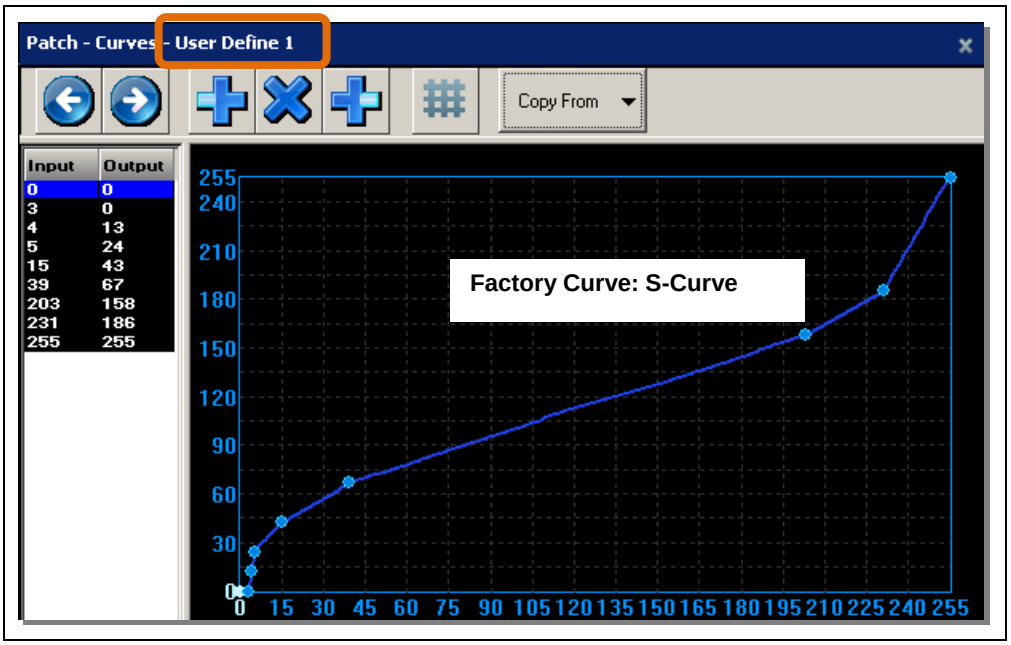
7. From the Copy From drop down menu select where you want to copy the curve from; either Factory curves or User curves, then select the actual curve you want to copy.

   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:

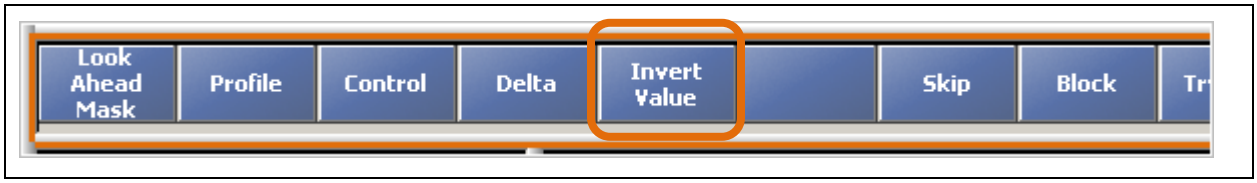


8. The curve can now be edited and named; See To edit a user defined curve

9. 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.

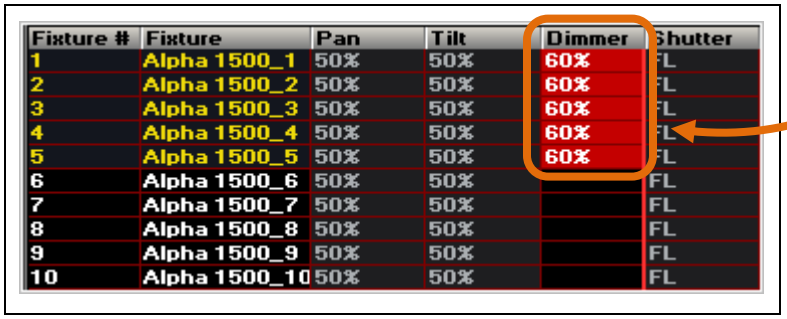
Example: Fixtures with parameter values selected.

[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 is does…
[SPOT, #, INVERT VALUE]	Inverts all the values of the selected fixture.
[SPOT, #, →, #, INVERT VALUE]	Inverts all the values of the selected fixtures.
[SPOT, #, PARAM, INVERT VALUE]	Inverts only the selected parameter.
[SPOT, #, →, #, PARAM, INVERT VALUE]	Inverts only the selected parameters of the selected fixtures.
[SPOT, #, →, #, PARAM, PARAM, INVERT VALUE]	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*:*

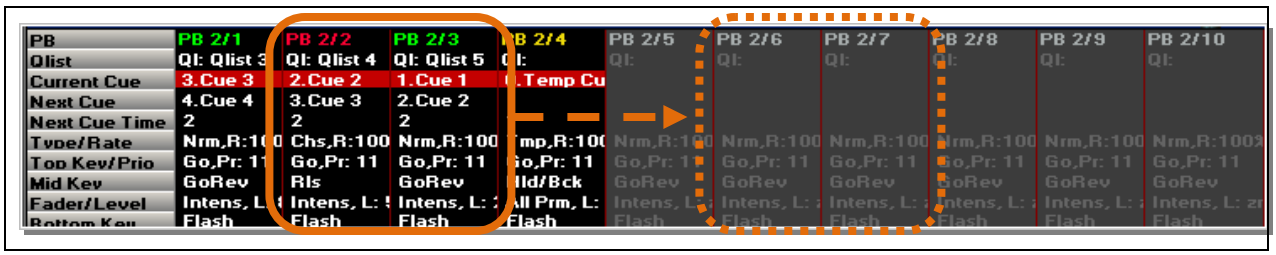
- *Assignments cannot be moved to and from the A/B.*
- *A mixed selection is not movable; for example, PB and QK.*

Example of moving PB's

4 PB's have been setup with the following:

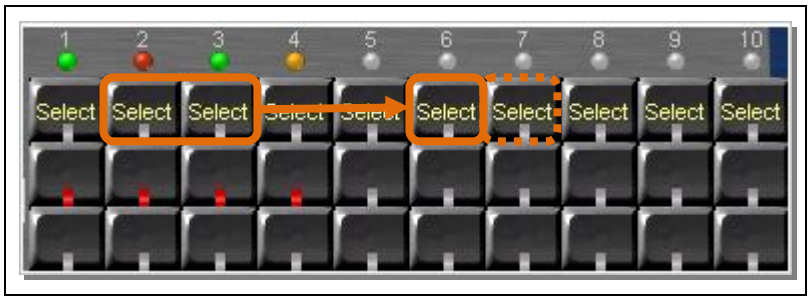
- PB 2/1; Qlist 3 with Playback Definition defined as GoRev (Go Reverse)
- **PB 2/2; Chaser (Qlist 4) with Playback Definition defined as Rls (Release)**
- **PB 2/3; Qlist 5 with Playback Definition defined as GoRev (Go Reverse)**
- PB 2/4; Temp Cue with Playback Definition defined as Hld/Bck (Hold/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

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

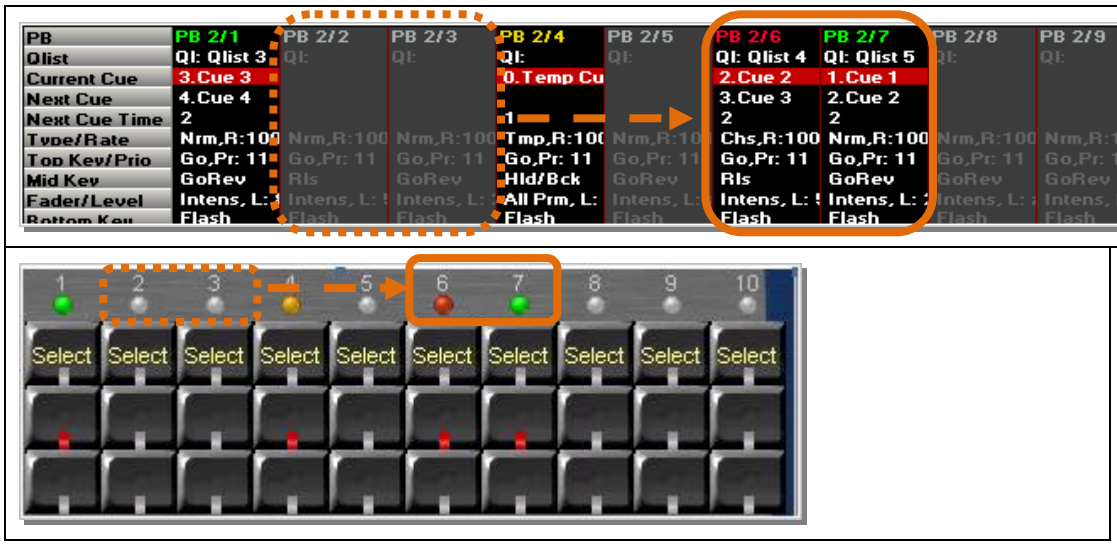


Use the sequence:

[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:

[SHIFT, MOVE, SELECT #, SELECT#]	This will move a single PB.
[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, ETC.]	This will move multiple PB's.
[SHIFT, MOVE, SELECT #, →,#, SELECT #]	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.

[SHIFT, MOVE, SELECT#, @, SELECT#]	This sequence will move a single PB to an occupied PB.
[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, @, SELECT#]	This sequence will move multiple PB's to an occupied PB.
[SHIFT, MOVE, SELECT#, →, #, @, SELECT#]	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"

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.

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:

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

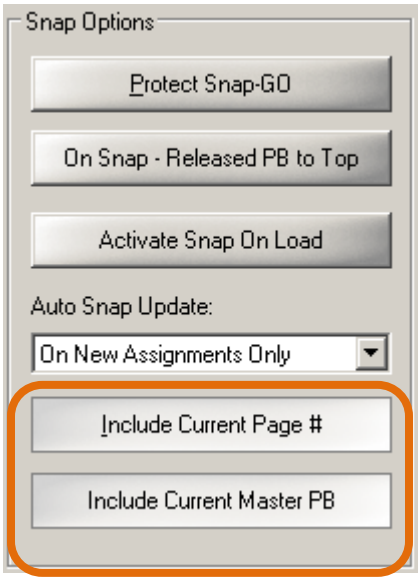
New Snap Options

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.

New Snap Options Toolbar	New Snap Options in Systems Settings
	

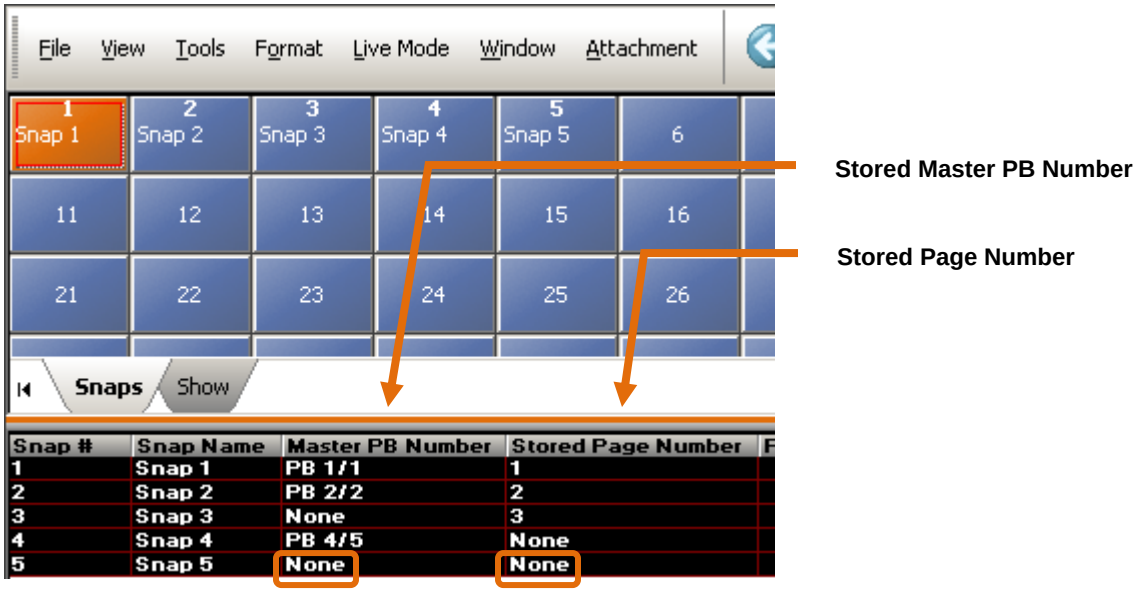
Using the New Snap Options

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

Snap Option	Storing	Loading
INCLUDE CURRENT MASTER PB	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.
INCLUDE CURRENT PAGE #	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:



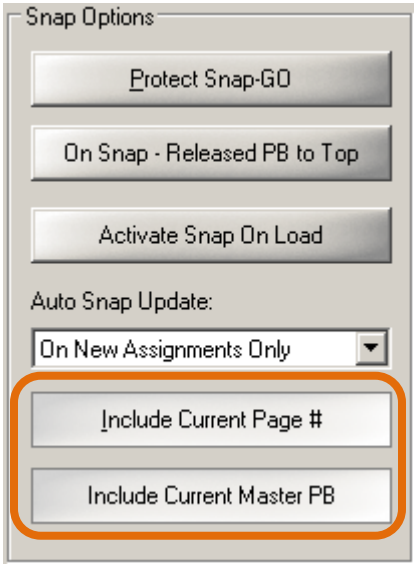
If a snap is stored with a snap option off, the text "None" will appear in the relevant cell.

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

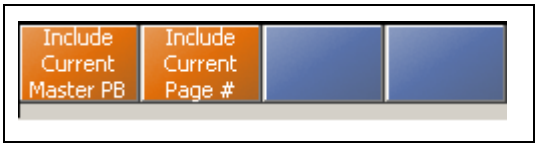
Note: *The sequences below use Action Mode. When using Enter Mode, end a sequence with ENTER.*

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

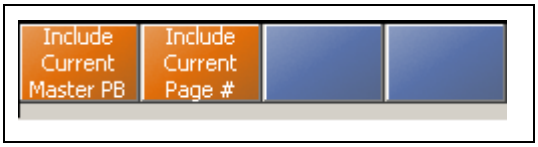
Loading snaps stored with Include Master PB and/or Page Number can be done on-the-fly or by using the "Include" default settings. See: Default Snap Options.

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.

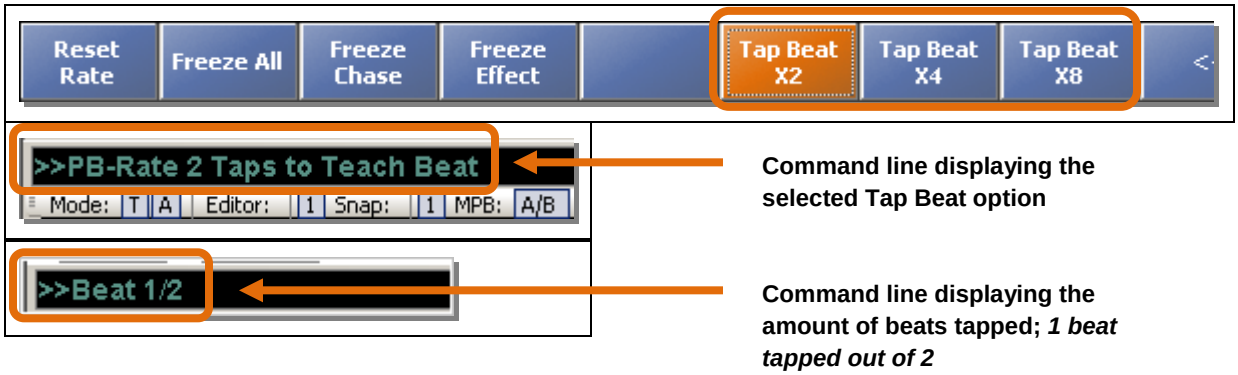
  See: To change default snap options.

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.



Command line displaying the selected Tap Beat option

Command line displaying the amount of beats tapped; *1 beat tapped out of 2*

The Tap Beat options

The following is an explanation of each Tap Beat option:

Tap Beat X2	***TAP BEAT 2***; enables you to tap 2 beats. The first tap will be the first beat and the 2nd tap will be the last beat; for example; tap tap
Tap Beat X4	***TAP BEAT 4***; enables you to tap 4 beats. The first tap will be the first beat with the 4th tap being the last; for example; tap tap tap tap
Tap Beat X8	***TAP BEAT 8***; enables you to tap 8 beats. The first tap will be the first beat with the 8th 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:

   >>PB-Rate

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

   Tap Beat X2 | Tap Beat X4 | Tap Beat X8

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

   >>PB-Rate 2 Taps to Teach Beat

   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:

   >>PB-Rate

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.

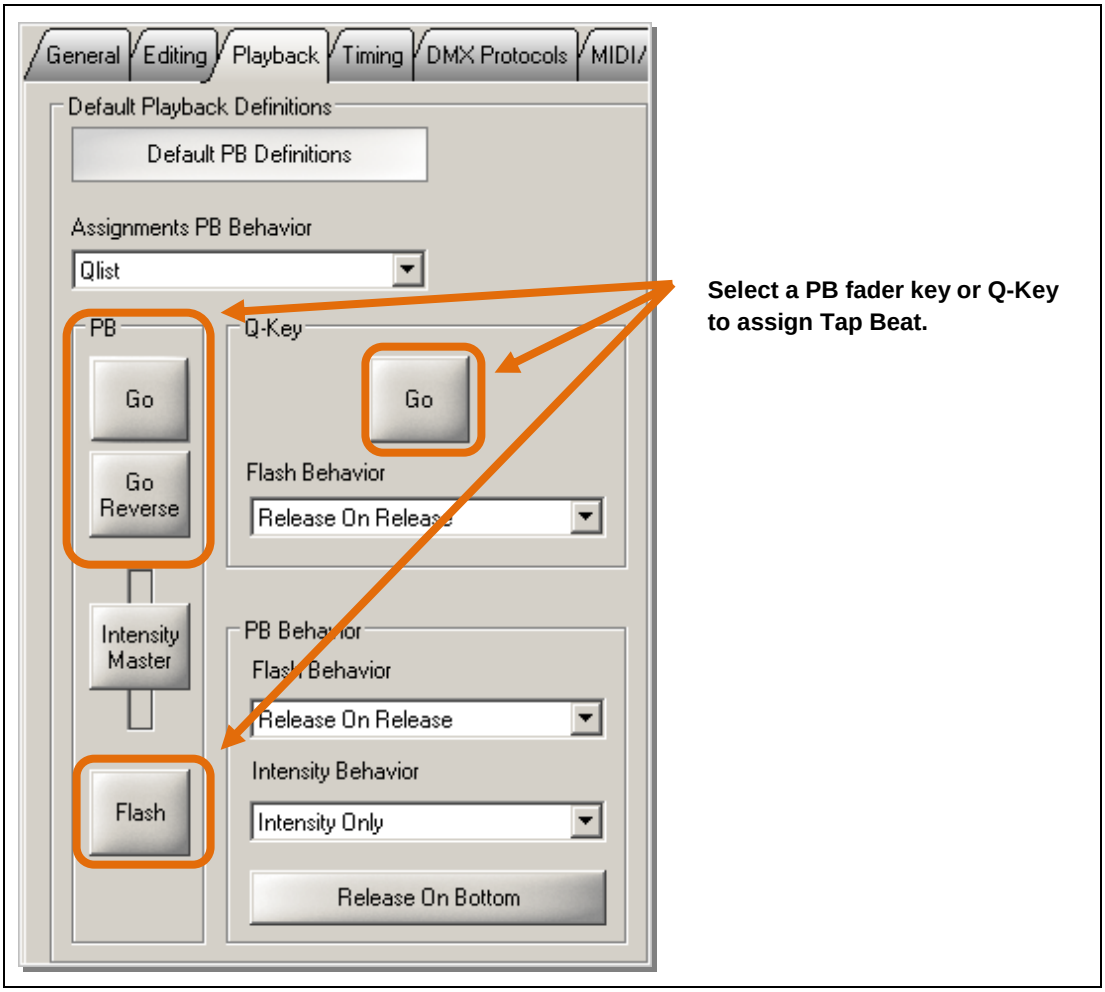
When Tap Beat is assigned to a PB key, the PB wing will display the text "Beat".

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.

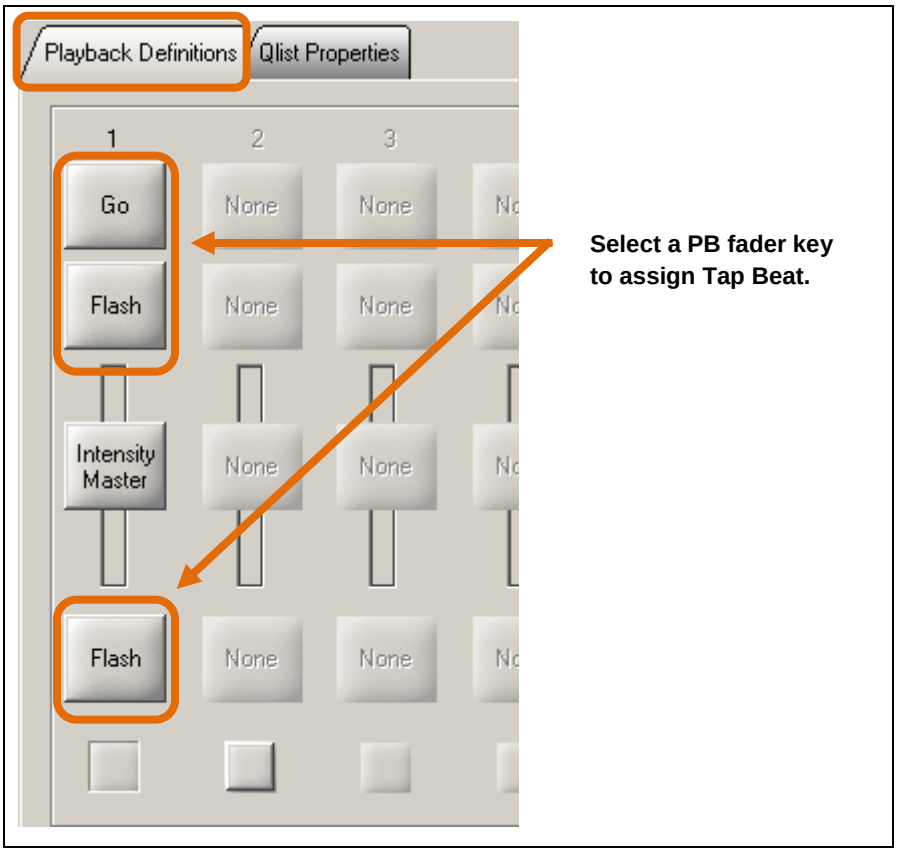
5. Click Apply to save the change.

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

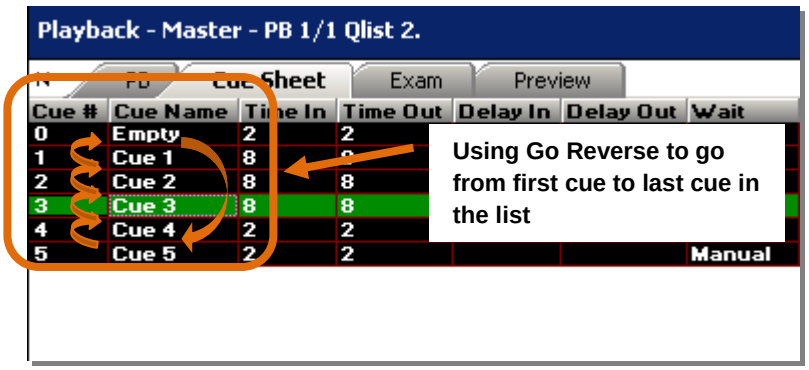
- Press on the assigned Tap Beat key to set a beat.

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 are to go from the first cue to the last cue in a Q-List instead of 0 (zero).

Example:

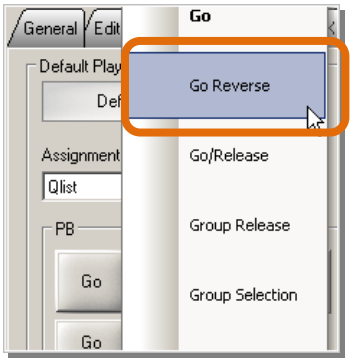
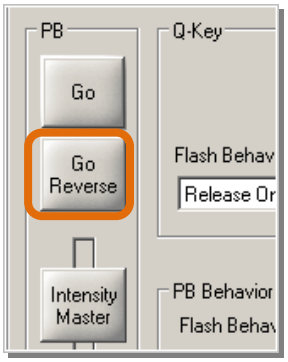
If there are 5 cues in a Q-List, by pressing on the assigned Go Reverse key, you will go back from the last cue in the list which is 5, to cue 4, 3, 2 and then to cue 1, then back to cue 5:



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.

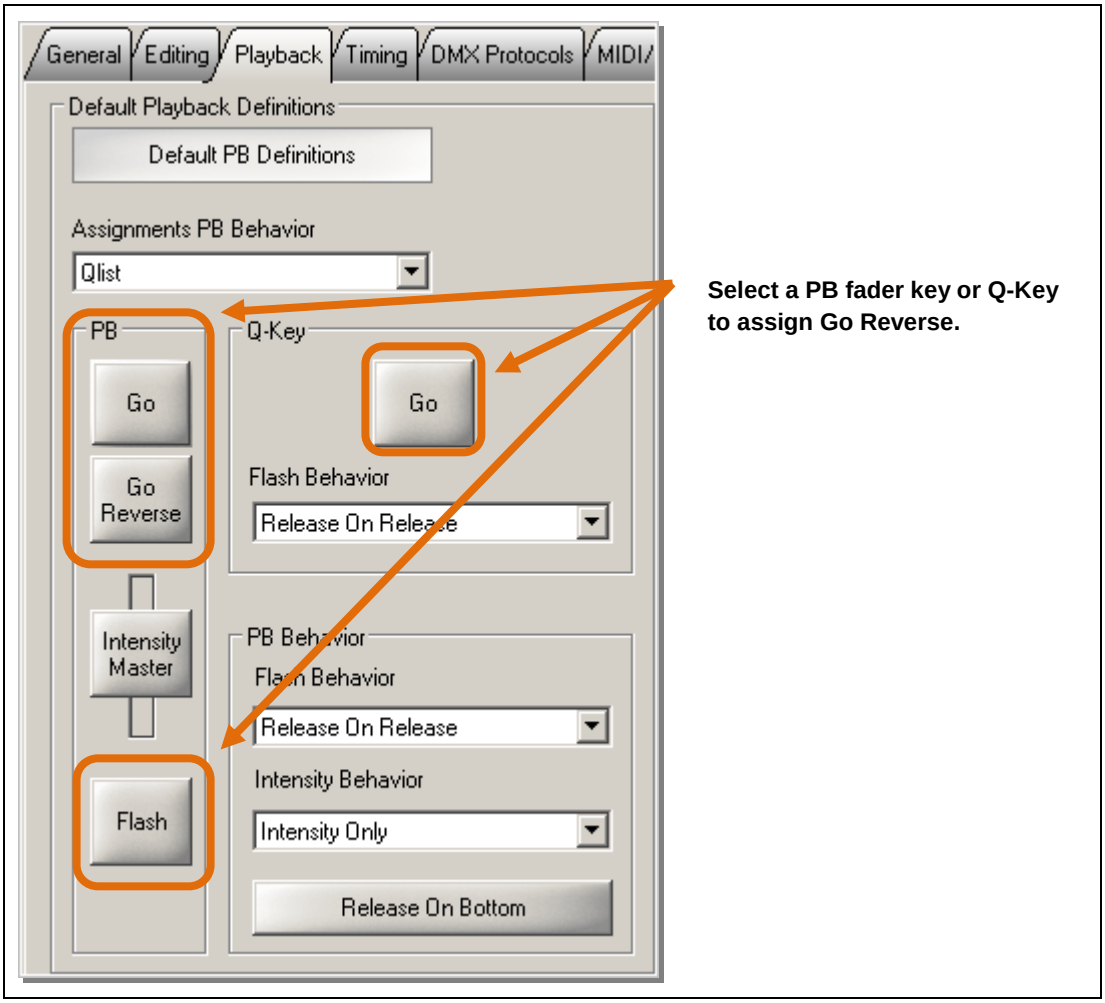
***Go Reverse* in the PB Keys Behavior list**	**Example of a PB Key assigned to *Go Reverse***	**Example of *GoRev* text on the PB wing**
		

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.

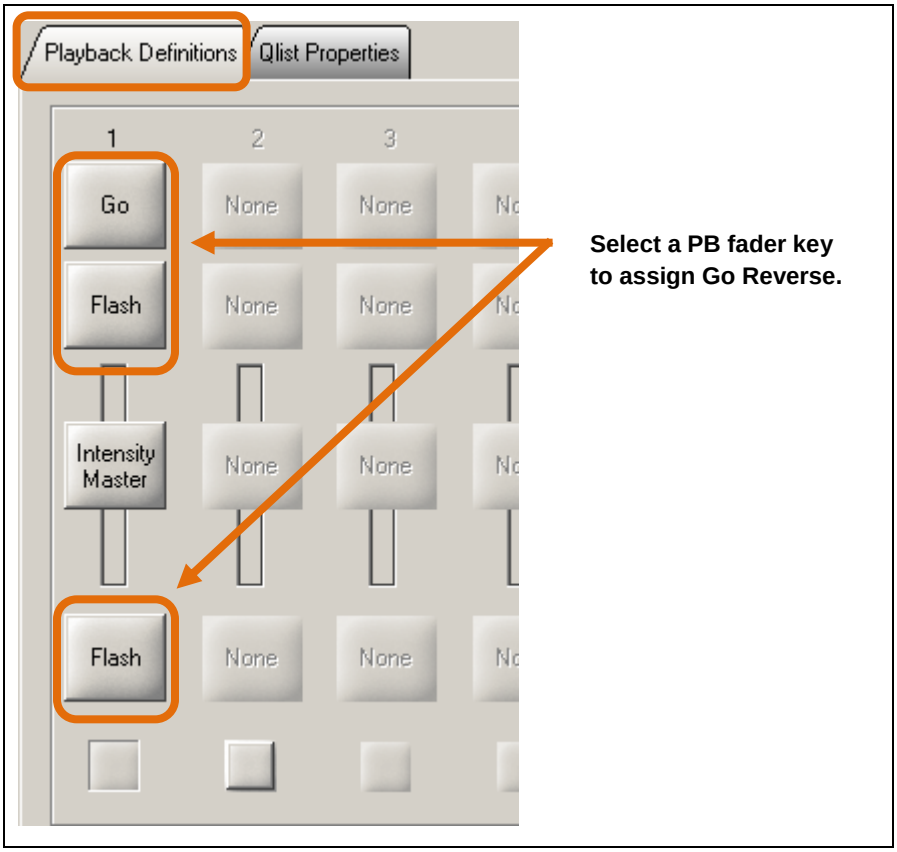
5. Click Apply to save the change.

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

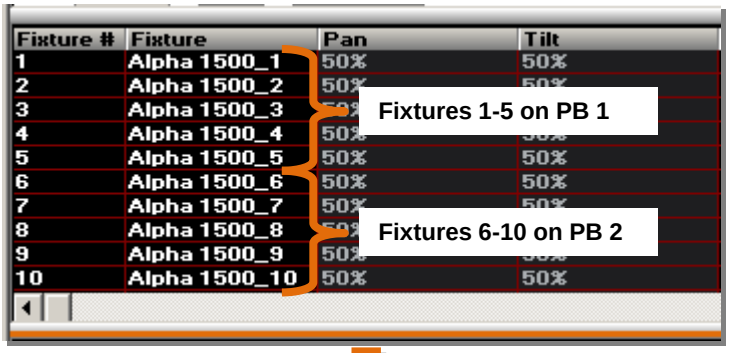
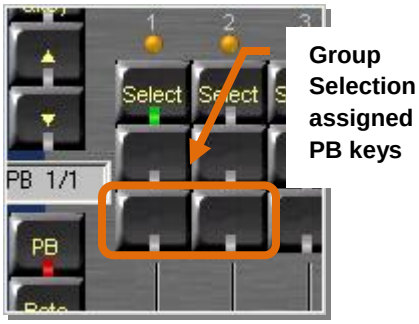
Group Selection and Release via PB

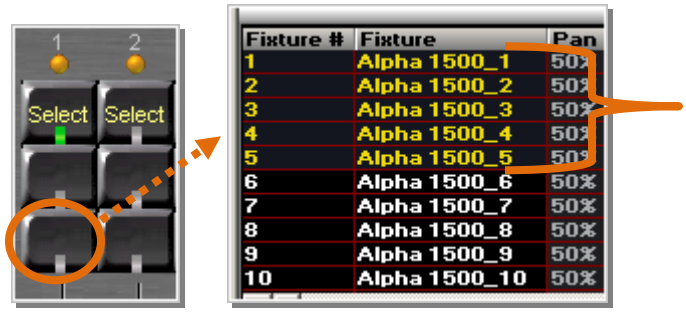
Fixtures can now be selected and/or released by pressing on an assigned PB key or Q-Key. A key can either be assigned to function as a Group Selection or Group Release key. Content can be selected whether the PB fader is active or not.

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

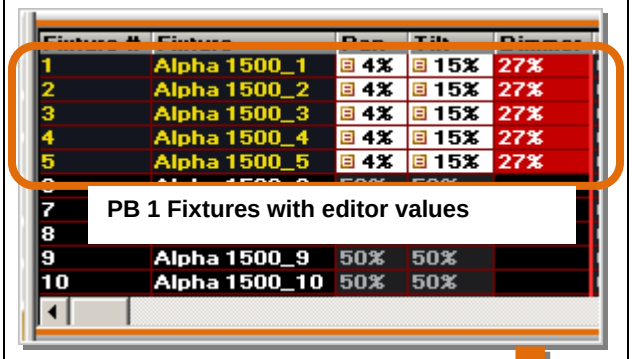
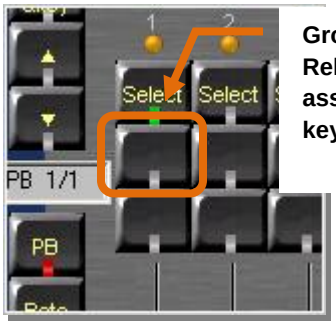
In order to use Group Selection or Group Release; Cue's, Temp-Cue's etc. should be first created on the PB's.

Example of Group Selection

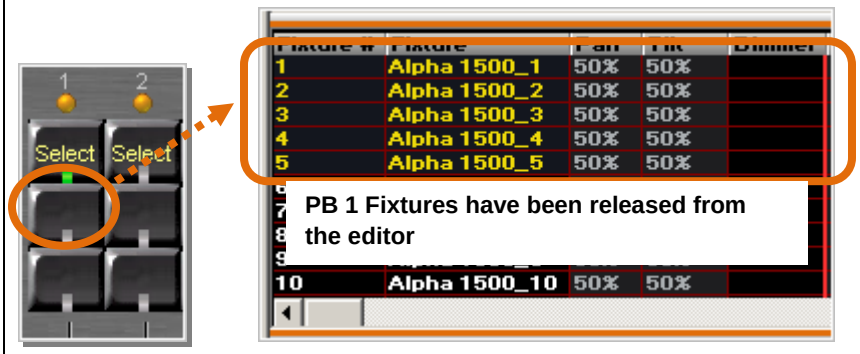
PB 1 has 5 Fixtures (1-5) and PB 2 has 5 Fixtures (6-10):	The following PB keys have been assigned to Group Selection:
	

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


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:
	

If you select the assigned Group Release key on PB 1, the group of selected Fixtures will be released from the Editor:

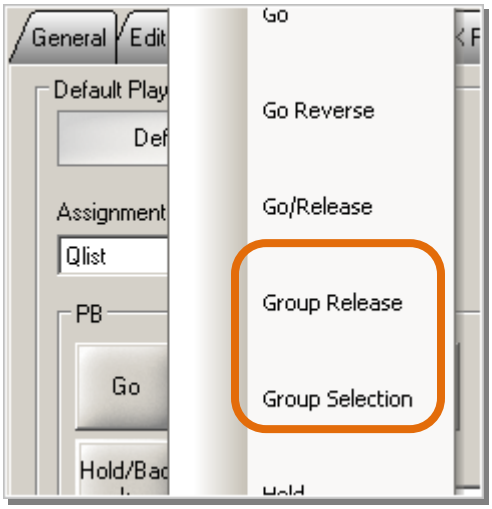
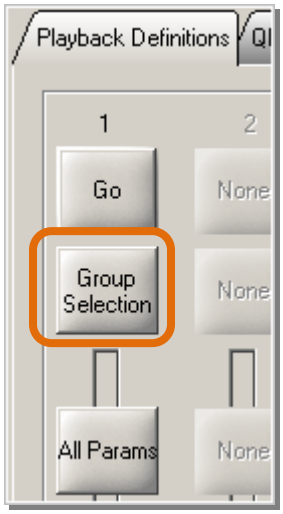


Note: *The Fixtures will still be selected, moving any parameter wheel will re-select the released fixtures.*

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 GrpRel or GrpSel will be displayed in the PB wing. Assigning them from the System Settings will only apply to new assignments.

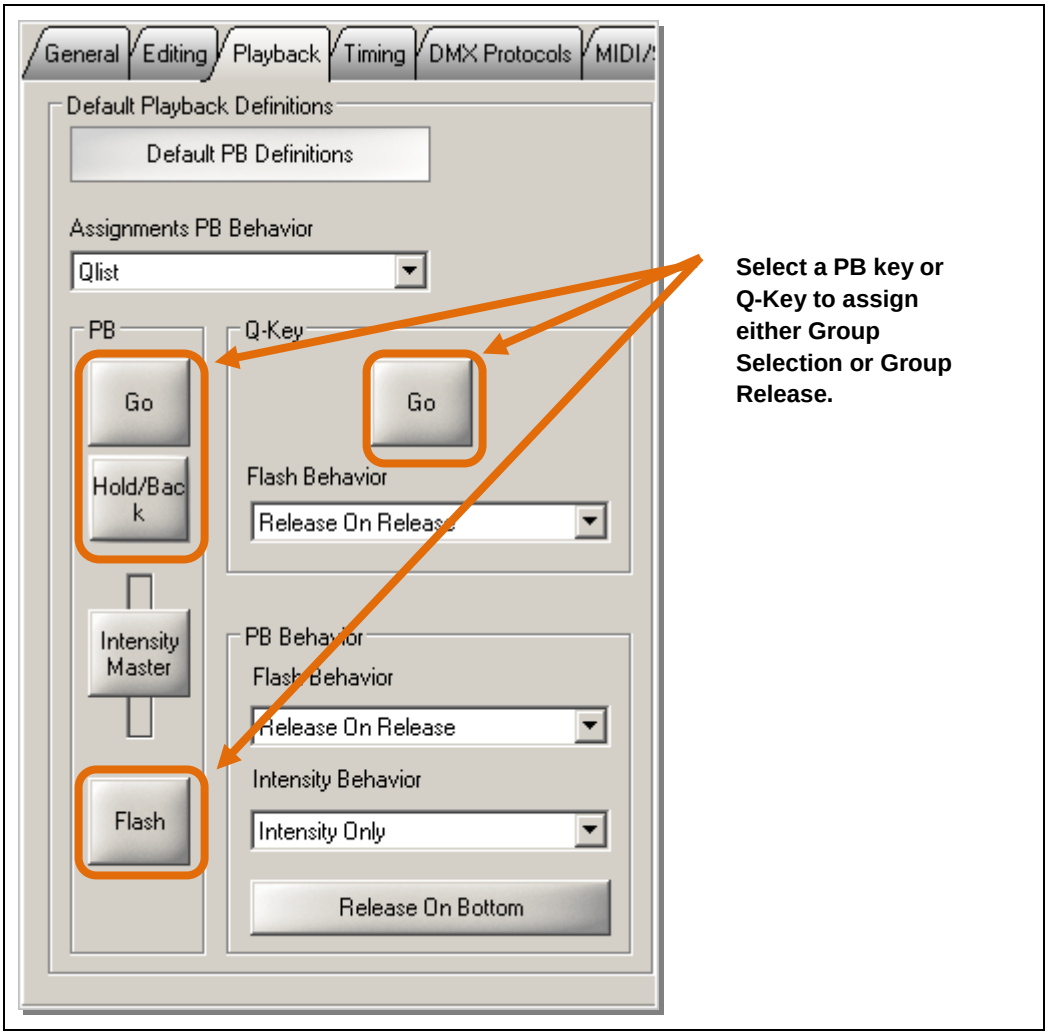
***Group Selection* and *Group Release* in the PB Keys Behavior list**	**Example of an assigned PB Key**	**Example of *GrpSel* and *GrpRel* text in the PB wing**
		 **GrpSel = Group Selection** **GrpRel = Group Release**

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.

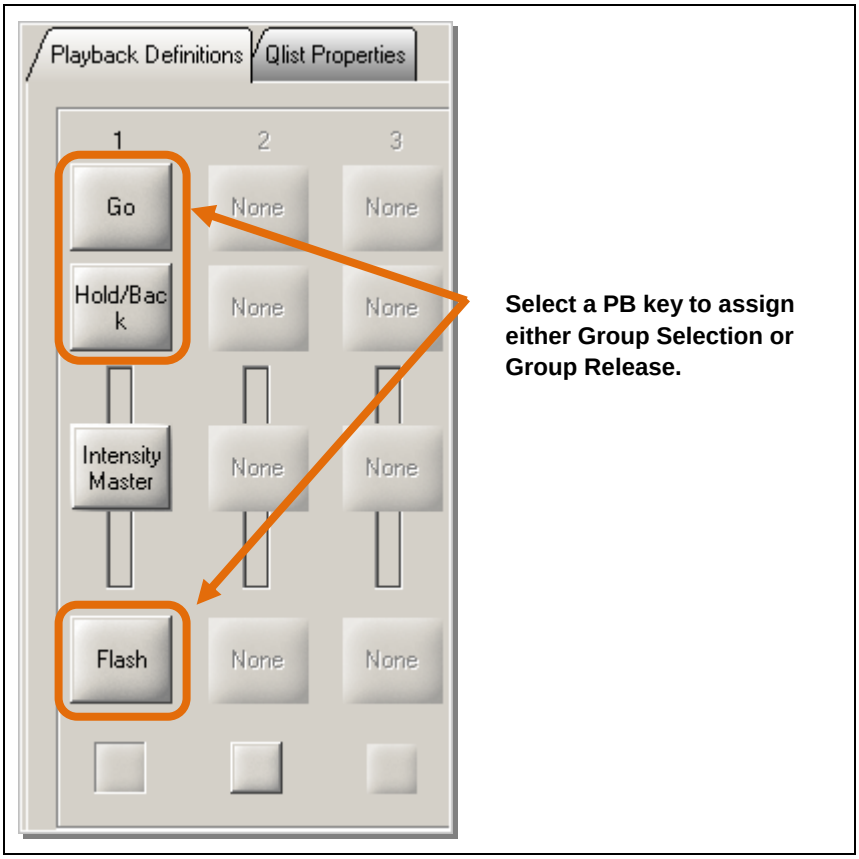
5. Click Apply to save the change.

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.

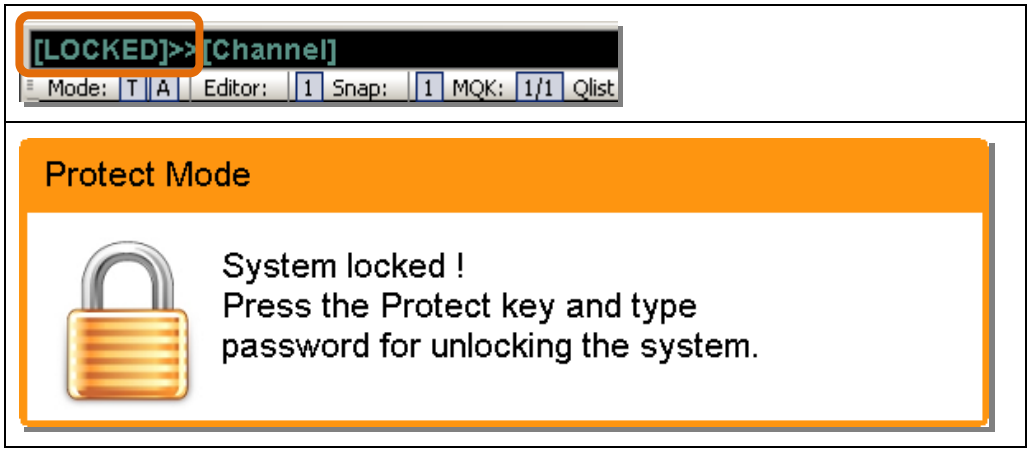
5. Click OK to close the Qlist Properties dialog.

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:

Vector Release Notes

Release Date: **25/12/2011**

Real time version: **3.19.R02**

Windows version: **3.19.R02**

RT interface version: **3.19.R02**

This version supports all Vector consoles

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Version Highlights

1. Editing	
1.1. User Defined Curves	8 User Defined curves have been added which can be edited accordingly.
2. Playback	
2.1. Enhanced Move Function	Playbacks can now be moved to Playbacks on-the-fly.
2.2. New Snap Options	New snap options have been added which enable you to store a current master PB and/or current page number to a snap.
2.3. Tap Beat	Tap Beat enables you to set the Rate speeds by tapping on the **BEAT** button.
2.4. Go Reverse	Go Reverse is a new playback control feature that enables you to go in a reverse direction when using cues.
2.5. Group Selection and Release via PB	Fixtures can now be selected and/or released by pressing on an assigned PB key or Q-Key.

Important Bug Fixes – Vector Software 3.19R02

- Snaps that were saved with running/off status did not come up as “Saved”. This has been fixed. Thanks to Stephen Plotkin, Canada.
- 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 Rytilahti, 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.

Text Conventions

The following text conventions exist in this document:

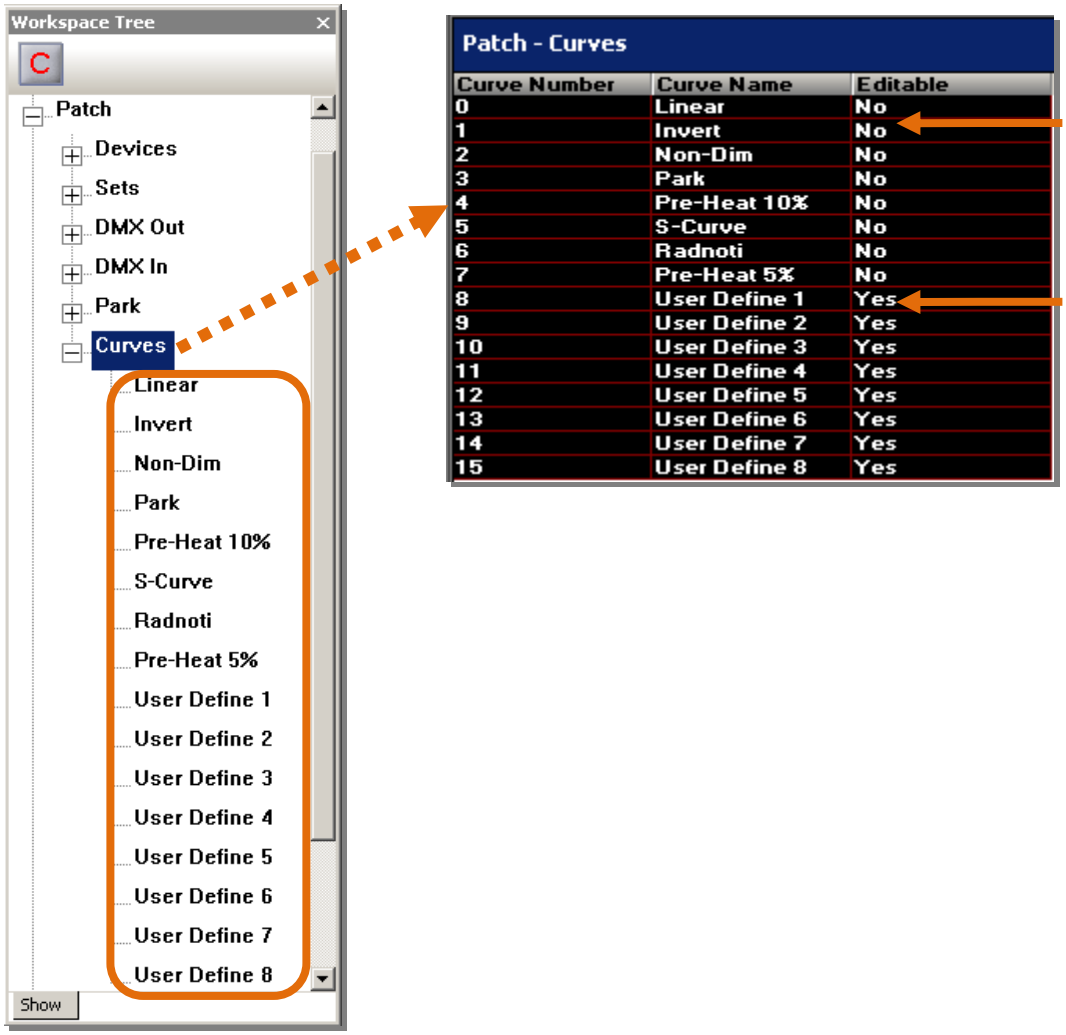
- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as ***BUTTONS***. Touch screen ***BUTTONS*** are ***BOLD ITALICIZED CAPS***.
- Dialog boxes, Window titles and field names appear in this font.
- Sequences 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.

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).

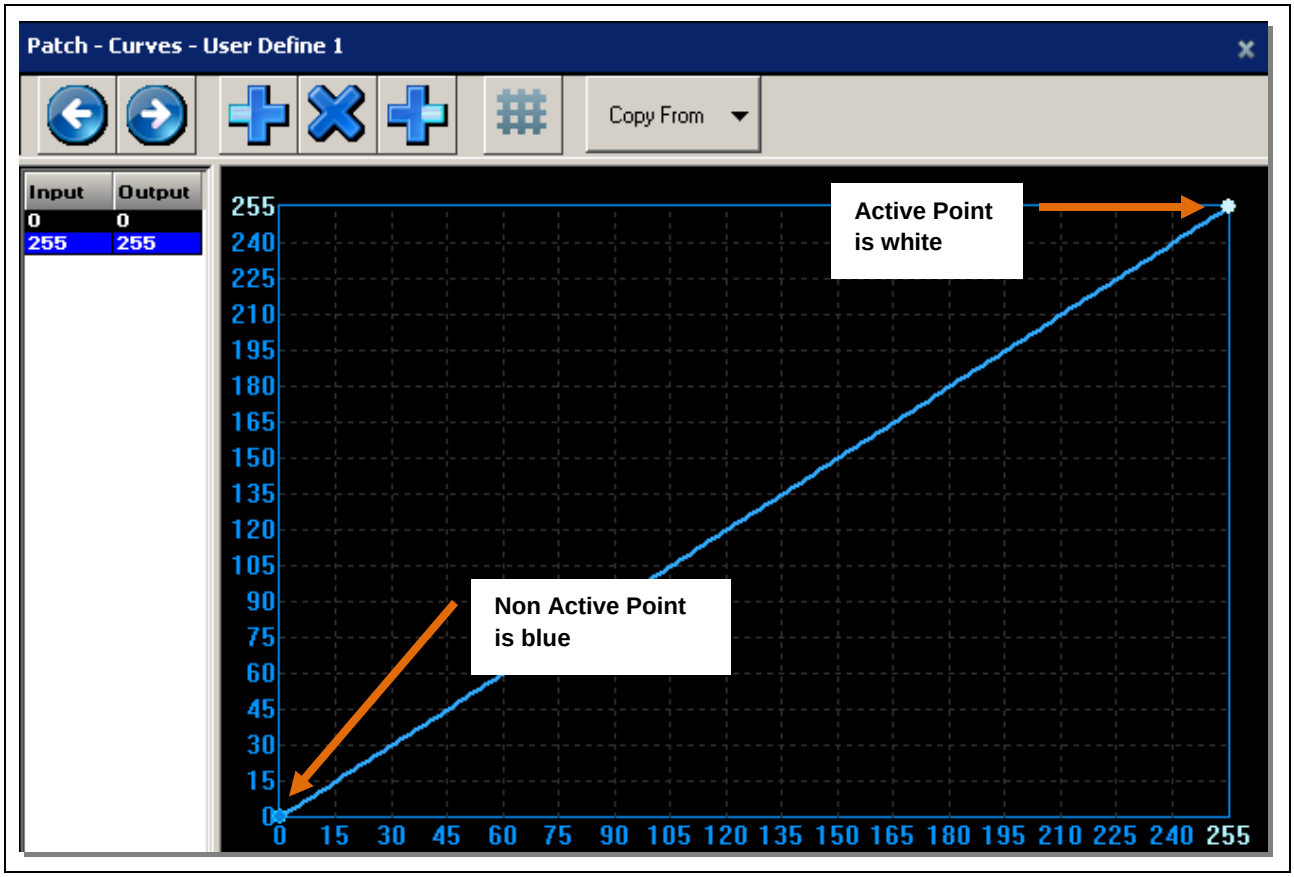
Editing of User Defined curves can only be done from the Patch Manager.



Editing User Defined Curves

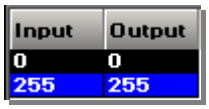
Curve names and points can be edited and saved to a show. Curves can contain up to 255 curve points (Min is 2 points). Factory curves can also be copied and pasted into user defined curve and then edited.

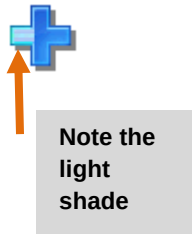
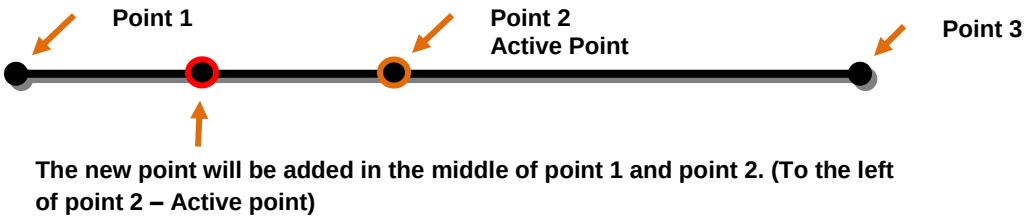
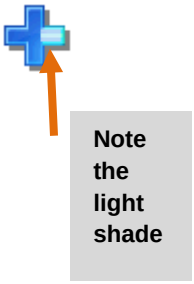
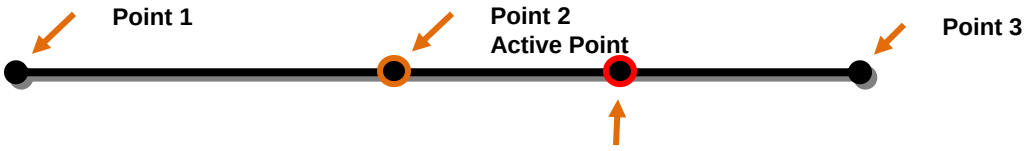
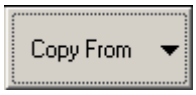
Curves are edited by adding and moving active points. Active points are white and non-active points are blue:



Graph Editing Controls

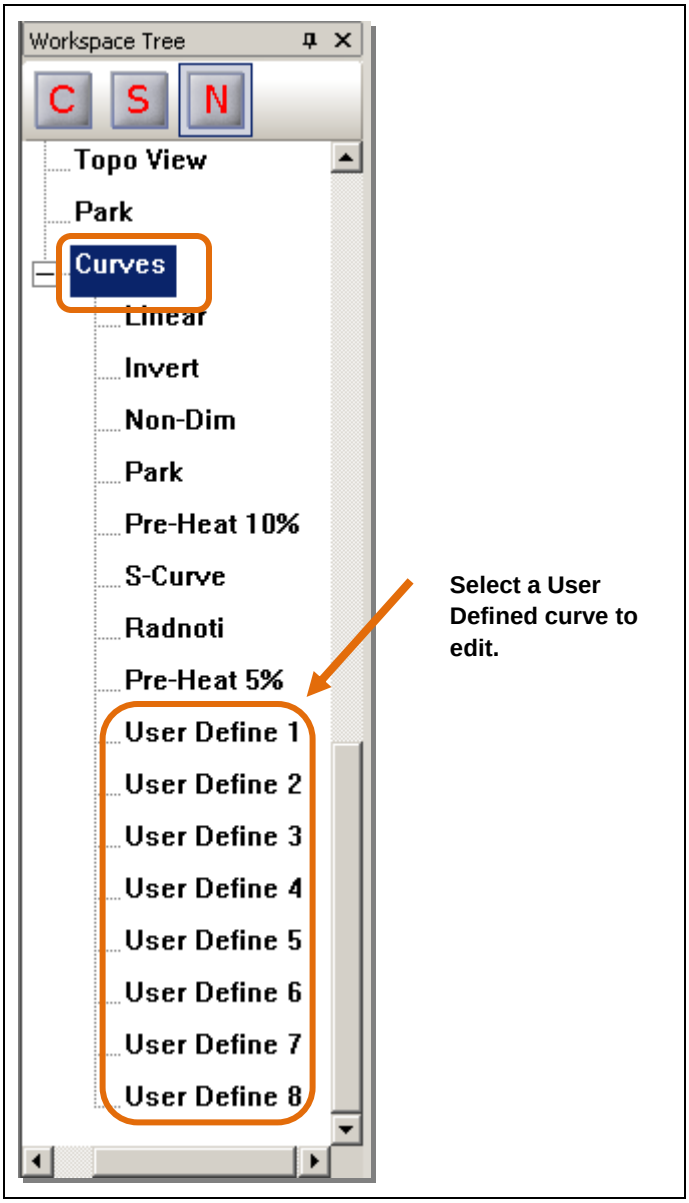
The following is list of graph editing controls and what they do:

Controls	What it does…
	These controls are used to move the active point to the **next** or **previous** point on the graph.
	These shows the Input and Output points of the curve.

Controls	What it does…(Cont.)
	This will add a point to the **left** of the active point. The point will be added in the middle of the two points: **Example:** 
	This will delete an active point only. Click on a point to make it an active point and then press the delete button.
	This will add a point to the **right** of the active point. The point will be added in the middle of the two points: **Example:** 
	Hide or show grid icon.
	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.

To edit a user defined curve

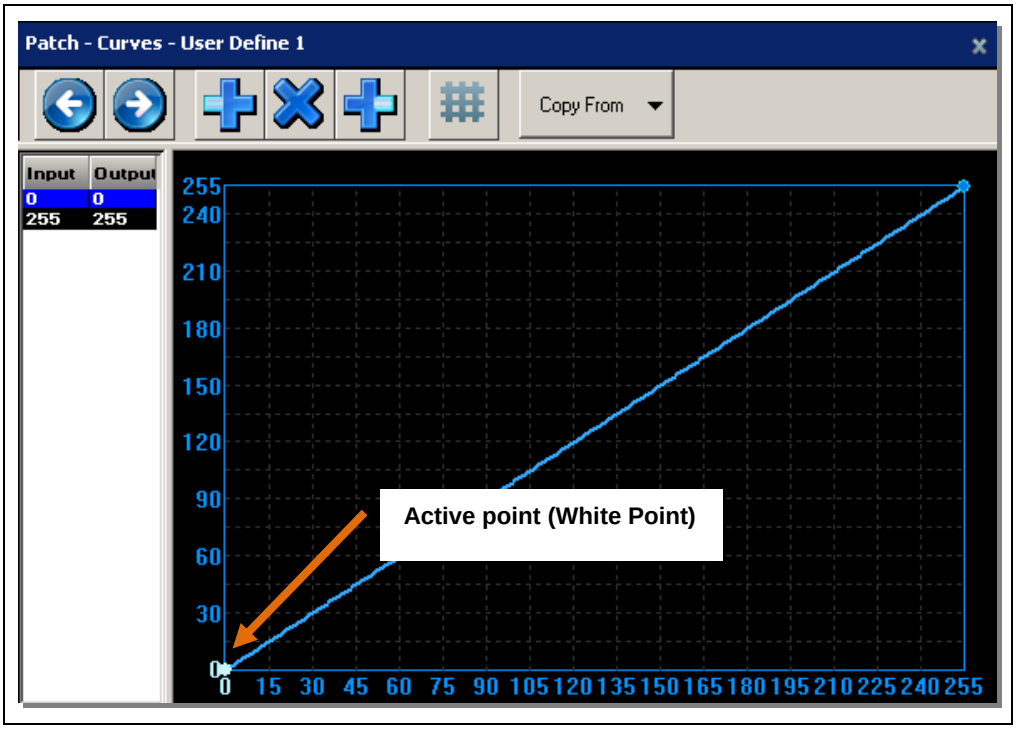
1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the Workspace Tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. From the Curves folder select a User defined curve to edit.



The User Defined curve window will open.

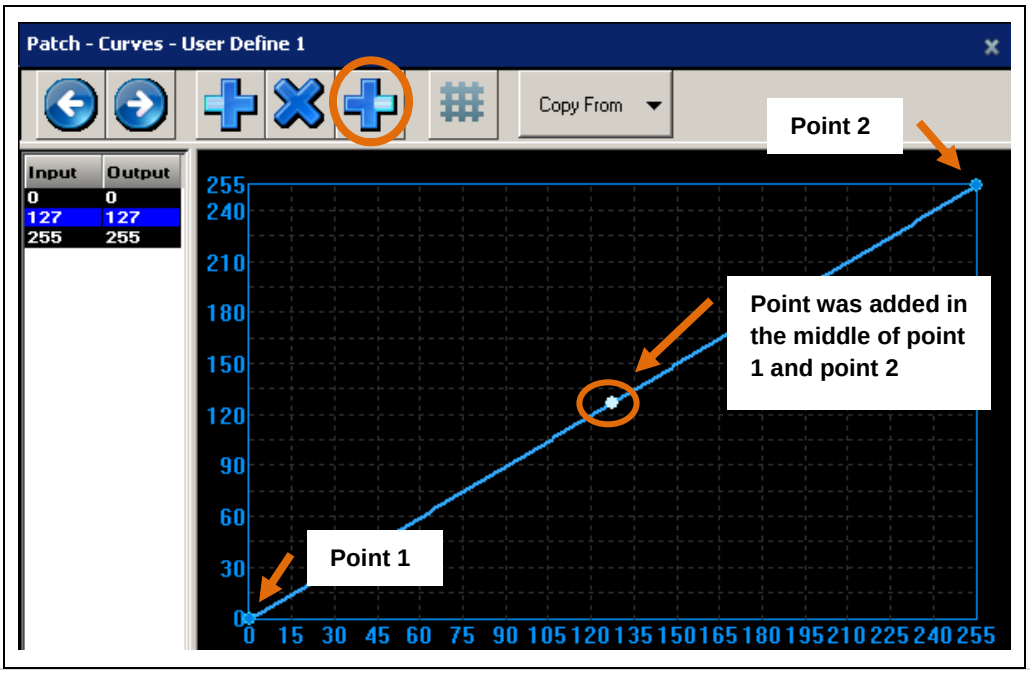
Example:

User Define1 was selected:



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

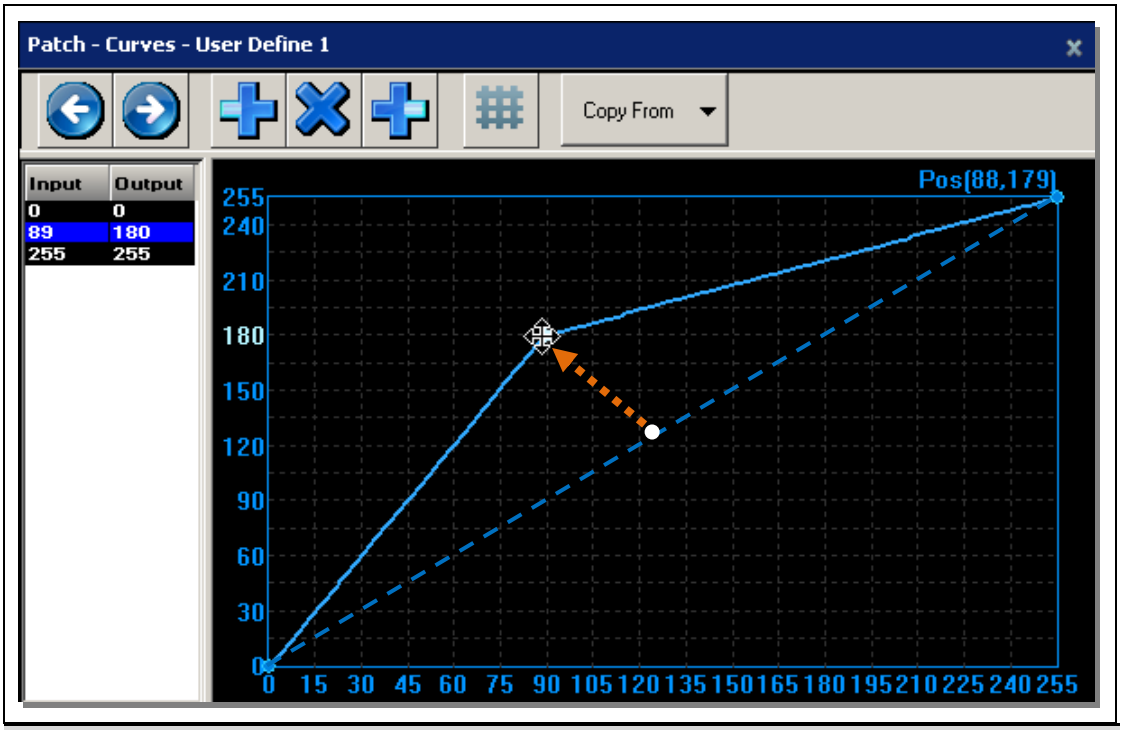
For example; one point was added using the right plus button:



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:

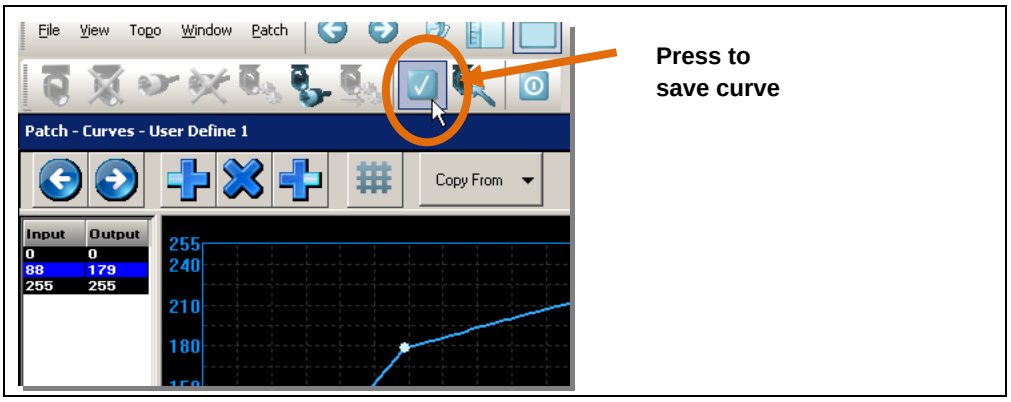
Example:



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.

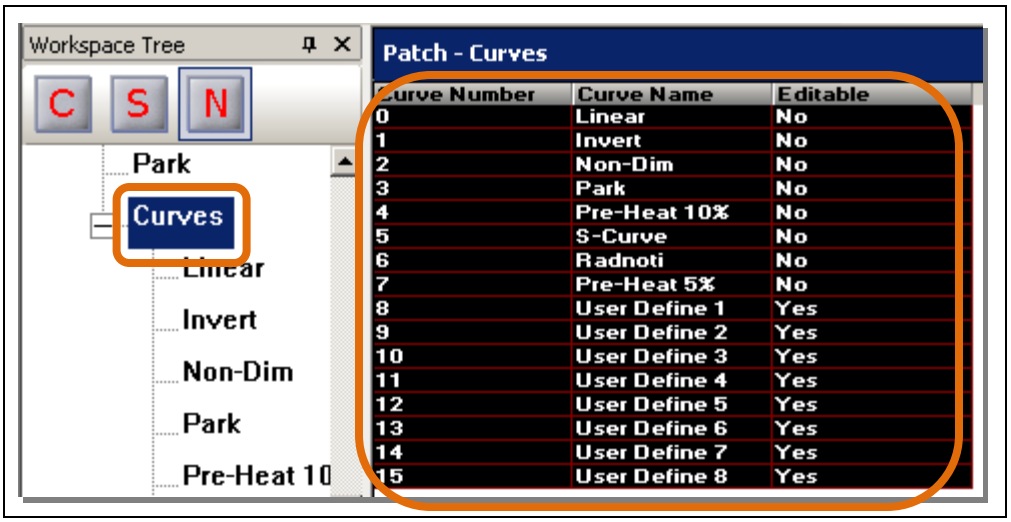
8. To add more points go back to step 6.
9. Save the curve by clicking on the tick button on the Patch Manager toolbar:



To name a curve

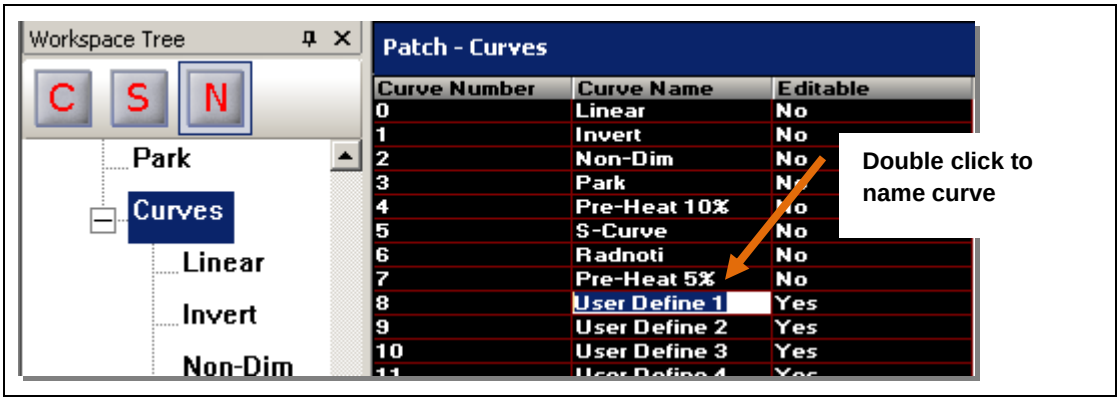
1. Open the Patch Manager; Tools ► Patch Manager.
2. Open the Workspace Tree.
3. From the workspace tree click on the Patch folder to display the Patch list.
4. Scroll down the list until you reach the Curves folder.
5. Select the Curves folder.

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



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

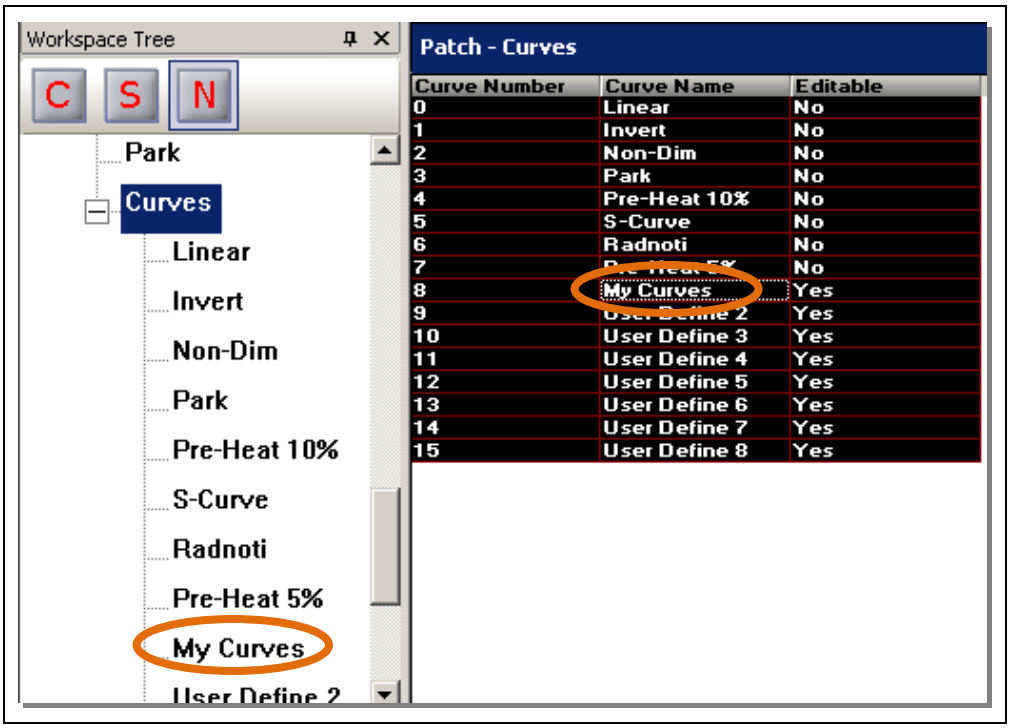
   Example:



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:

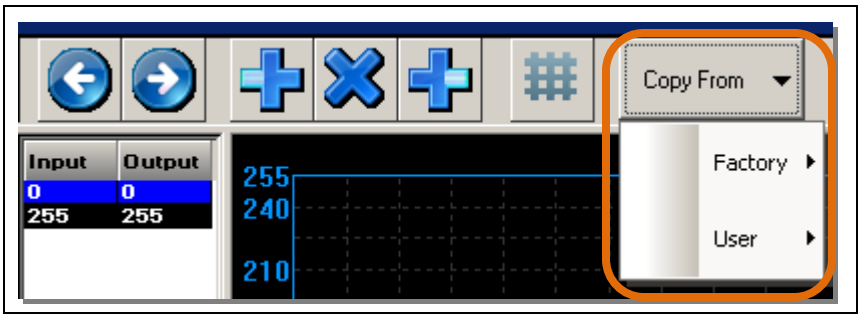


To copy a curve

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.

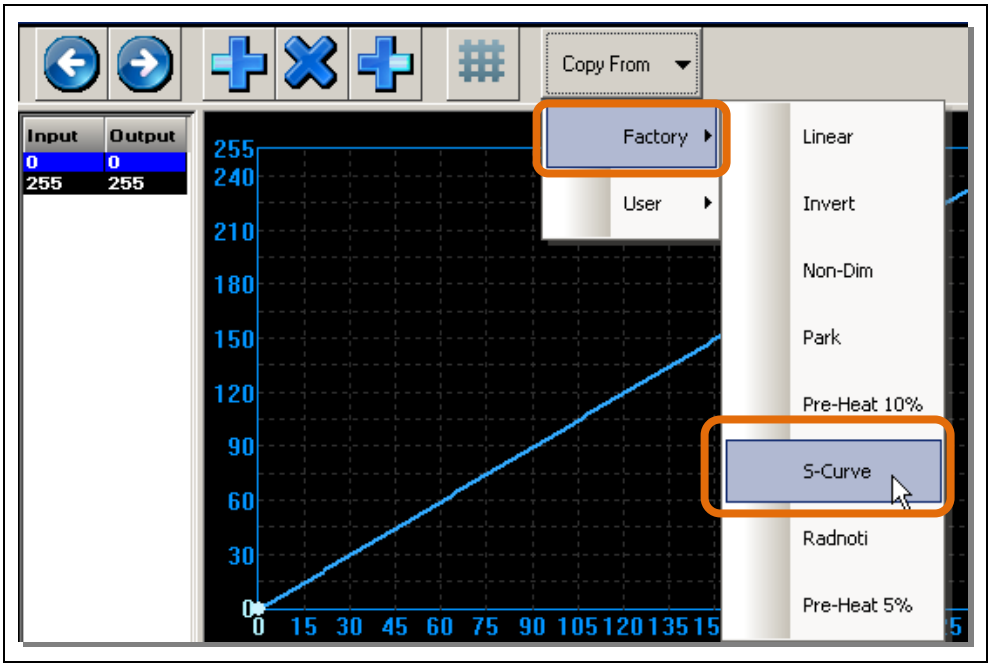
   The User Defined curve window will open.
6. From the Curve editing toolbar select the Copy From button.

   A Copy From drop down menu will be displayed:



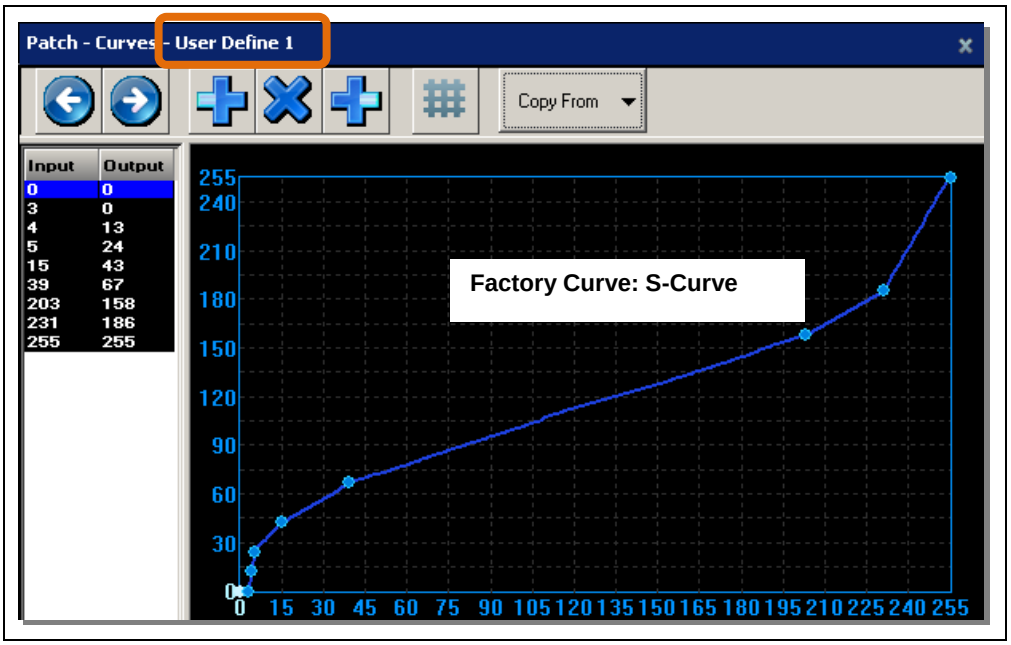
7. From the Copy From drop down menu select where you want to copy the curve from; either Factory curves or User curves, then select the actual curve you want to copy.

   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:



8. The curve can now be edited and named; See To edit a user defined curve

9. Save the curve by clicking on the tick button ☑ on the Patch Manager toolbar.

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*:*

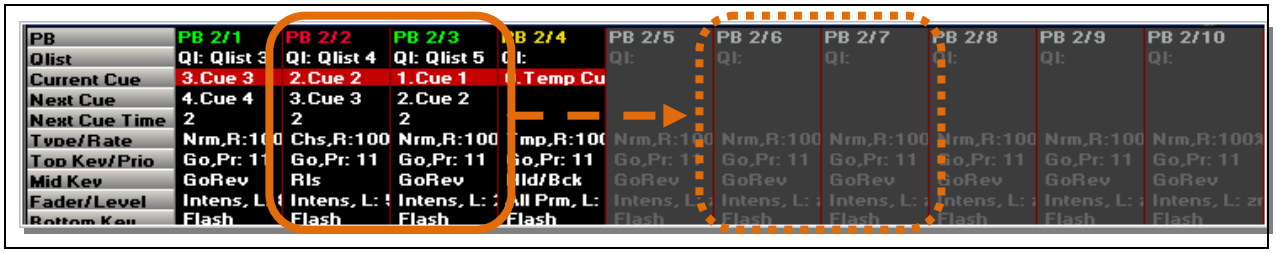
- *Assignments cannot be moved to and from the A/B.*
- *A mixed selection is not movable; for example, PB and QK.*

Example of moving PB's

4 PB's have been setup with the following:

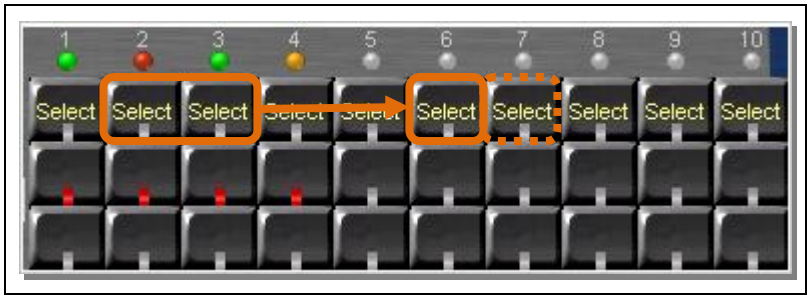
- PB 2/1; Qlist 3 with Playback Definition defined as GoRev (Go Reverse)
- **PB 2/2; Chaser (Qlist 4) with Playback Definition defined as Rls (Release)**
- **PB 2/3; Qlist 5 with Playback Definition defined as GoRev (Go Reverse)**
- PB 2/4; Temp Cue with Playback Definition defined as Hld/Bck (Hold/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

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

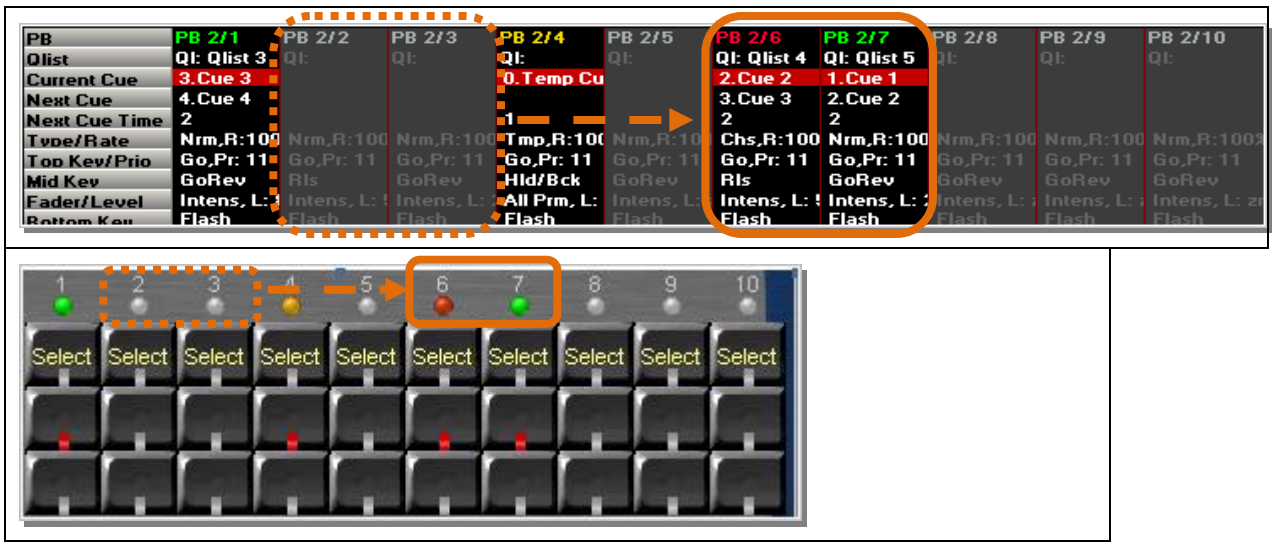


Use the sequence:

[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:

[SHIFT, MOVE, SELECT #, SELECT#]	This will move a single PB.
[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, ETC.]	This will move multiple PB's.
[SHIFT, MOVE, SELECT #, →,#, SELECT #]	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.

[SHIFT, MOVE, SELECT#, @, SELECT#]	This sequence will move a single PB to an occupied PB.
[SHIFT, MOVE, SELECT#, SELECT#, SELECT#, @, SELECT#]	This sequence will move multiple PB's to an occupied PB.
[SHIFT, MOVE, SELECT#, →, #, @, SELECT#]	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"

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.

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:

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

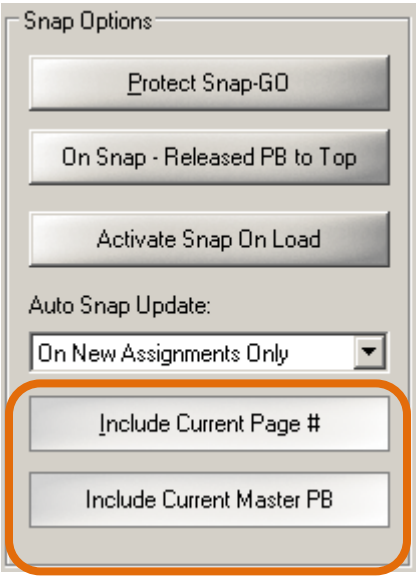
New Snap Options

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.

New Snap Options Toolbar	New Snap Options in Systems Settings
	

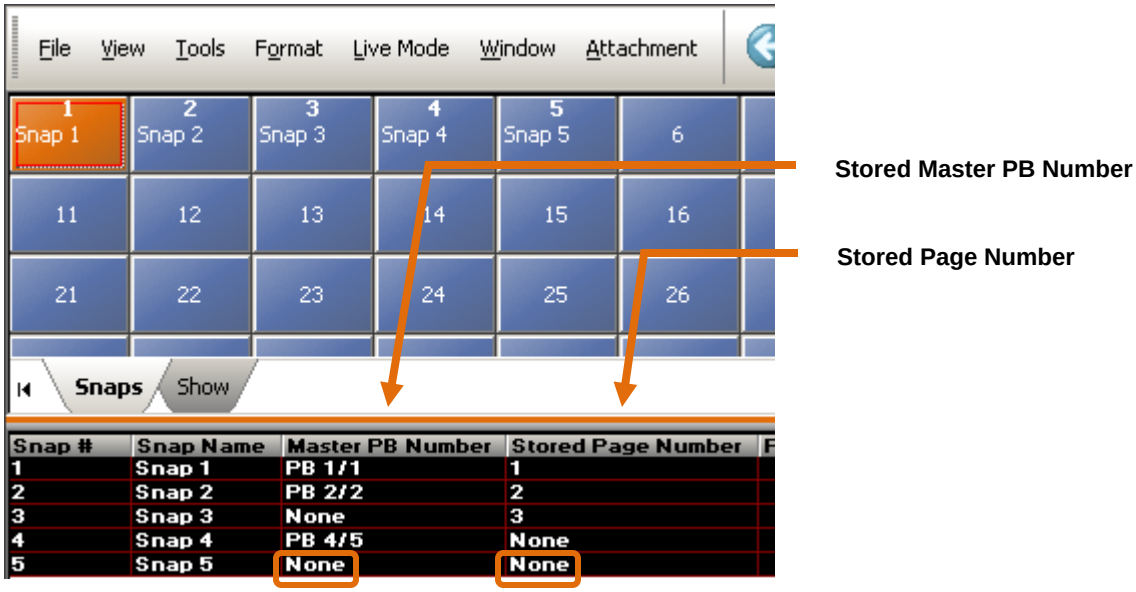
Using the New Snap Options

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

Snap Option	Storing	Loading
INCLUDE CURRENT MASTER PB	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.
INCLUDE CURRENT PAGE #	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:



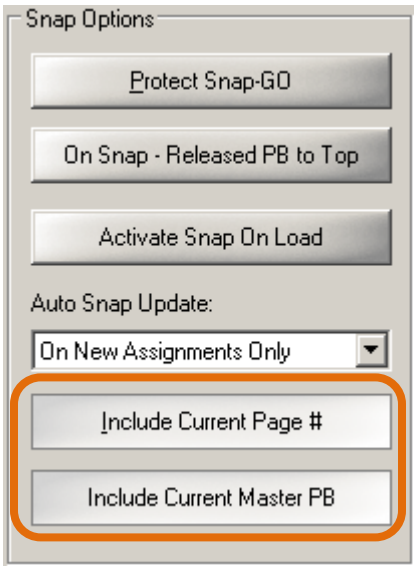
If a snap is stored with a snap option off, the text "None" will appear in the relevant cell.

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

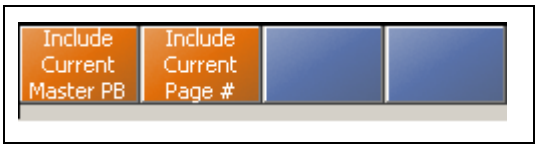
Note: *The sequences below use Action Mode. When using Enter Mode, end a sequence with ENTER.*

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

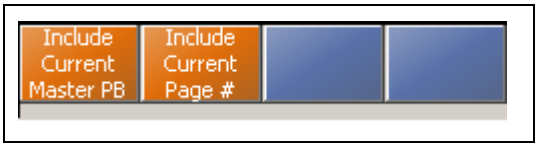
Loading snaps stored with Include Master PB and/or Page Number can be done on-the-fly or by using the "Include" default settings. See: Default Snap Options.

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:

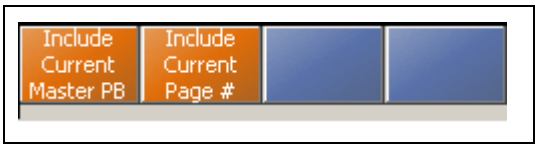
   

2. Select a desired "Include" option.
3. Select a stored snap from the soft keys.

-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.

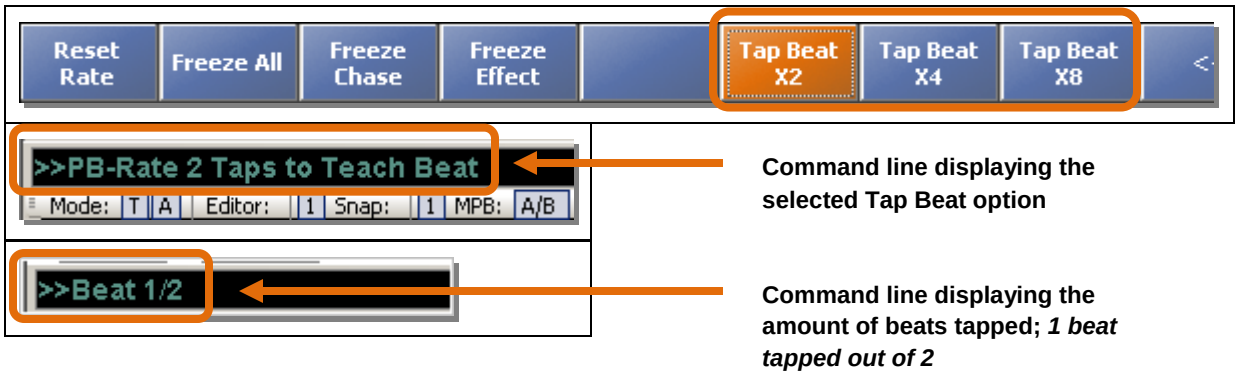
  See: To change default snap options.

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.



Command line displaying the selected Tap Beat option

Command line displaying the amount of beats tapped; *1 beat tapped out of 2*

The Tap Beat options

The following is an explanation of each Tap Beat option:

Tap Beat X2	***TAP BEAT 2***; enables you to tap 2 beats. The first tap will be the first beat and the 2nd tap will be the last beat; for example; tap tap
Tap Beat X4	***TAP BEAT 4***; enables you to tap 4 beats. The first tap will be the first beat with the 4th tap being the last; for example; tap tap tap tap
Tap Beat X8	***TAP BEAT 8***; enables you to tap 8 beats. The first tap will be the first beat with the 8th tap being the last, for example; tap tap tap tap tap tap tap tap

Setting the number of taps

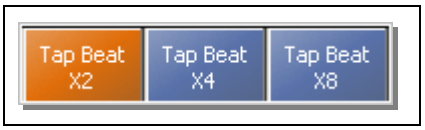
The number of taps can be set once. You can reset the number of taps at any time by accessing the Rate toolbar via the **RATE** key.

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:

   >>PB-Rate

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:

   >>PlayBack 1/1:PB-Rate

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.

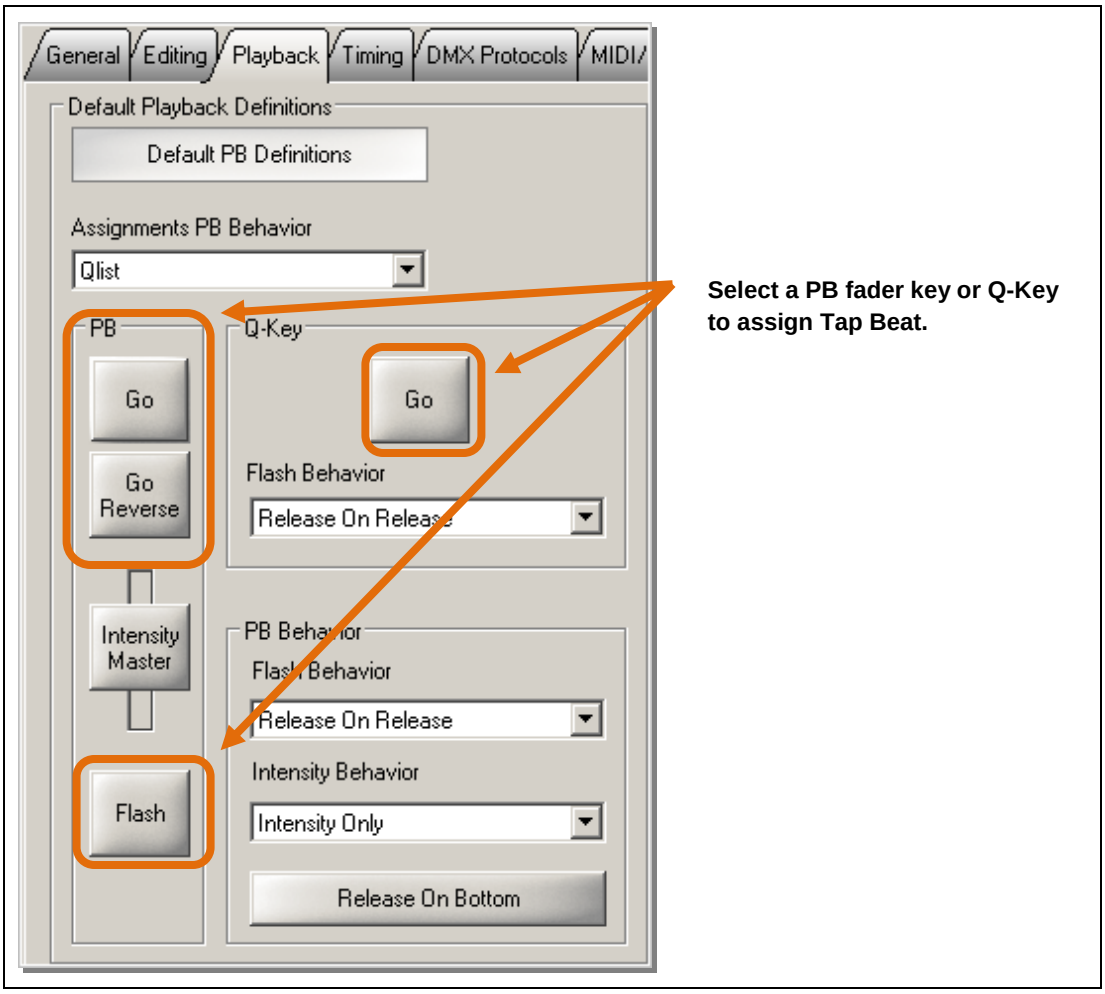
When Tap Beat is assigned to a PB key, the PB wing will display the text "Beat".

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.

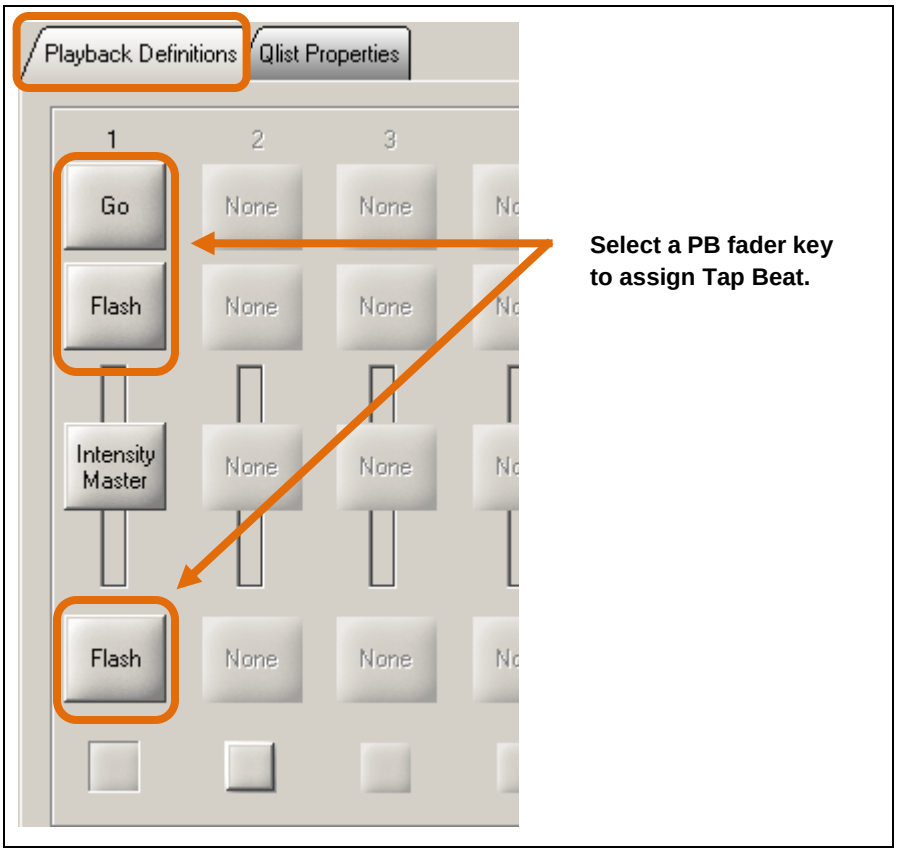
5. Click Apply to save the change.

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

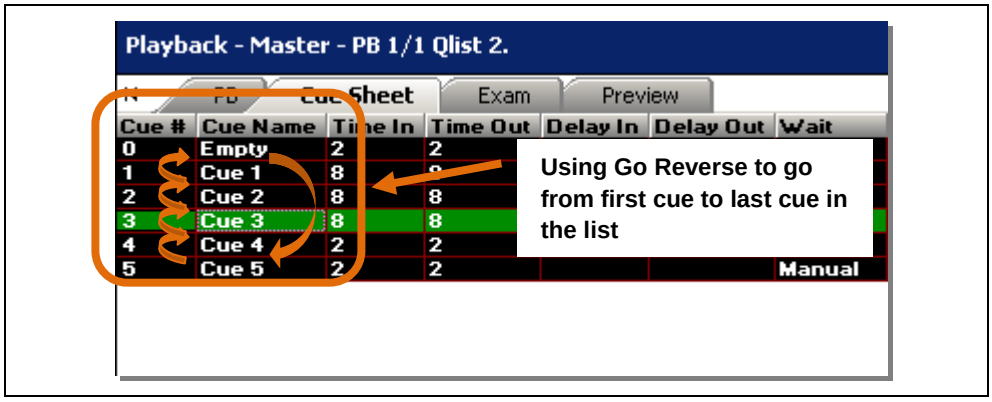
- Press on the assigned Tap Beat key to set a beat.

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 are to go from the first cue to the last cue in a Q-List instead of 0 (zero).

Example:

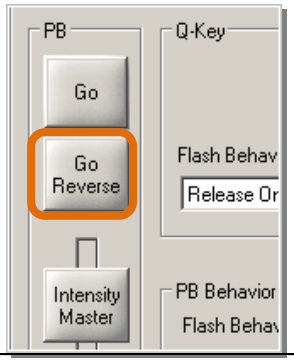
If there are 5 cues in a Q-List, by pressing on the assigned Go Reverse key, you will go back from the last cue in the list which is 5, to cue 4, 3, 2 and then to cue 1, then back to cue 5:



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.

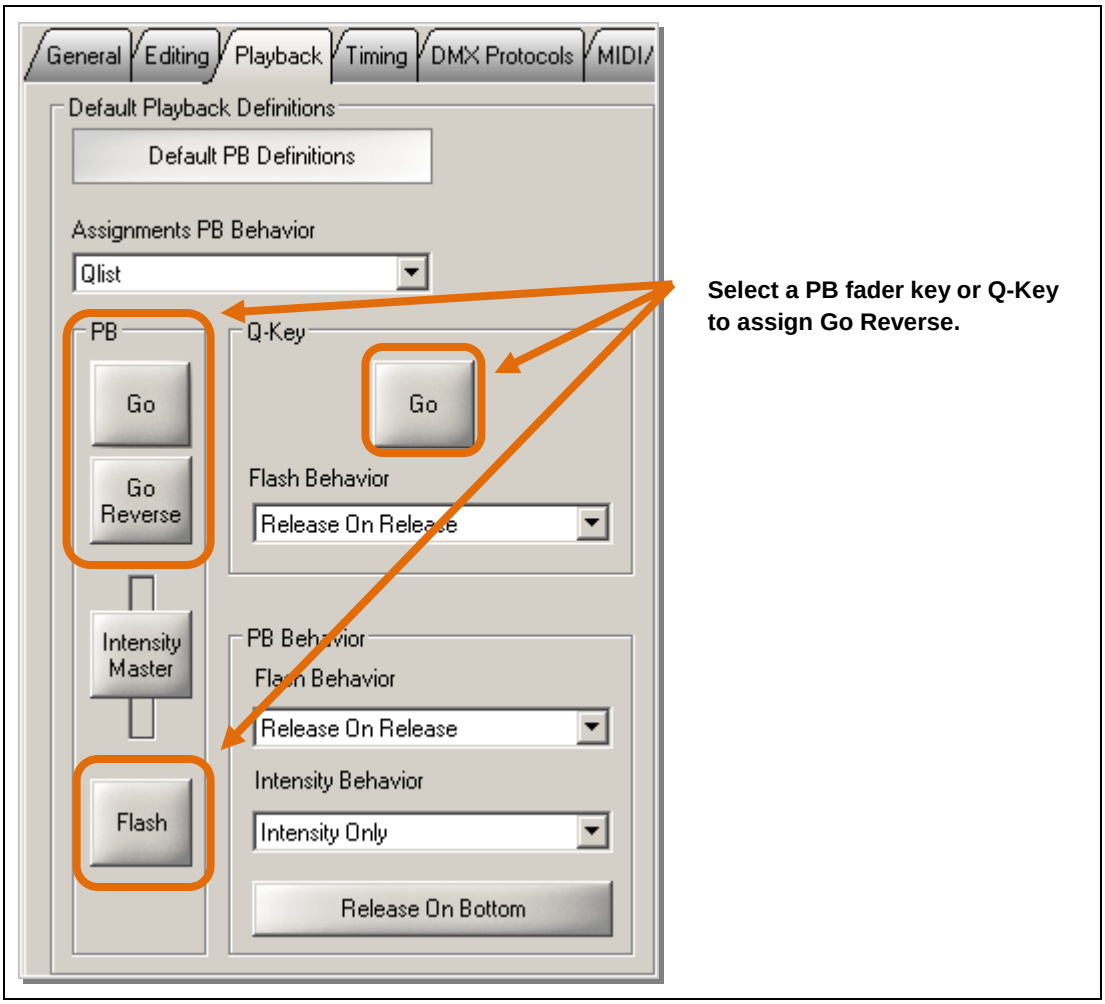
***Go Reverse* in the PB Keys Behavior list**	**Example of a PB Key assigned to *Go Reverse***	**Example of *GoRev* text on the PB wing**
		

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.

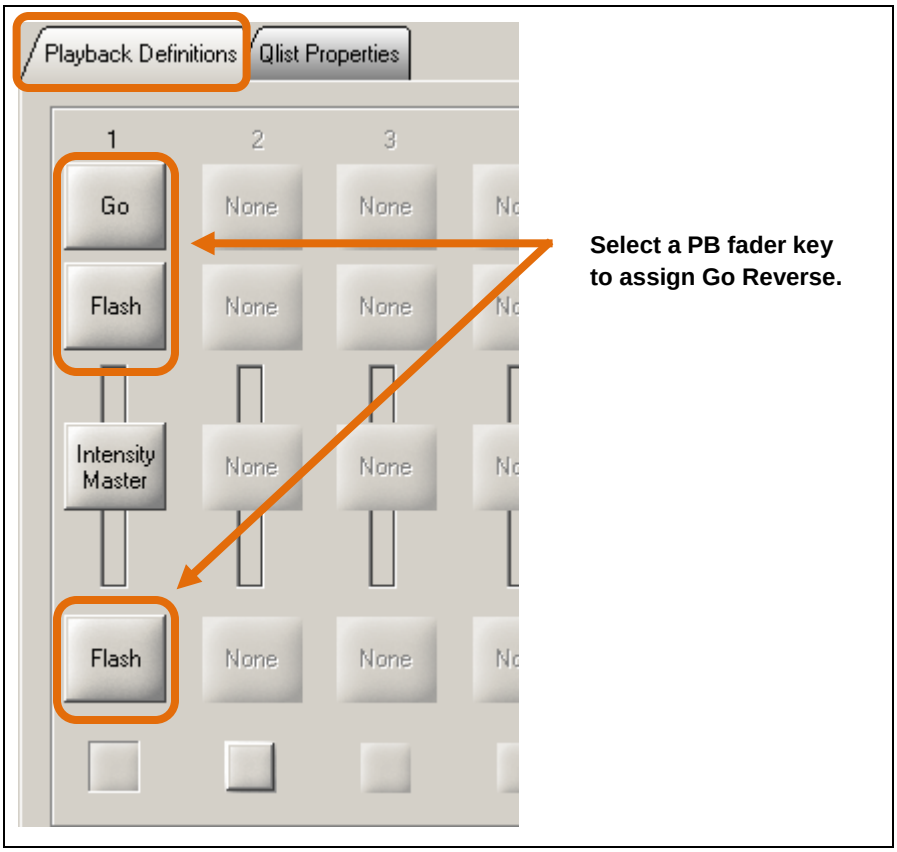
5. Click Apply to save the change.

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

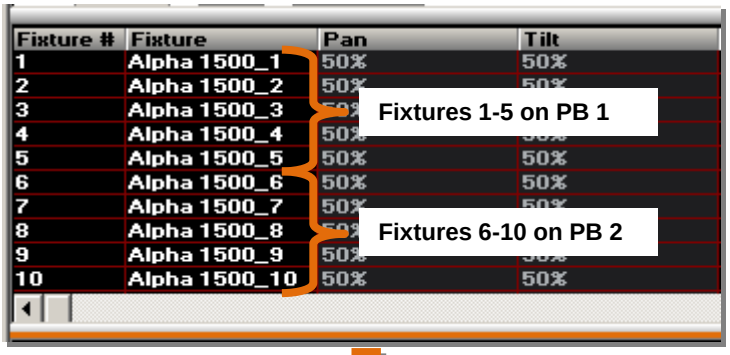
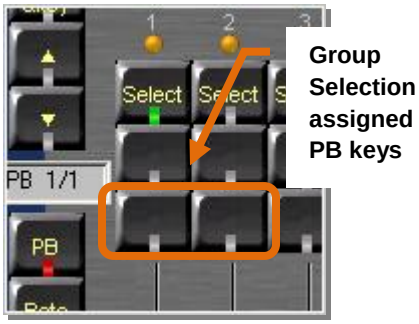
Group Selection and Release via PB

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.

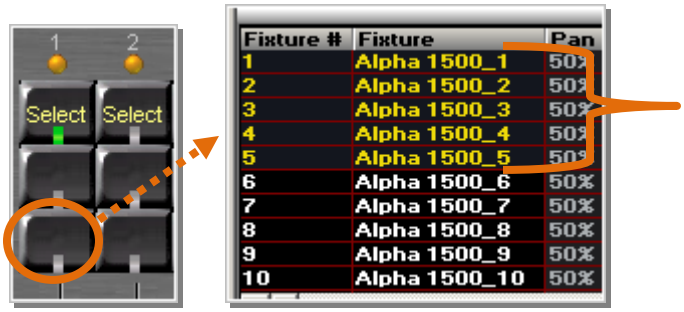
- Group Selection will select all content (Channels, Spots, etc.) on a cue or temp cue.
- Group Release will release selected content from the editor.

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

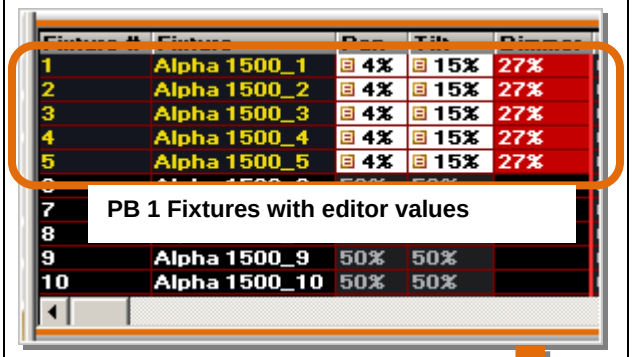
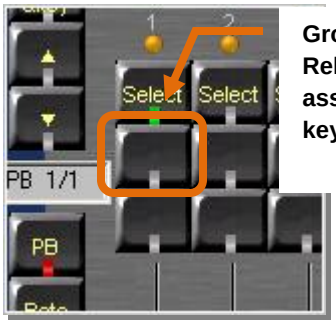
Example of Group Selection

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:
	

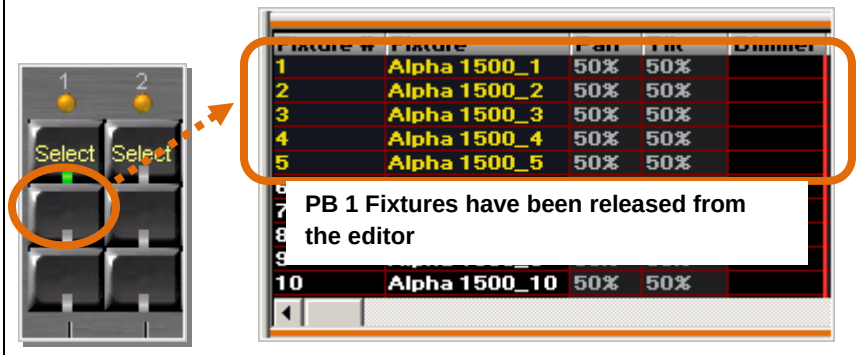
If you select the assigned Group Selection key on PB 1 ,the group of Fixtures 1- 5 will be selected:



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:
	

If you select the assigned Group Release key on PB 1, the group of selected Fixtures will be released from the Editor:

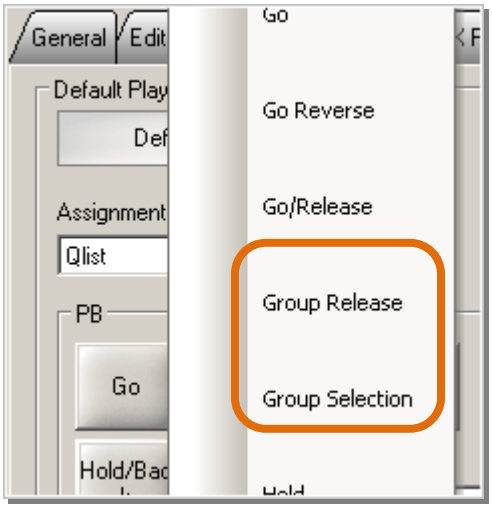
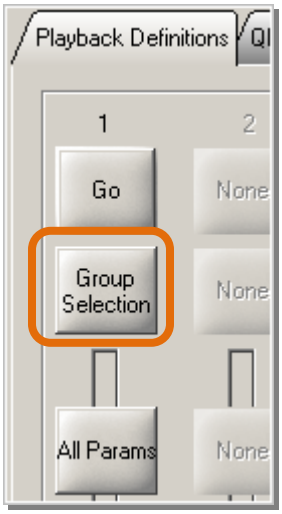
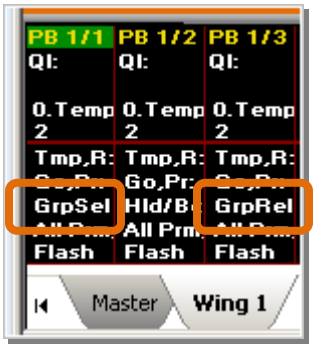


Note: *The Fixtures will still be selected, moving any parameter wheel will re-select the released fixtures.*

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 GrpRel or GrpSel will be displayed in the PB wing. Assigning them from the System Settings will only apply to new assignments.

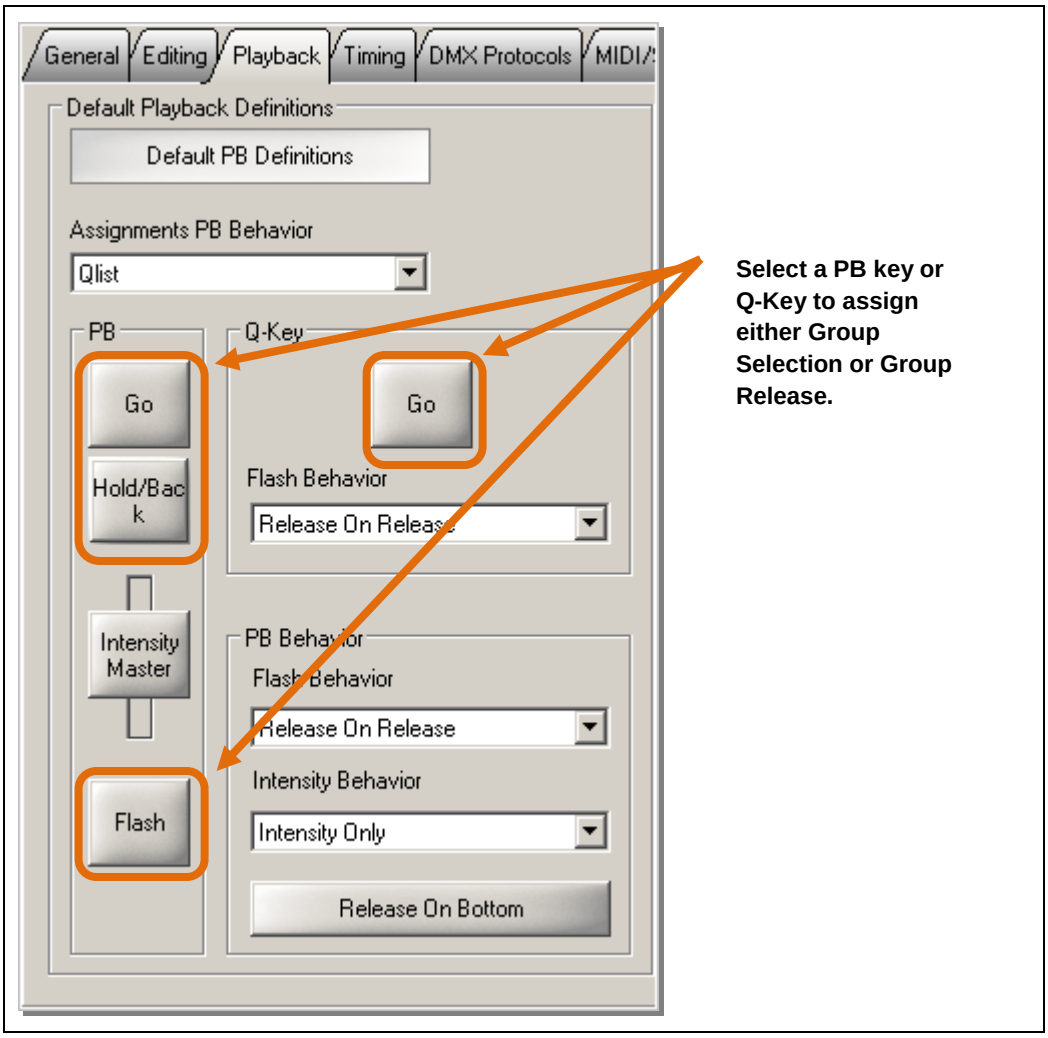
***Group Selection* and *Group Release* in the PB Keys Behavior list**	**Example of an assigned PB Key**	**Example of *GrpSel* and *GrpRel* text in the PB wing**
		 **GrpSel = Group Selection** **GrpRel = Group Release**

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.

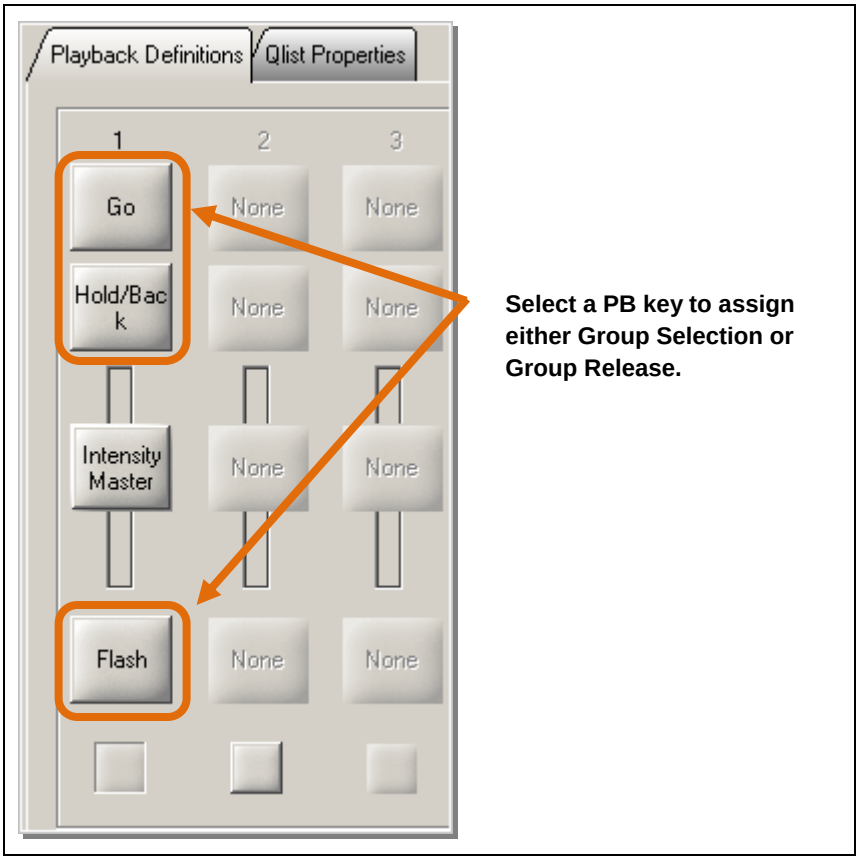
5. Click Apply to save the change.

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.

Vector Release Notes

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

Real time version: **3.19R01**

Windows version: **3.19R01**

RT interface version: **3.19R01**

Firmware file updates are required for:

- Remote Editor Wing: **Version 28**

The following Macro Keys have changed:

SEE Quick Access to MACRO's

(Please contact your local Compulite distributor for replacement keys)

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

IMPORTANT NOTES!!

Please note the following before continuing!

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

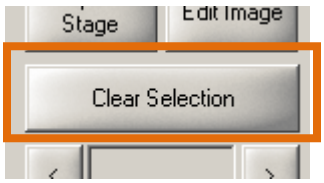
The following list is new options that are disabled by default (Previously they were always enabled); this is relevant for new shows and saved shows from previous software versions:

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

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

Version Highlights

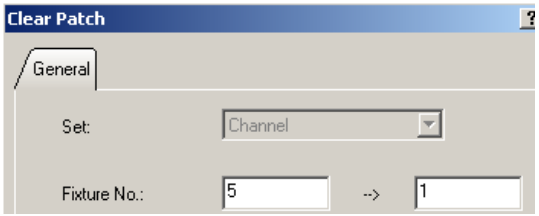
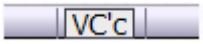
In this version we added more than 40 new devices and updated 80:

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

3.2. Fan Enhancements 3.2.1. Fan From Step to Step	• You are now able to activate the Fan mode by selecting the Fixture's, then pressing the **Fan** key. • Now you can change a range of Fixtures while in Fan mode. • You can Fan from one step to another using the Step Picker (Color Wheel Picker, Gobo Picker and Media Server Picker etc.) • Now you are able to go from value to value using a shorter sequence.
3.3. Prohibit Mark Cue	Vector will now protect Mark cues from being manipulated. However you can still edit the timing properties and the name of the mark cue.
3.4. Move Function	• The Move function enables you to move objects such as cue's, groups, libraries etc. • More sequences where added for Copy and Cut in Enter Mode Syntax.
3.5. Effect Editor Improvements	• Now you can assign an exact value using the keypad. • The Release button has been enhanced. • A Pre Build effect can now be run on parameters of the same type, example; RGB
4. Playback	
4.1. Direct PB operations	You are now able to do PB operations, for example; assign Qlists, release PB's etc., directly from the PB wing view.
4.2. Vector Snap Enhancements	A new option was added that enables you to choose if the PB will be released or activated when loading a show, for example; "Activate the snap on load".

5. Patch Manager	
5.1. Apply and Continue Wizard	Now you are able to apply a patch and continue working in the same wizard dialog without re-opening the wizard after every operation.
6. System Settings	
6.1. SMPTE Midi Enable / Disable	• You now have the ability to control the signals from SMPTE, MTC, MIDI In and MIDI Out. • A larger clock view was added to the active TimeLine view screen.
6.2. Remote Control Enable / Disable	A Remote Control Application's option was added to allow you to enable or disable the ability for an external application to connect to the console. This option can be found in the Network tab: Tools ► System Settings ► Network The Remote Control Application's option is DISABLED by default. Enable the option so that an external application can connect. (iControl, iControl App & Remote PC Panel). **You will still be able to see the console in the console list on the remote application, however, the console will NOT respond until you ENABLE the remote control in that console.** **Note:** External hardware (Editor, Playback and Channel wing), can still be connected to the console if the Remote Control Application's option is either enabled or disabled.

7. Desktop	
7.1. Desktop Enhancements	A bunch of new desktop enhancements where added: • Stage Element support: There are 16 elements that can be dragged onto the Desktop. Each element can be manipulated to change size, angel, line thickness and line color. • Ability to add shortcuts from the windows explore to the desktop. • Printing ability • Undo changes • A new Layers Toolbar that enables you to define layers, lock layers and decide which layers you want to display.
8. General Improvements	
8.1. Export Show to ASCII	Vector now supports ASCII show file export according to the ASCII Standard Protocol.
8.2. **Import ASCII Show File Enhanced**	Import ASCII Show file now supports: • Proportional Patch Level • Cue Link
8.3. WIN SCROLL Mode Enhancements	6 new functions where added to the WIN SCROLL mode.
8.4. Locked Columns Enhancement	A thicker and brighter line can now be seen when you lock columns on a grid view.
8.5. Blind Enhancements	It is now possible to copy the editor values into the Blind editor.
8.6. Import Devices Improvements	You are now able to select multiple devices from the Import Device tree as you would in windows.(CTRL or SHIFT)

8.7. Delete / Clear Patch in reverse order	Now you can delete or clear a patch in reverse order in the Clear Patch dialog from the Patch manager. 
8.8. VC Compressed Indication	When you use VC Compressed, the indication bar will now indicate VC'c. 
8.9. Workspace Improvement	Now if you have only one workspace, there will be no workspace indication tab until you add another workspace. This helps save screen space. See Workspace example.
8.10. Range Information	The Modify or patch dialog title bar now contains range information. See Modify and Patch Information Improvement.
8.11. Import / Export shows Enhanced Menu	The new Import / Export Show's menu now contains all the Import and Export show options: • Import Partial Show • Import 4D Show • Import Sabre Show • Import ASCII Show • Export Show To ASCII
8.12. Using PB in Cut Time	You are now able to manipulate PB content by using the **[SHIFT]** key together with a PB key.

Bug Fixes – Vector Software 3.19.R01

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

Operating New Features

ATTENTION!

This Vector documentation contains both Action and Enter procedure syntax. Procedures that use Action syntax are preceded by: A procedures that use Enter syntax are preceded by: E

Limitations

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

The View Properties Button

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

For example:

To change the SK view properties

- Click on the ***View Properties*** button on the SK view pane title bar.

  -OR-

- Right click, select View Properties.

  -OR-

- From the View menu select View Properties.

View Properties button on the pane title

To change the Grid view properties

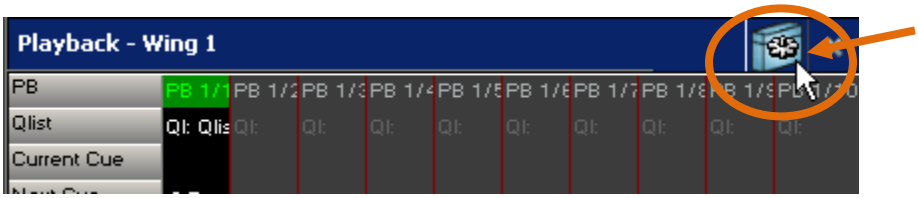
- Click on the ***View Properties*** button on the Grid view pane title bar.

  -OR-

- Right click, select View Properties.

  -OR-

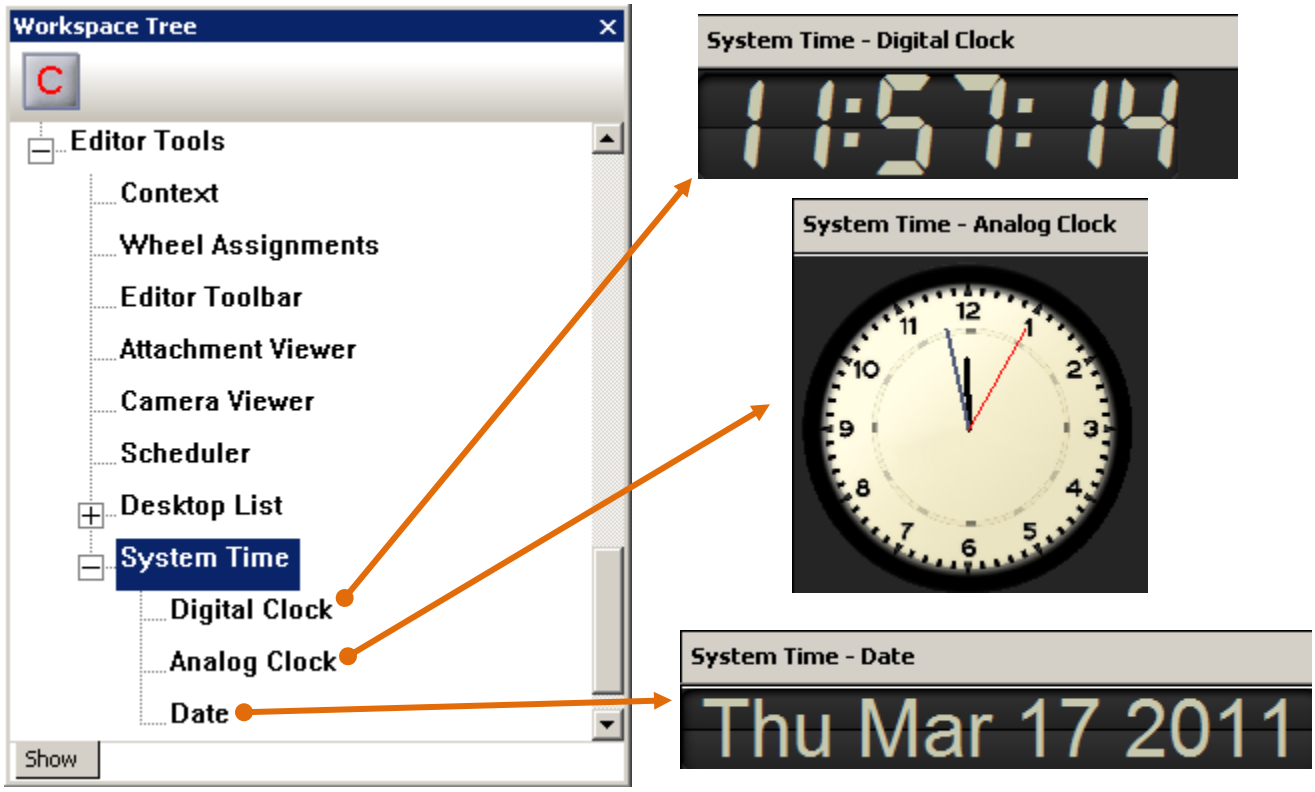
- From the View menu select View Properties.



View Properties button

Clock and Date View

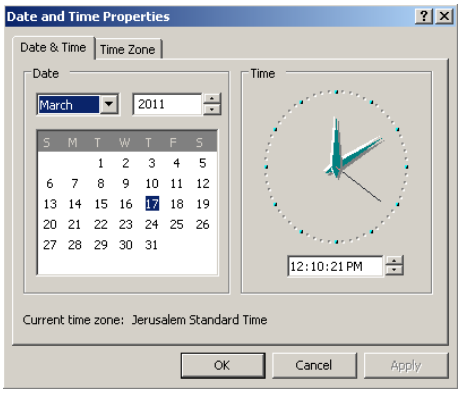
The Clocks and Date view options have been added to the Workspace tree ► Editor Tool's ► System Time:



To add a clock or date

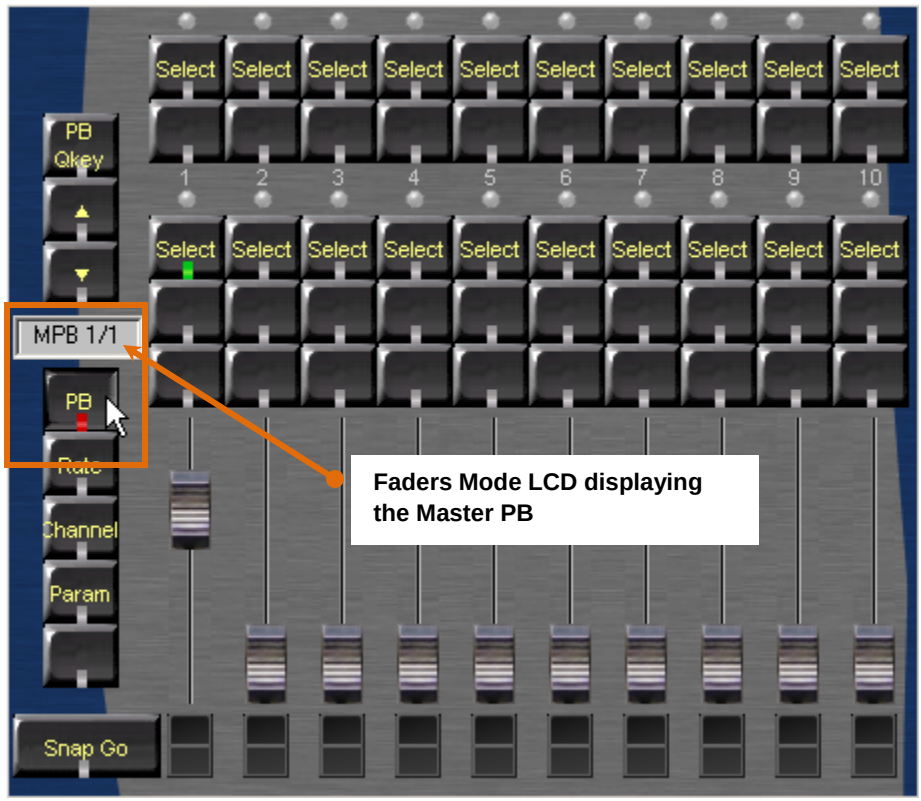
- From the Workspace Tree, click on System Time; choose a clock or date or both. (Each one will be in a separate tab view)

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



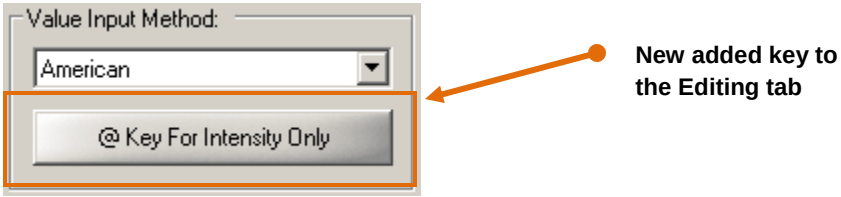
Master PB Indication on the Faders Mode LCD

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



Vector @ Key Enhancement

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



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

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

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

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

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

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

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

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

Examples:

When the @Key For Intensity Only is disabled:

Sequence:

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

   The Cyan parameter will be changed to value 75.

When the @Key For Intensity Only is enabled:

Sequence 1:

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

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

Sequence 2: - Selecting multiple parameters:

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

   [Cyan, Magenta, 45]

-OR-

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

   [Cyan, Magenta, FULL]

When the @ Key For Intensity Only is enabled or disabled

Sequence 1:

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

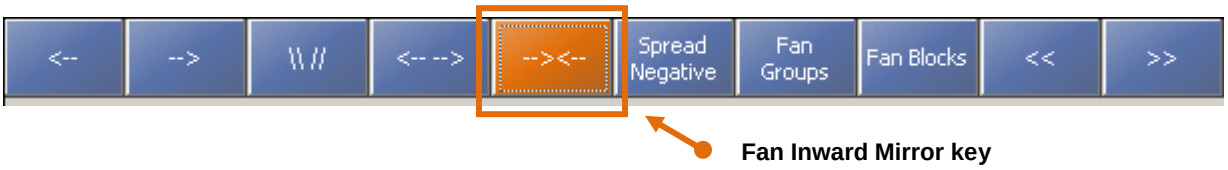
1. Select a FIXTURE, example; **Spot 1.**
2. Select a parameter, example; **Cyan**.
3. Enter a value using the keypad, example **75.**

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

Fan Enhancements

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

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



The Fan Inward Mirror key

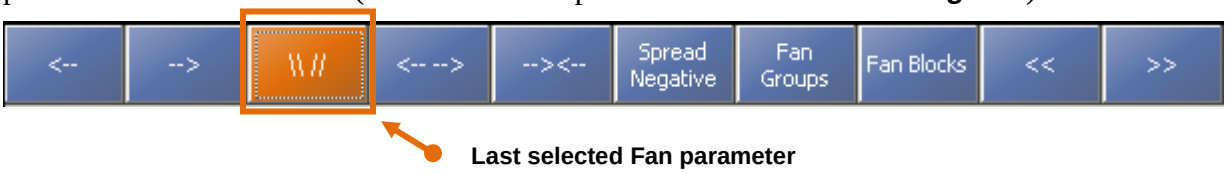
The ***Fan Inward Mirror*** button -><-- enables you to fan from the outside to the center. *The* ***Fan Inward Mirror*** button is the opposite of the ***Fan Outward Mirror*** button <-- -->.

Using the new Fan Mode

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

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

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



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

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

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

Example:

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

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

Example:

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

To exit the Fan mode

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

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

Fan mode sequences

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

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

- We also added a sequence to make it easier to go from:
  - Value to value to value etc.:

    [Fixture # → #, @, # → # → # → # → # → # → #...etc. etc]

  -OR-

  - Using the Step Picker:

    [Fixture # → #, STEP → STEP → STEP → STEP…etc]

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

Fan Parameter from Step to Step

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

Using the Step to Step Fan Feature

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

[Fixture, # →# @ # →#]

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

For example;

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

   The console will now enter into Fan mode.
5. From the picker, tap on another step, for example; Orange.

   The selected range of Fixtures is now fanned from Red to Orange.
6. Repeat point 4 – 5, to carry on fanning from step to step.

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

Note the following:

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

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

Prohibit Mark Cue Data Modifications

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

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

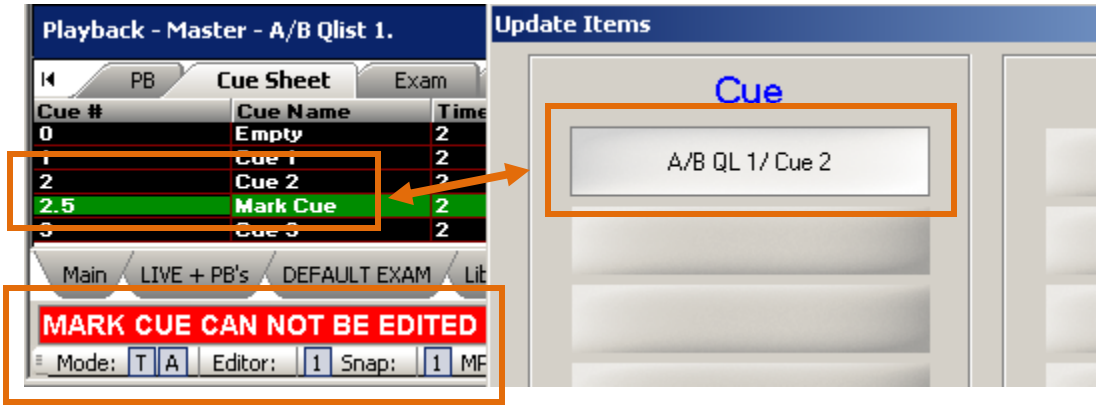
Updating an Active Mark Cue

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

Example:

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

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



The Move Function

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

Sequences to move objects

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

To move an object using the keypad

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

   A

6. **[Store]**

   -OR-

   E

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

Example:

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

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

   The command line will indicate the following:

   [MOVE]>>Group 1

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

   The command line will indicate the following:

   [MOVE]>>Group 1 @ Group

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

   The command line will indicate the following:

```
>>Group 10 Paste
```

To move a range of objects using the keypad

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

   A

6. **[Store]**

   -OR-

   E

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

Example:

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

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

   The command line will indicate the following:

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

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

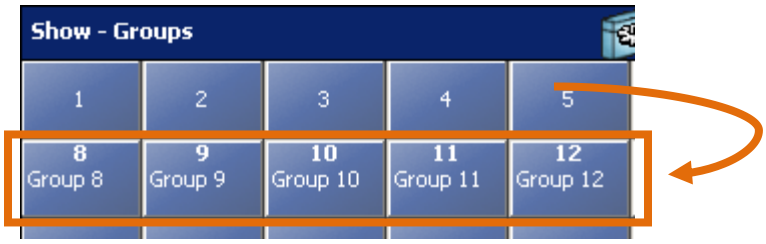
   The command line will indicate the following:

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

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

   The command line will indicate the following:

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



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

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

ATTENTION! By default the numeric object type is Cue.

For example;

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

To move an object using the soft keys

Sequence 1

1. **[SHIFT + MOVE]**
2. Select or Tap on the object to move.
3. Select or Tap on the target soft key.(If the SK is empty)

   -OR-
4. Press @
5. Select or tap on any target soft key.

Sequence 2

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

   -OR-

   Enter the target number on the keypad.

   A
5. Press **[Store]**

   -OR-

   E

   [ENTER] / [Store]

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

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

To move a range of objects using the soft keys

Sequence 1

1. **[SHIFT + MOVE]**
2. Select or Tap on the objects to move.
3. Select or Tap on the target soft key.(If the SK is empty)

   -OR-
4. Press @
5. Select or tap on any target soft key.

Sequence 2

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

   -OR-

   Enter a target number from the keypad.

   A
10. Press **[Store]**

    -OR-

    E

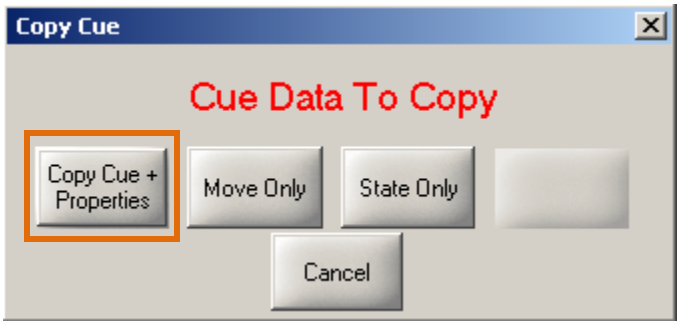
    [ENTER] / [Store]

Note the following:

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

The Copy Cue + Properties Button

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



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

Effects Editor Improvements

The following improvements were added to the Effects Editor:

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

Assign a value using the keypad

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

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

- Press on the Effect attribute button you are working on, example; Rate → All

  -OR-

- Press on the parameter key associated with the effect you are working on.(The keys above the Parameter wheels on Vector Red or Vector Blue)

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

[- Key, #], Example; -50

Note the Max values for the following:

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

Tips!

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

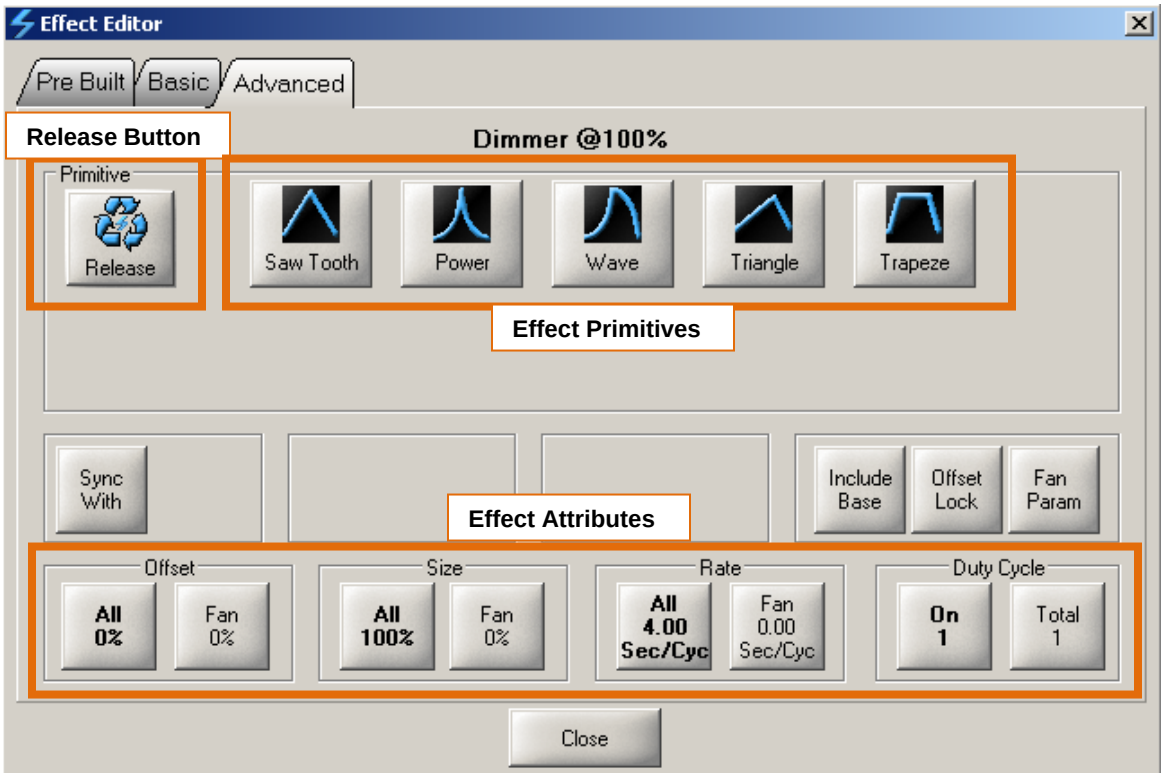
The Enhanced Release Button

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

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

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

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



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

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

Example 1:

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

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

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

Example 2:

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

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

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

Direct PB Operations

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

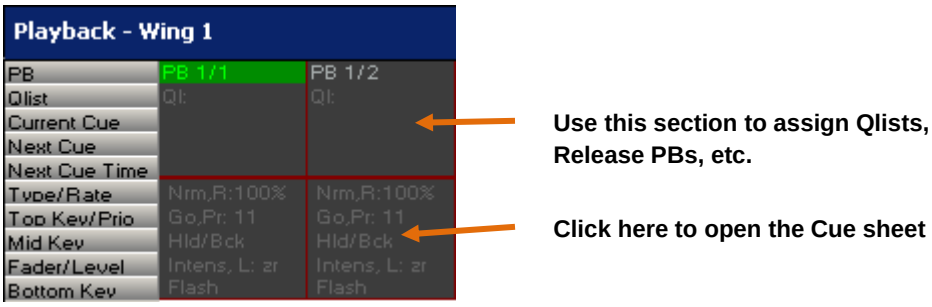
Using Interactive Selection

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

To turn ON Interactive Selection

- From the View menu select Interactive Selection.

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

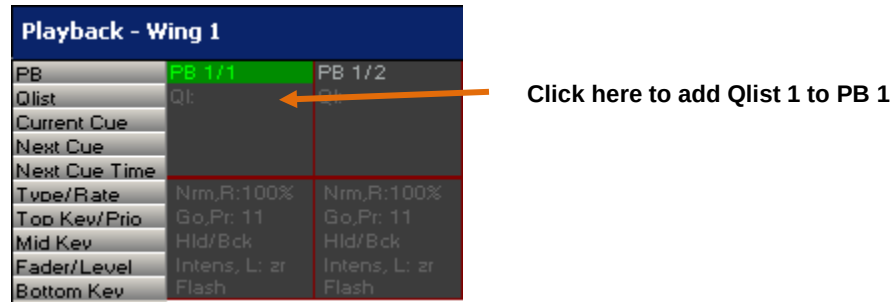


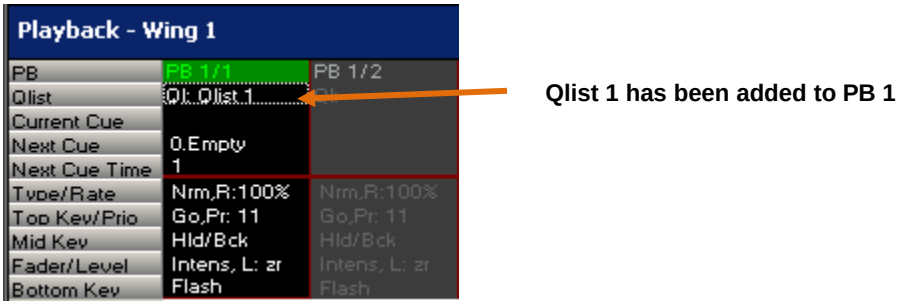
Tip! You can use the PB control keys to manipulate the PB, (PB release, Free, GO, Forward or Backwords, take Priority, Etc…)

Example:

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

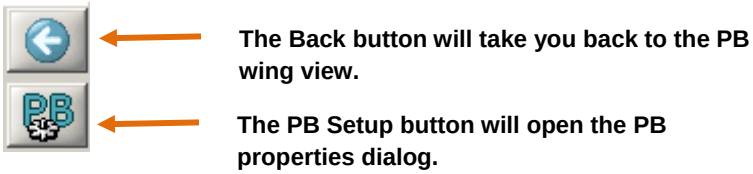
Type Qlist 1 and tap or click on the Playback wing:



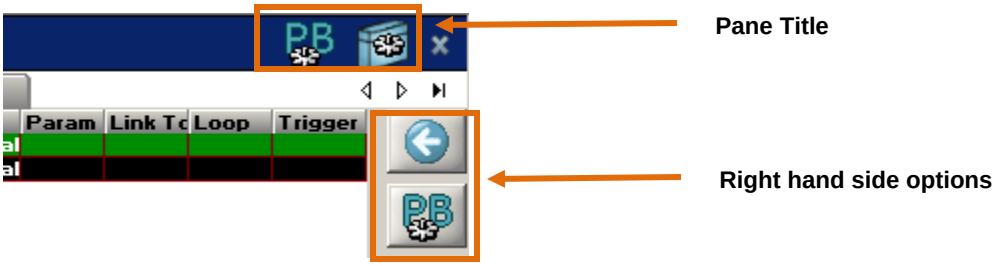


Viewing the Cue sheet

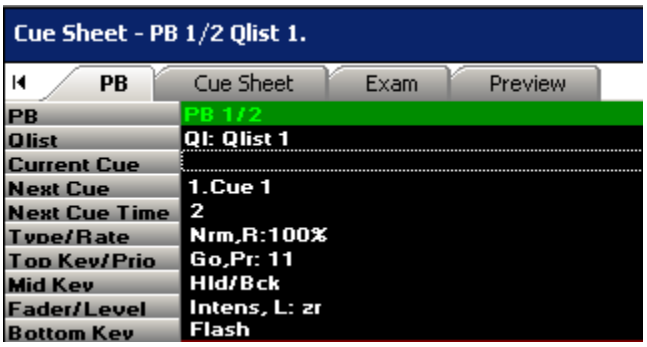
You can view a Cue sheet of a PB by simply clicking on the section under the divider line. From the Cue Sheet, you can also view the PB, Exam and Preview by clicking on those tabs. The Cue sheet now has 2 new buttons on the right hand side for easier navigation- A back button and PB Setup button:



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



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



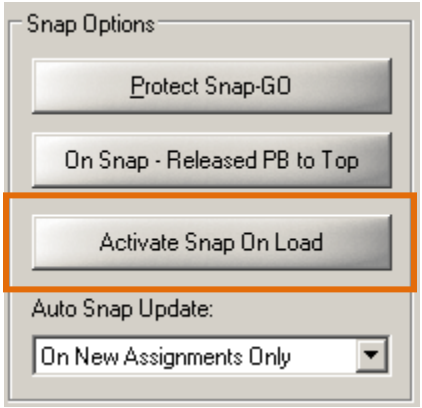
ATTENTION! By default the Interactive Selection is enabled, even when loading a layout from a previous version (3.18).

Note the following:

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

Vector Snap Enhancement

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

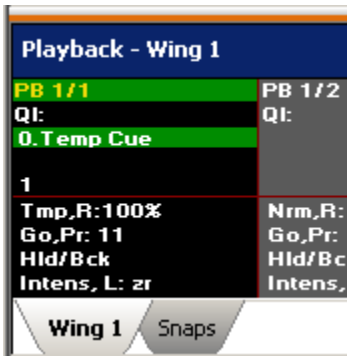


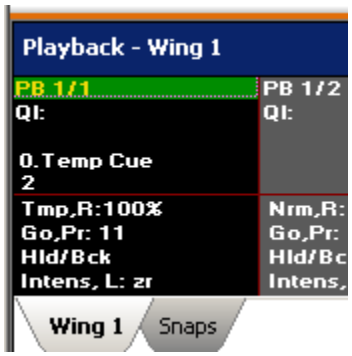
The behavior of the "***Activate Snap On Load***" is saved in the Show Data, (Meaning, when loading a show, the console will check the state of this option and then load the show accordingly). Therefore, before saving a show you will need to decide how you want the snap to behave when loading that show.

Example:

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

Activate Snap On Load - *Enabled*: ***Activate Snap On Load*** - *Disabled:*





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

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

Note the following:

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

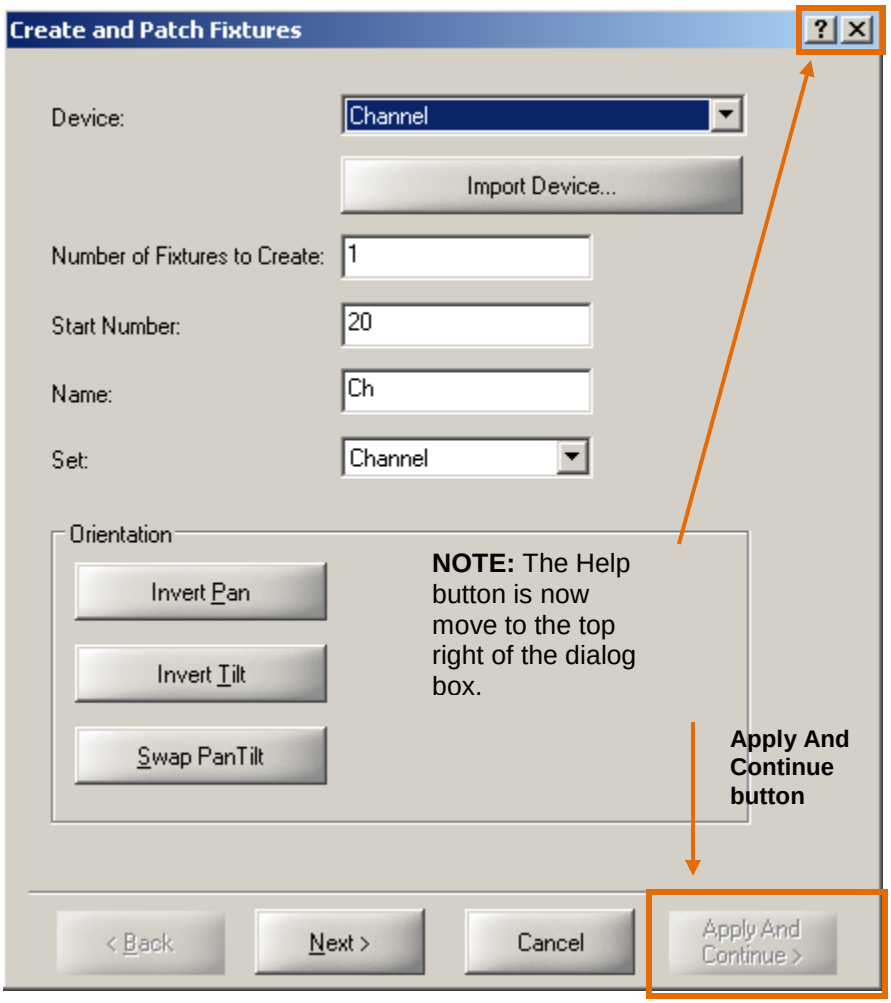
The Apply & Continue Option in the Wizard

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

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

Using the Apply & Continue button

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



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

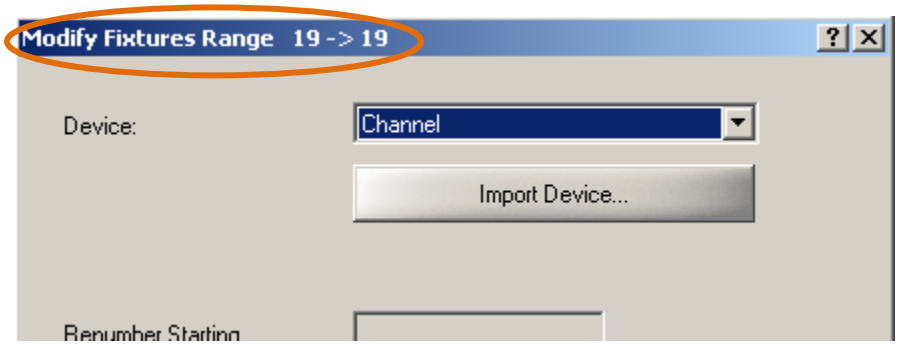
Every time you use the Apply & Continue button, the system will automatically generate the next available number for that device. For example; if you modify a range for spots 1-9, then you use Apply & Continue, the next range will start from the next available number, i.e. spot 10.

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

Modify and Patch Information Improvement

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

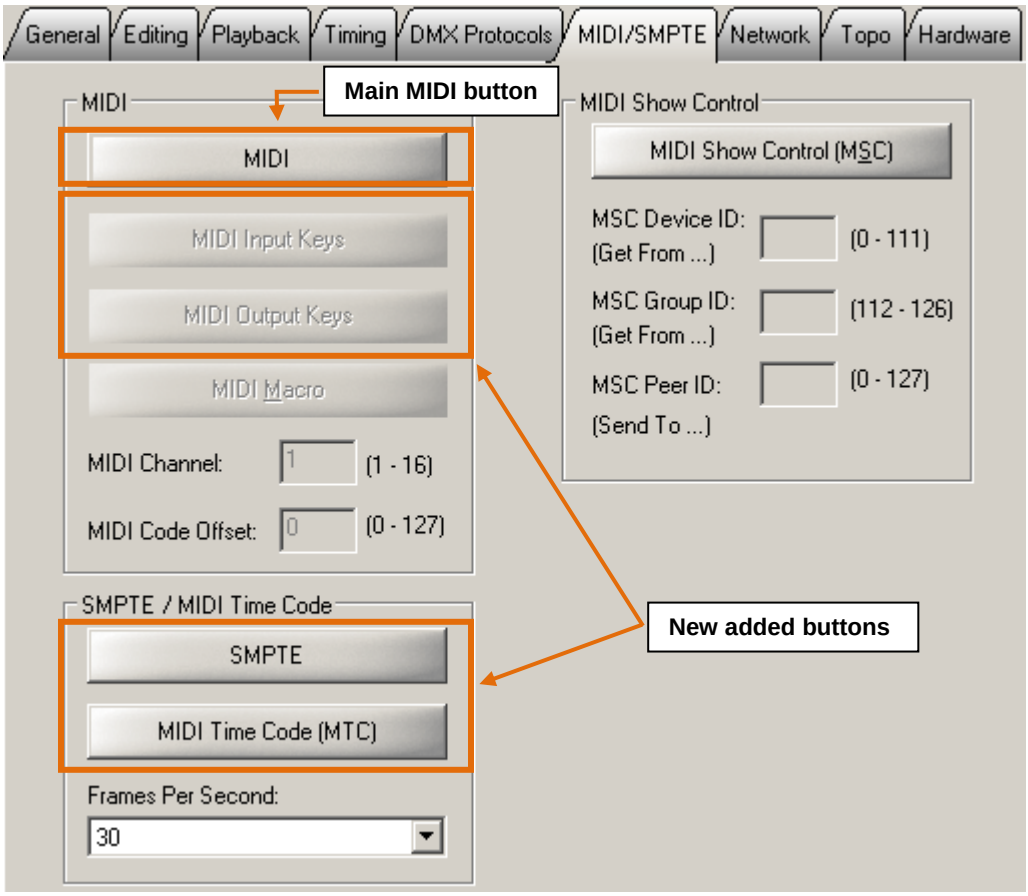
- Creating and Patching Fixtures
- Patching Fixtures
- Modifying Fixture Ranges
- Modifying Dimmer Ranges



SMPTE, MTC, MIDI Enable / Disable

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

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



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

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

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

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

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

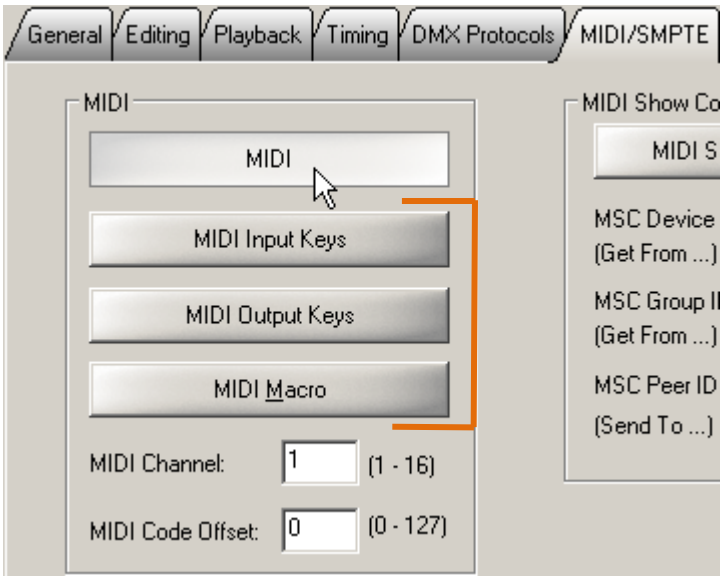
The MIDI/SMPTE new buttons

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

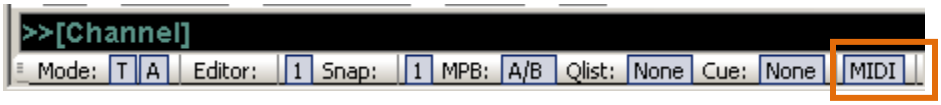
Button	Function
MIDI Input Keys	Enable this key together with the main MIDI button to receive MIDI commands into the console.
MIDI Output Keys	Enable this key together with the main MIDI button to send MIDI commands from the console.
MTC	Enable this key to receive MIDI Time Code protocol (External Timeline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

Using MIDI/SMPTE System Settings Tab

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



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

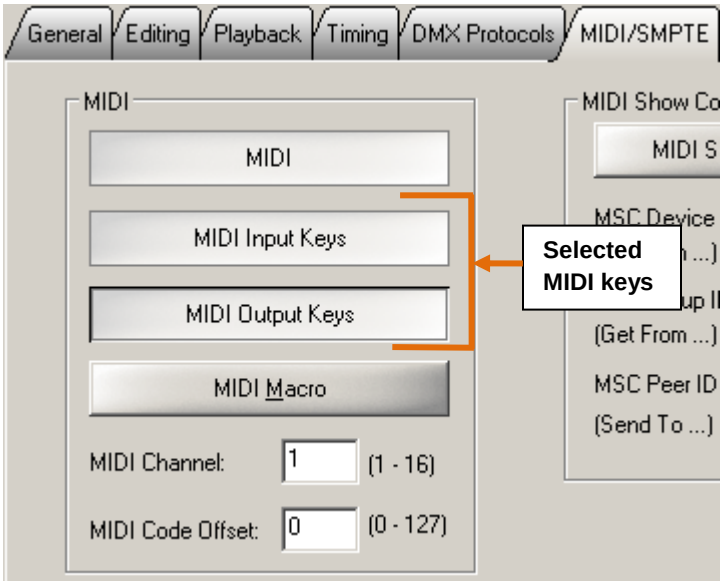


After selecting a **MIDI** key choice; ***MIDI Input Keys***, ***MIDI Output Keys***, or ***MIDI Macro***, the changes will *NOT* be immediate until you apply the change by pressing ***OK*** or ***Apply.***

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

Example:

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



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

Indication bar MIDI/SMPTE indications

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

MIDI Indications	Activated key's	SMPTE / MTC Indications	Activated key's
MIDI	Main MIDI Only or main MIDI + MIDI Marco	SMPTE	SMPTE
MIDI IN	Main MIDI + MIDI Input keys	MTC	MIDI Time Code (MTC)
MIDI OUT	Main MIDI + MIDI Output keys	MTC SMPTE	MIDI Time Code (MTC) + SMPTE
MIDI I/O	Main MIDI + MIDI Input keys & MIDI Output keys		

Using the MIDI/SMPTE Toolbar

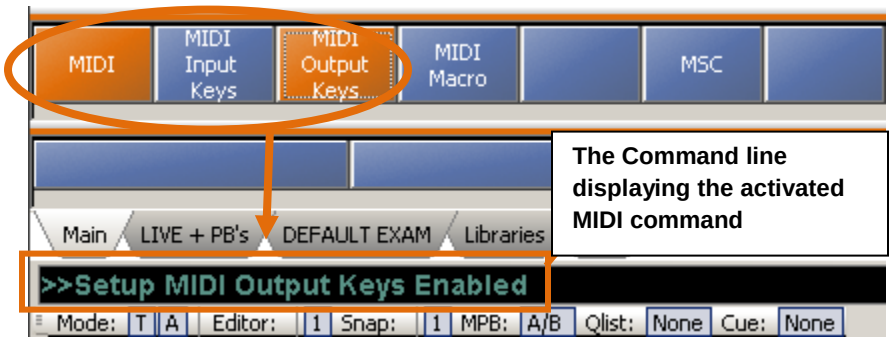
The MIDI/SMPTE Toolbar is accessed by pressing the **Setup** key ► ***MIDI/SMPTE*** Soft key:

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

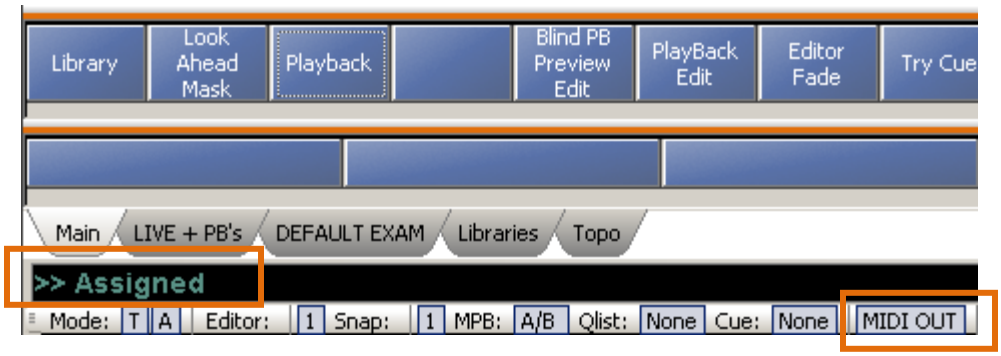
The Assigned command will also be visible in the MIDI/SMPTE System Settings tab.

Example:

MIDI Output is enabled:



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



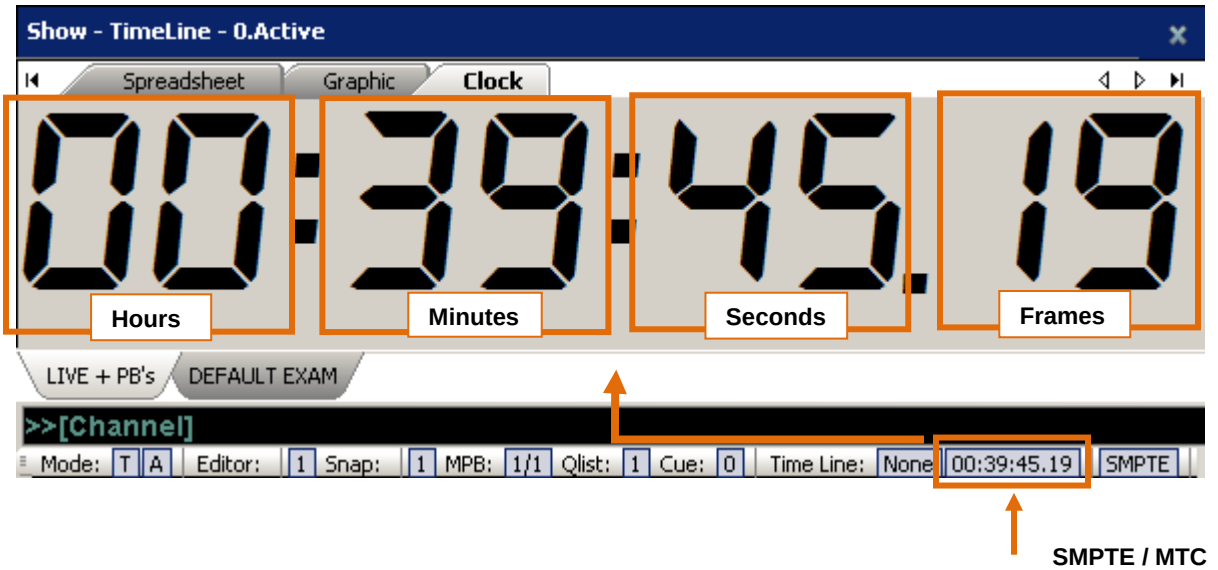
NOTE: The MIDI/SMPTE Toolbar will return back to the Default Tool bar after assigning the command.

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

The SMPTE / MTC TimeLine Clock

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

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



SMPTE / MTC Clock View on the Indication bar

Note the following color changes:

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

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

Desktop Enhancements

The new desktop enhancements enable you to do the following:

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

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

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

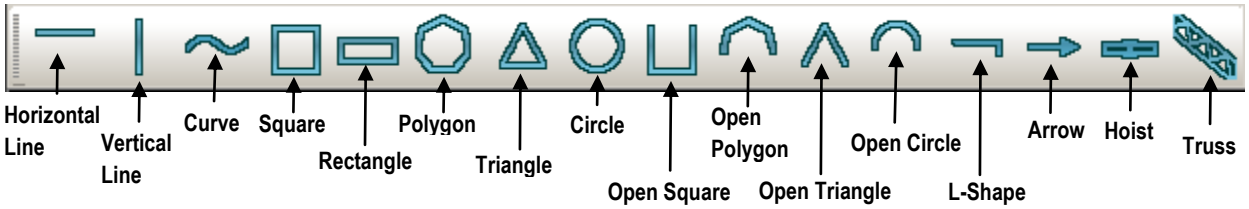
NOTE: **The Grid button has also been added to the Desktop pane title.**

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

The Stage Elements Toolbar

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

Stage Elements Toolbar:

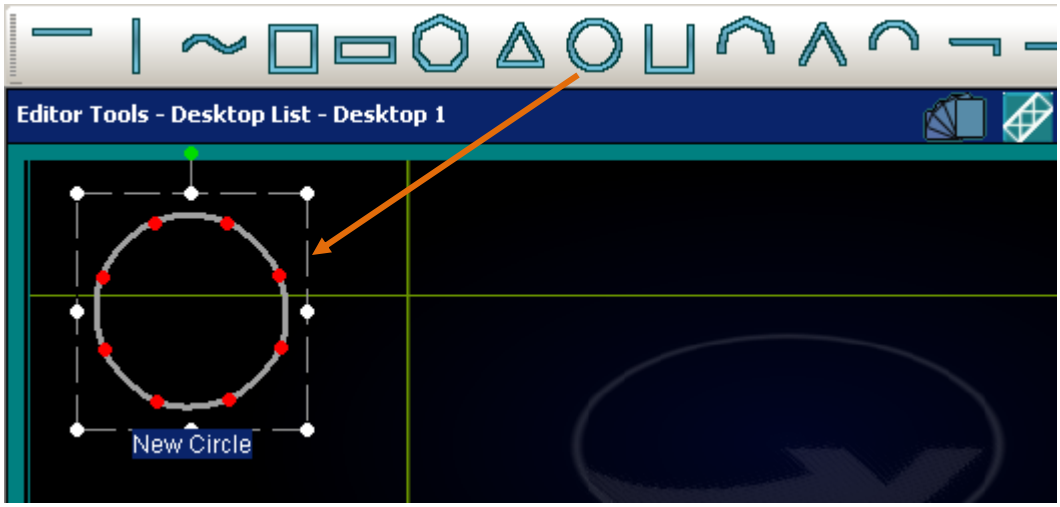


To add stage elements to the Desktop

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

   The Stage Elements Toolbar will appear:
3. Using the mouse, drag the desired element onto the Desktop area.

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

To name the element

1. Double click the Name field.

   -OR-

   Click on the actual element to select it, and then Right click, select Rename from the menu.
2. Type desired name in the Name field.
3. Press Enter or click anywhere in the desktop area.

To move an element

1. Click on the actual element to select it.

   -OR-

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

   -OR-

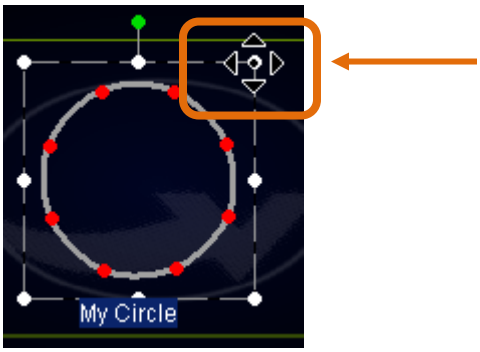
   Select a few elements using CTRL and left mouse click.

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

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

To change element size

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



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

Tips!

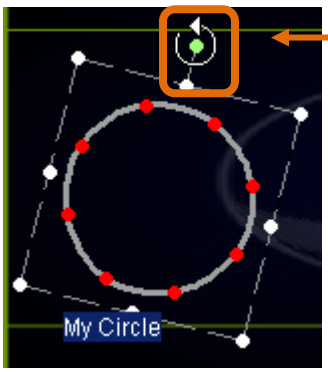
- To change the size of multiple elements, select the elements, and then drag one of the points from the outside frame.
- To equally change the size of an element; press and hold SHIFT while stretching the element.

To rotate the element

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

OR

Right click ► Rotate.



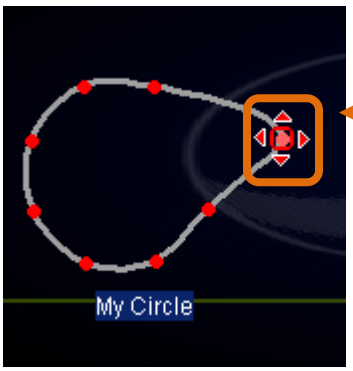
The Rotate icon will appear once the mouse is over the rotate point.

Tips!

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

To change the element shape

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



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

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

To add points to an element

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

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

To remove a point

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

To delete an element

1. Click on the actual element to select it.

   -OR-

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

2. Press Delete.

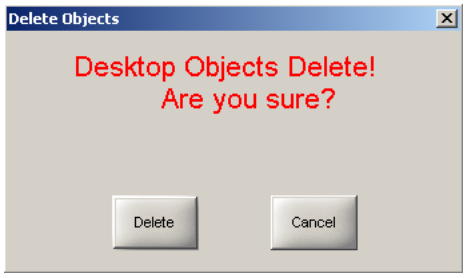
   -OR-

   Right click ► Delete

   -OR-

   Press Delete on the keyboard.

   A Delete Objects dialog will appear:



3. Click Delete to delete the Element or Cancel.

To print a desktop

You are now able to print the desktop.

1. Open the Desktop view
2. Click on the Desktop view tab to activate it for printing.

   The selected desktop view should have an orange frame around it.
3. From the File menu select Print.

   -OR-

   Ctrl + P

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

Using Undo

The Undo command can be used to undo the following:

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

To undo

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

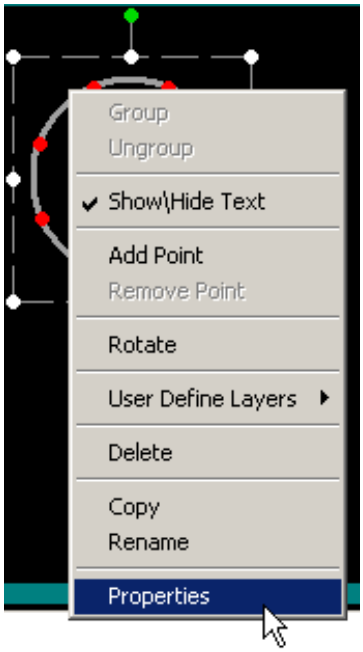
   NOTE: You only have 1 Undo.

Stage Element properties

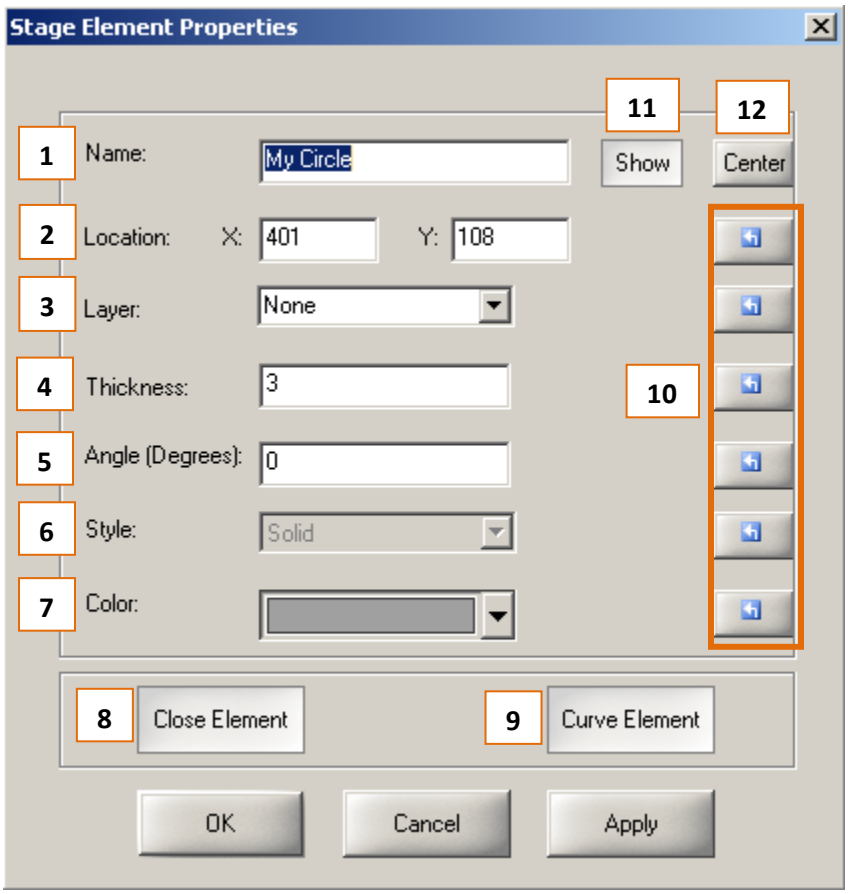
In the Stage Element Properties you can change line thickness, angel, color, and style, name the Element and decide if you want the Element to be open or closed, curved or not curved.

To access stage element properties

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



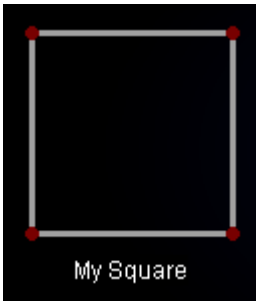
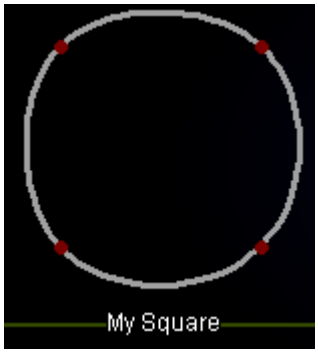
The Stage Element Properties window



Stage Element properties options

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

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

7	**Color:** Changes color of the Element line.
8	**Close Element:** If the button is enabled the Element shape will be closed. If the button is disabled the Element shape will be open. **Example:** In this example we will use the Circle Element. **Closed Element:** **Open Element:** **Tip!** If you have an open element, for example; **Open Square**, you can close the Square by clicking the on the **Close Element** button.
9	**Curve Element:** The Curve Element button is used to Curve or un-curve the Element. **Example:** In this Example we will use the Square Element. **Curve Element button is disabled:** **Curve Element button enabled: The Square now becomes a sort of circle:**  

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

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

Tips!

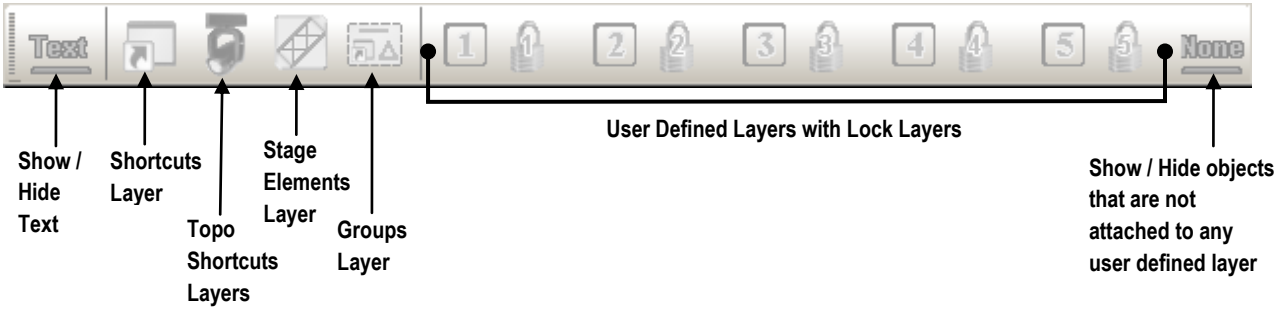
- **You can change the stage properties of multiple elements by selecting the elements then selecting properties.**
- **You can preview the changes on the actual element.**

The Layers Toolbar

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

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

Layers Toolbar:



The Layers Toolbar options

The following is an explanation of the Layers Toolbar options:

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

	These options are user defined layers, of which there are 5 to work with. **When the Layer is Enabled:** All the objects in the layer will be visible. **When the Layer is Disabled:** All the objects in the Layer will be hidden. **Locked or Un-Locked Layers** When a layer is locked, you will not be able to select or manipulate the objects in it. The layers lock can only be used when the Vector display is Unlocked : **When the Layer is Locked:** The Objects in the layer will be visible but they cannot be manipulated. **When the Layer is Un-Locked:** The Objects in the layer will be visible and can be manipulated.
None	This option will show or hide objects that are NOT linked to a user defined layer. **When Enabled:** All the objects that are not linked to a user defined layer will be visible. **When Disabled:** All the objects that are not linked to a user defined layer will be hidden.

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

Example:

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

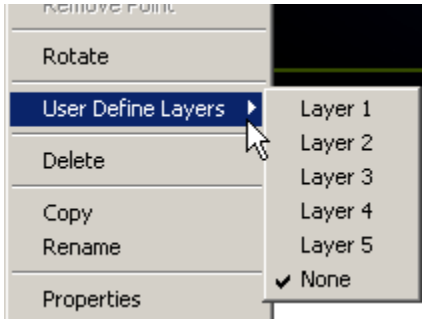
If you add that shortcut into a user defined layer; example user defined layer 1, the object will then part of both layers.(Generic shortcut layer and User defined layer 1)

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

To add objects to a user defined layer

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

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



-OR-

Right click on the Object ► Properties ► Layer

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

To hide objects in a layer

- Click on the active User Defined Layer.

To lock objects in a layer

- Click on the lock button

To remove objects from a layer

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

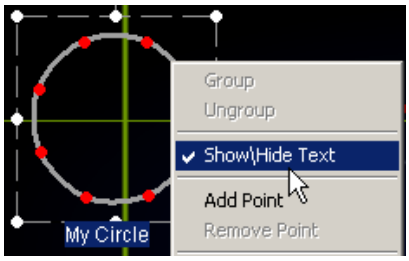
To hide text on all objects on the desktop

- From the Layers Toolbar click on the Text button

  This will hide all text from all objects.

To hide text on selected objects on the desktop

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



Groups

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

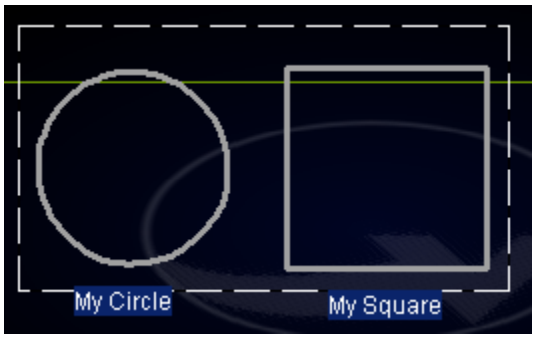
Note the following on groups:

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

To group objects

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

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

To ungroup objects

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

To undo

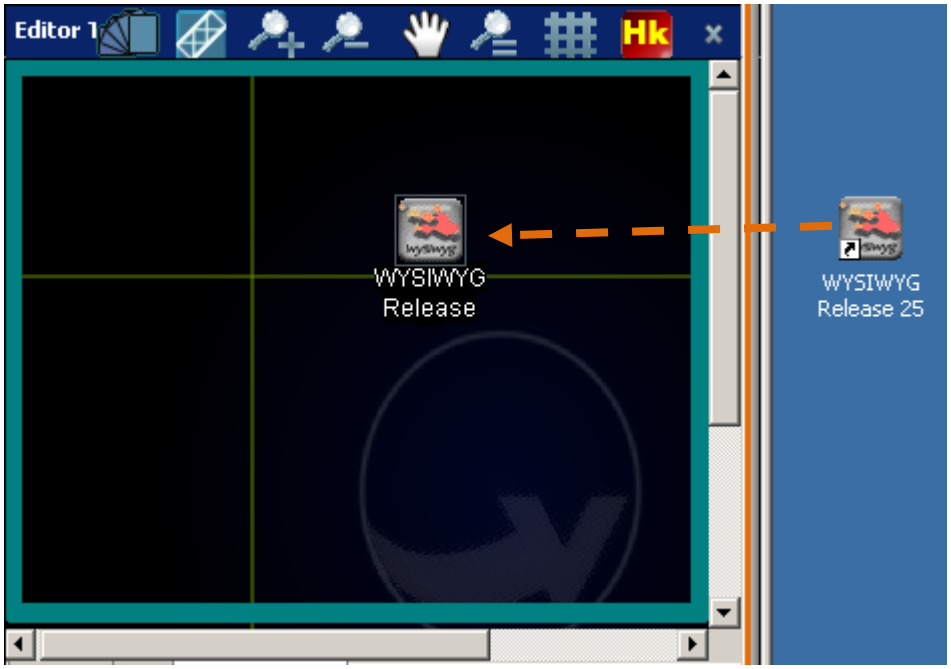
See Using Undo

Drag Files from PC Desktop to Vector Desktop

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

To drag files to the desktop

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



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

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

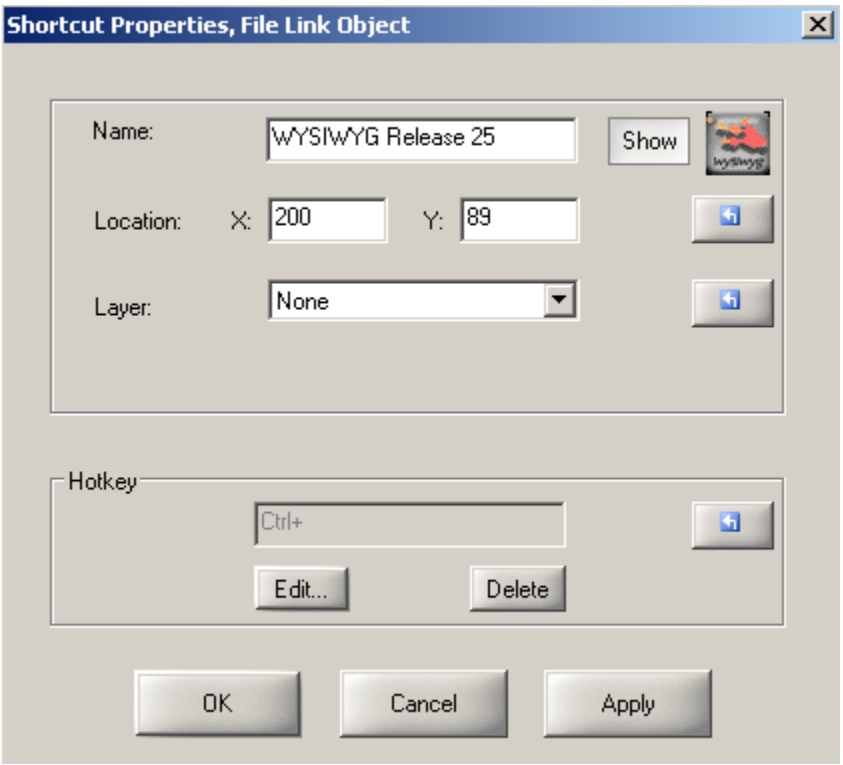
- Quick access to run applications such as C-Net Manager.
- CAD drawing of your stage or bitmap.

The Shortcuts properties dialog

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

You can perform the following:

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



Using the Grid

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

General Desktop Notes

The following are general notes on using the Desktop enhancements:

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

Export Show to ASCII

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

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

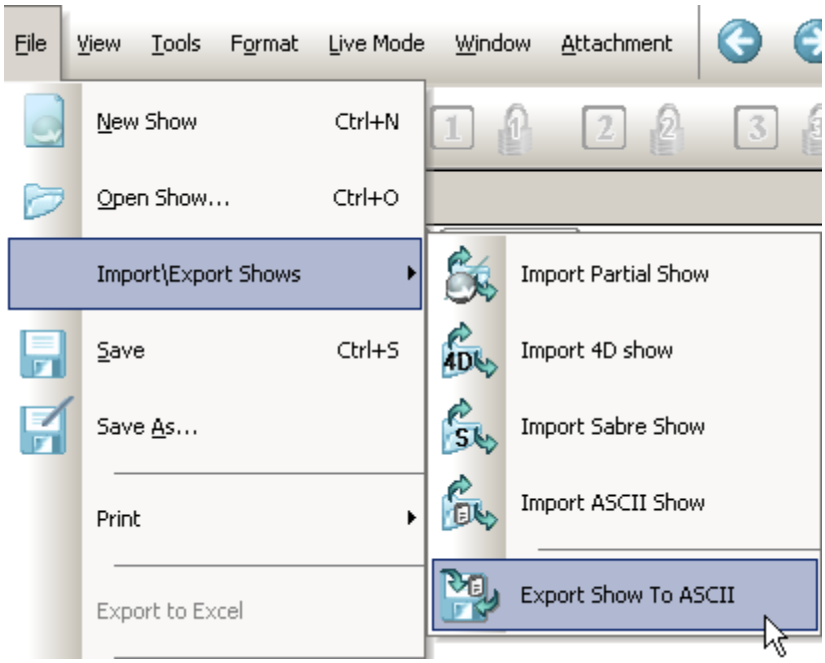
- Cue data
- Group data
- Cue time data (time-in / time-out)
- Cue Link
- Patch
- Proportional patch level
- Text of the Cue or Group

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

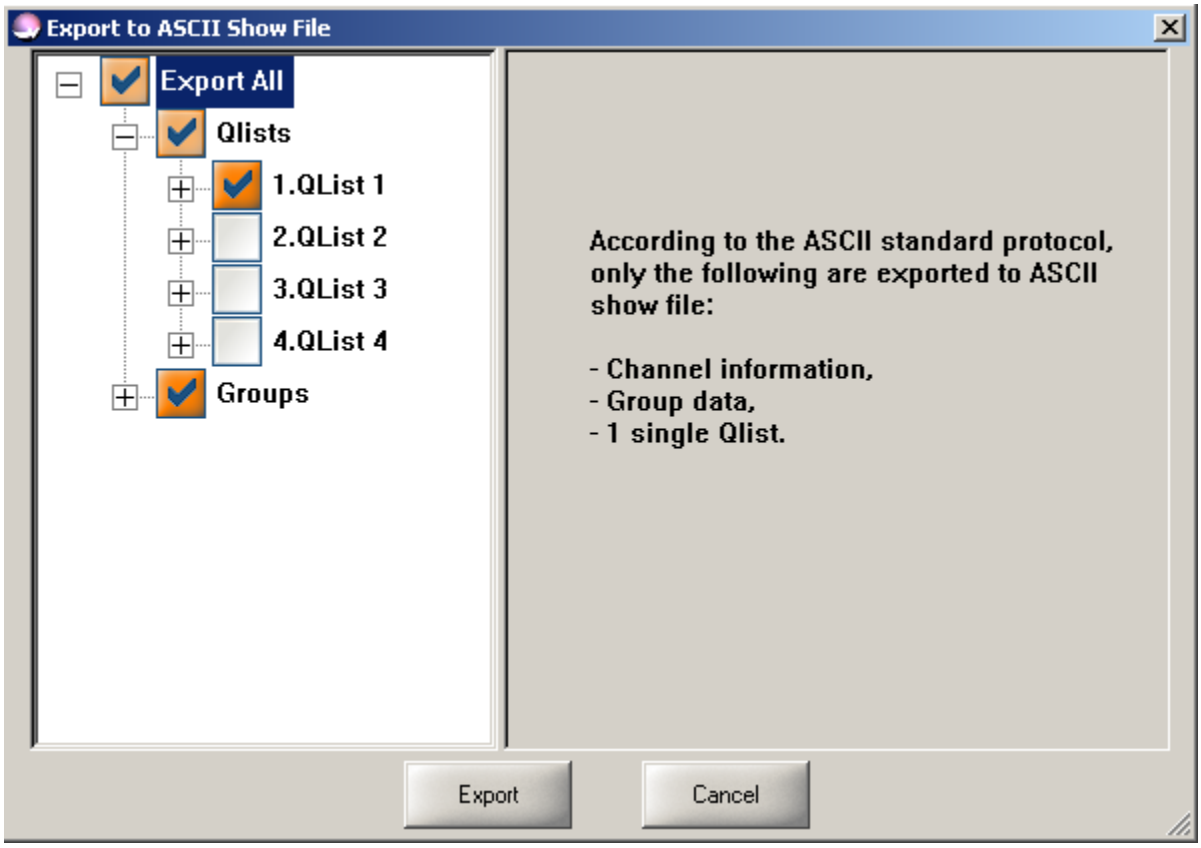
To export a show to ASCII

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

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



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



3. Click Export.
4. Select the destination to save the file.
5. Type the file name, select Save.

   The file will be saved with the extension:.**asc**

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

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

More General Enhancements

The following pages contain explanations on more general enhancements.

WIN SCROLL Enhancements

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

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

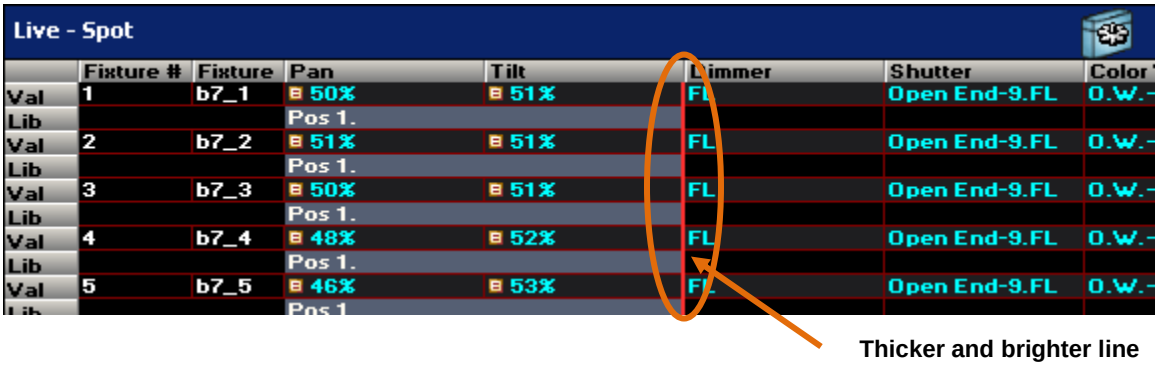
Tip! By using **[MACRO] +** → (Thru) in **WIN SCROLL** mode will give you the same effect as Alt + Tab on the windows keyboard.

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

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

Locked Columns Enhancement

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



Thicker and brighter line when columns are locked

Blind Enhancement

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

To copy current editor values into the blind editor

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

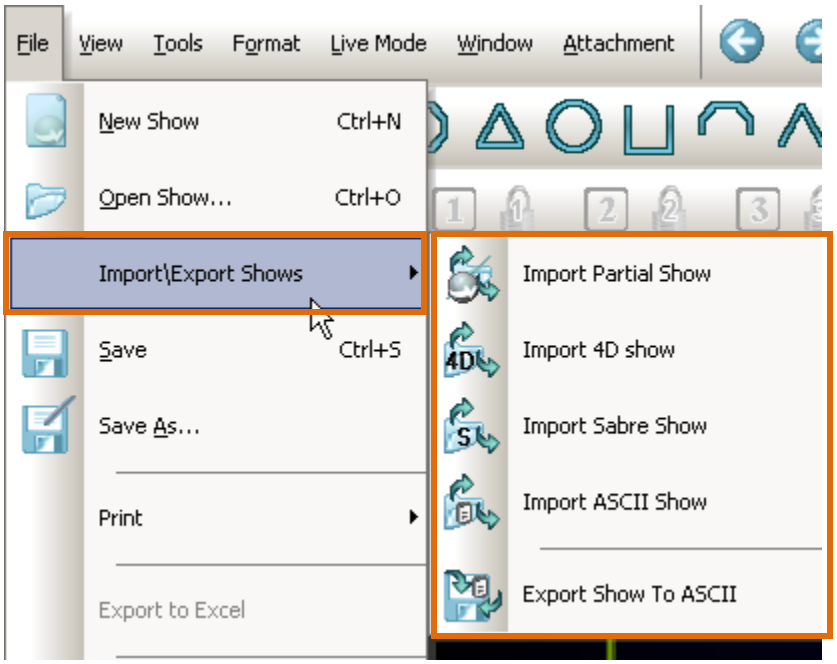
- **[SHIFT+BLIND]**

Import Devices Improvement

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

Import / Export Shows Enhanced Menu

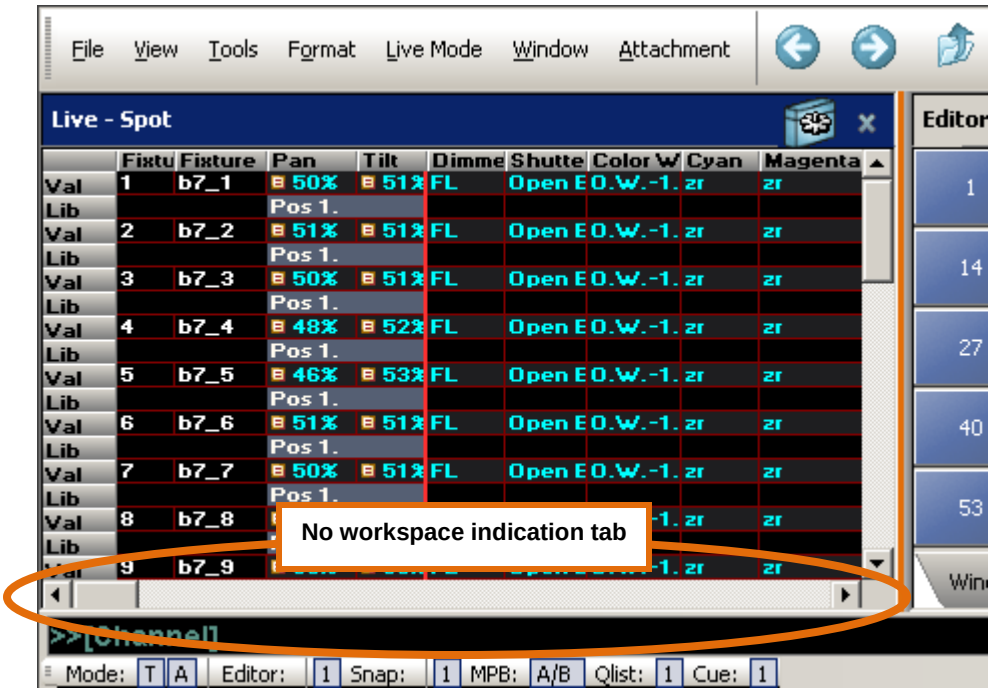
All Import and Export options have been added into one menu:



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

Workspace Improvement

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



To add a workspace

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

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

Using PB in Cut Time

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

The following are PB key behaviors:

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

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

Quick access to MARCO's 111 – 116

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

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

Vector Release Notes

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

Real time version: **3.18.R03**

Windows version: **3.18.R03**

RT interface version: **3.18.R03**

Firmware file updates are required for:

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

Key Panel has been changed to [@/DECIMAL]

(Please contact your local Compulite distributor for replacement keys)

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Version Highlights

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

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

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

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

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

Limitations

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

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

Bug Fixes – Vector Software 3.18.R03

Graphical Users Interface – Windows

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

Real Time

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

Hardware

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

Bug Fixes – Vector Software 3.18.R02

Graphical Users Interface – Windows

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

Real Time

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

Bug Fixes – Vector Software 3.18.R01

Graphical Users Interface – Windows

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

Real Time

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

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

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

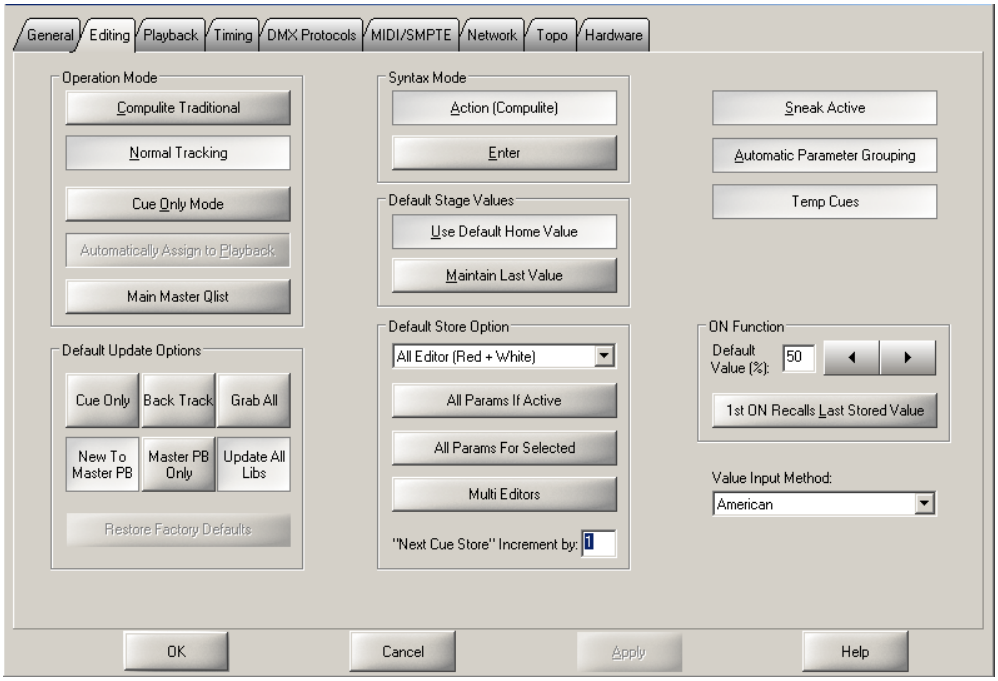
Operating New Features

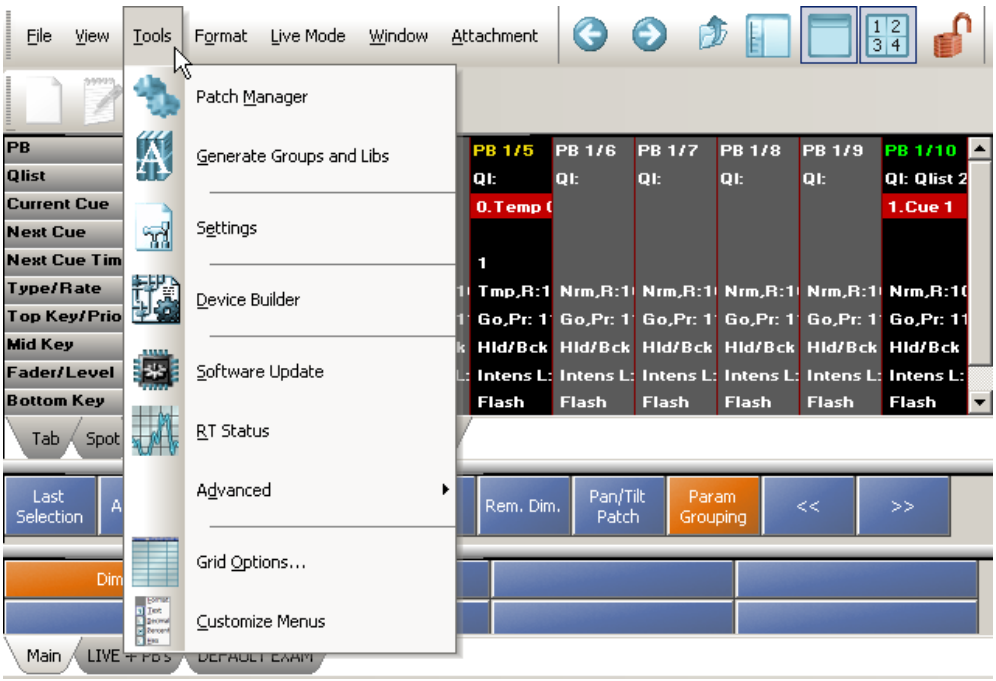
ATTENTION!

This Vector documentation contains both Action and Enter procedure syntax. Procedures that use Action syntax are preceded by: A procedures that use Enter syntax are preceded by: E

User Interface Improvements

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





The SK Editor

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

The SK Editor enables you to change the following:

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

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

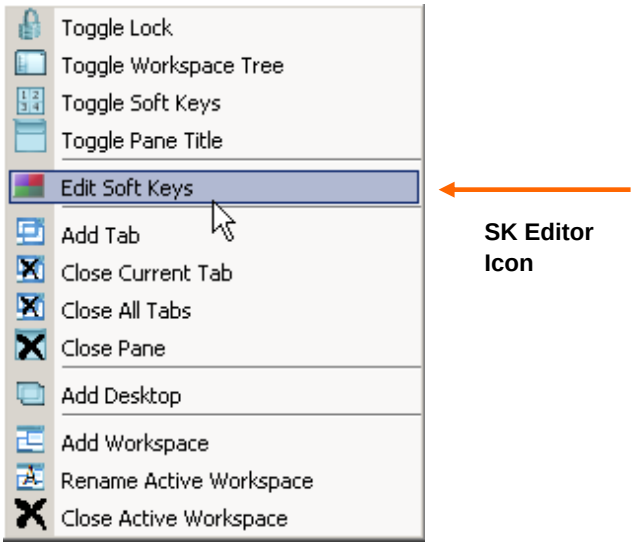
Accessing the SK Editor

There are 2 ways to access the SK editor:

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

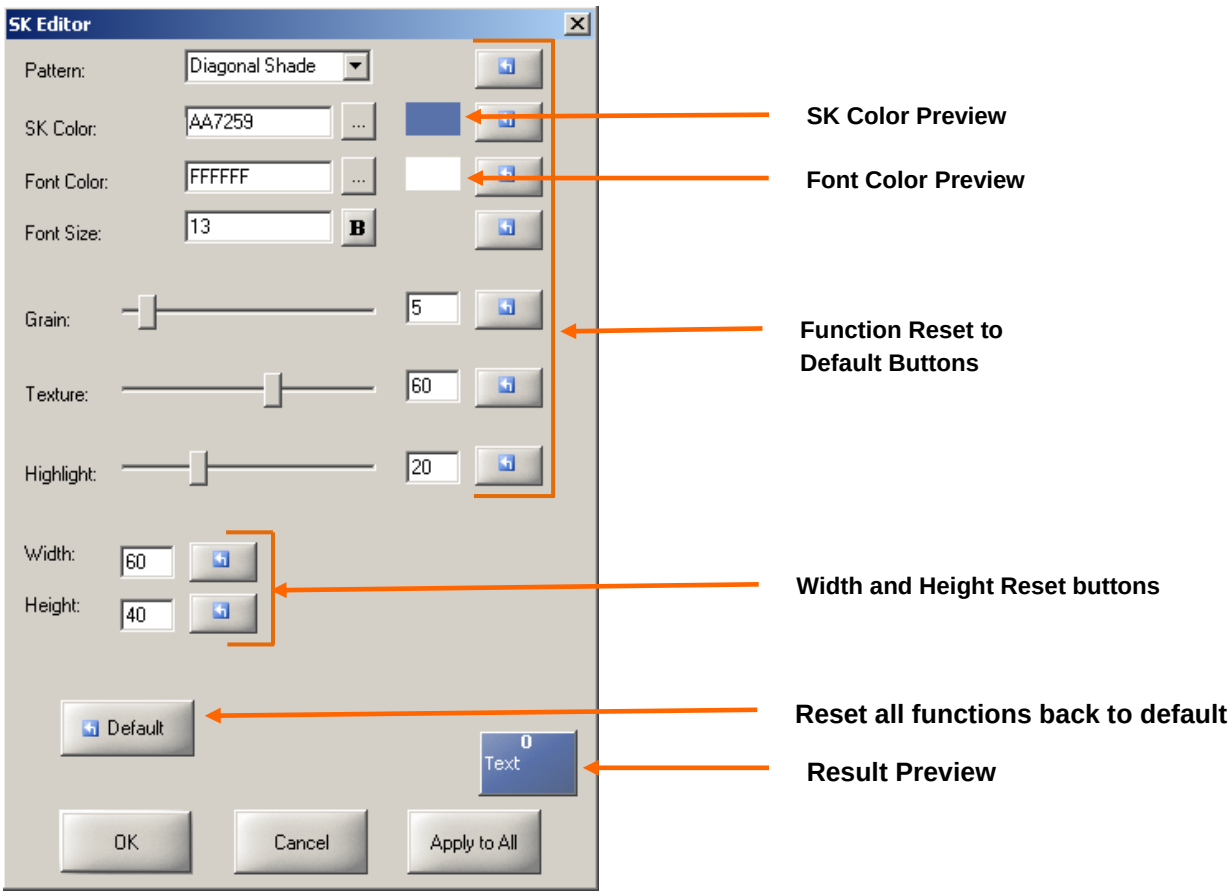
-OR-

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



The SK Editor Dialog box

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



SK Editor Dialog Box

SK Editor Functions

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

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

Note the following:

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

The Last Selected SK Indicator

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

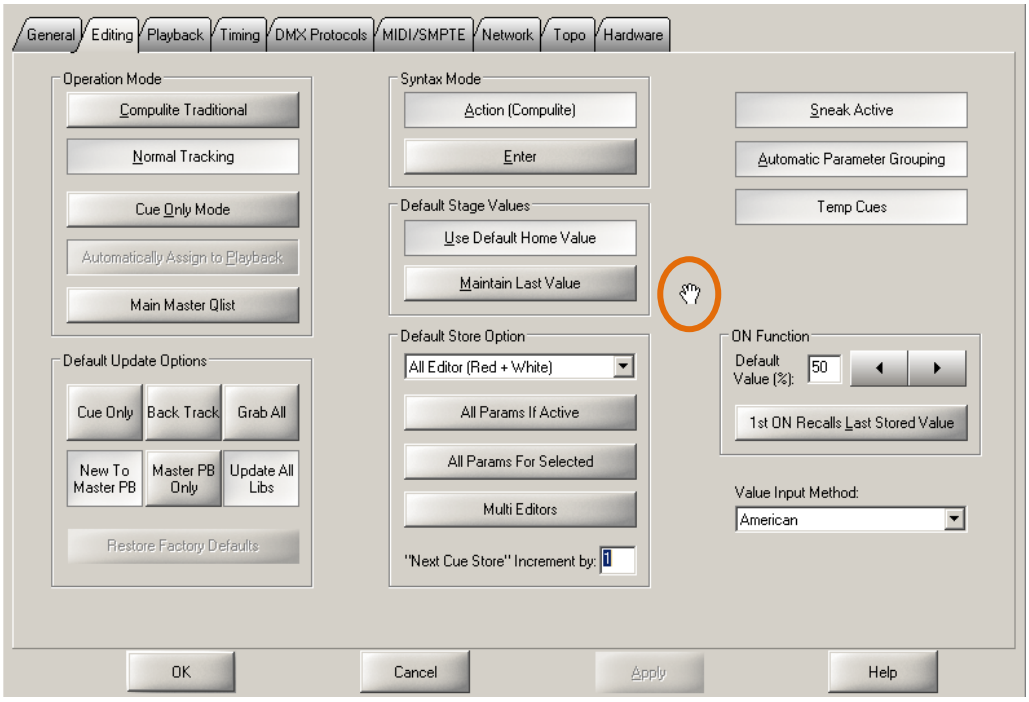
The Above image shows the last used soft keys

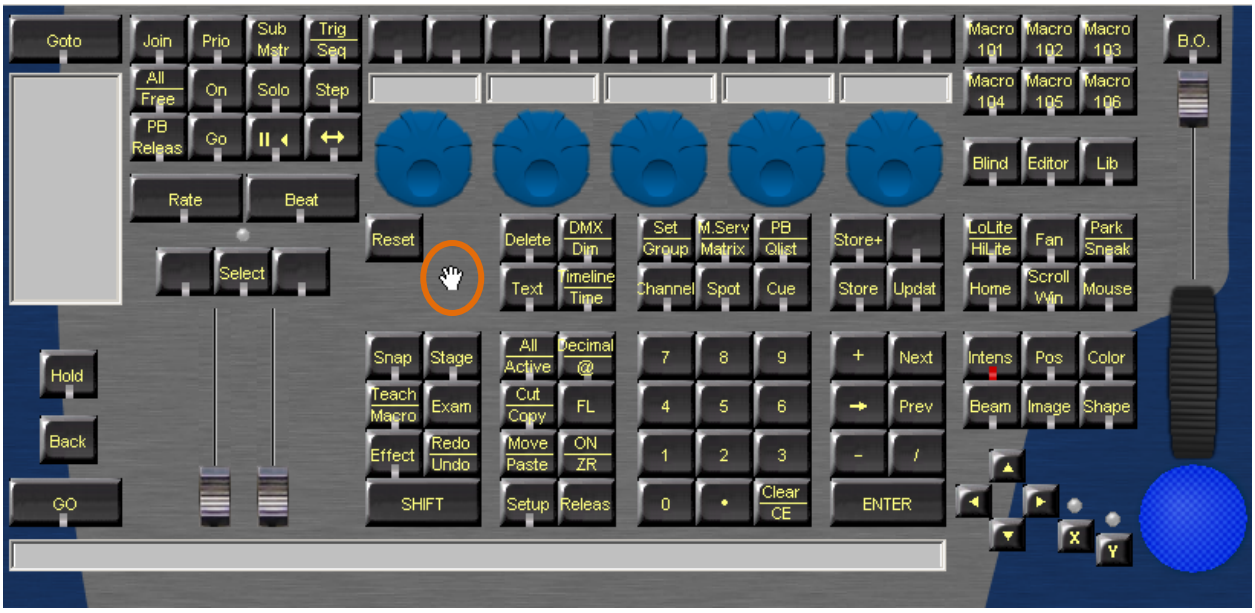
NOTE: *Each time you restart the Application or change the Window size, the Indication will be cleared.*

Hand Tool

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

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





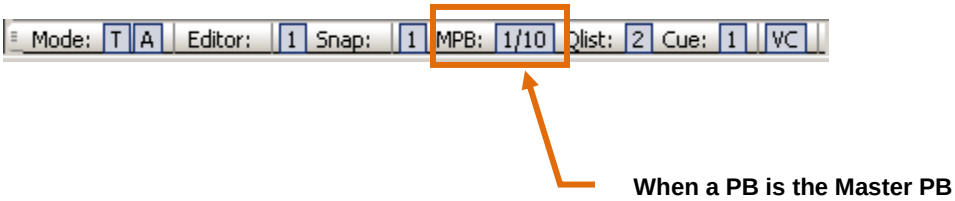
Master PB Indication

The Indication bar will now display the current Master PB.

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

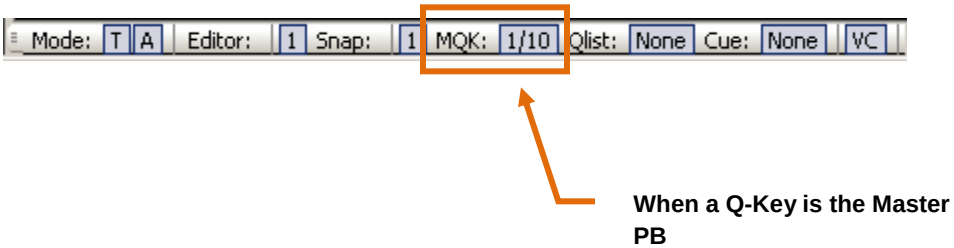
Example 1:

The current Master PB is PB 10 on page 1:



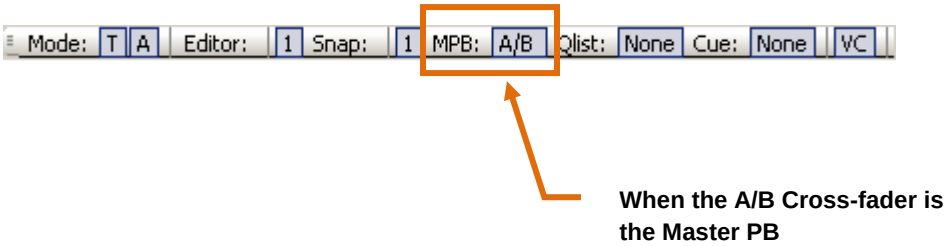
Example 2:

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



Example 3:

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



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

Default Update Options

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

The Default update options can be accessed from the following:

- The Update Items dialog box.

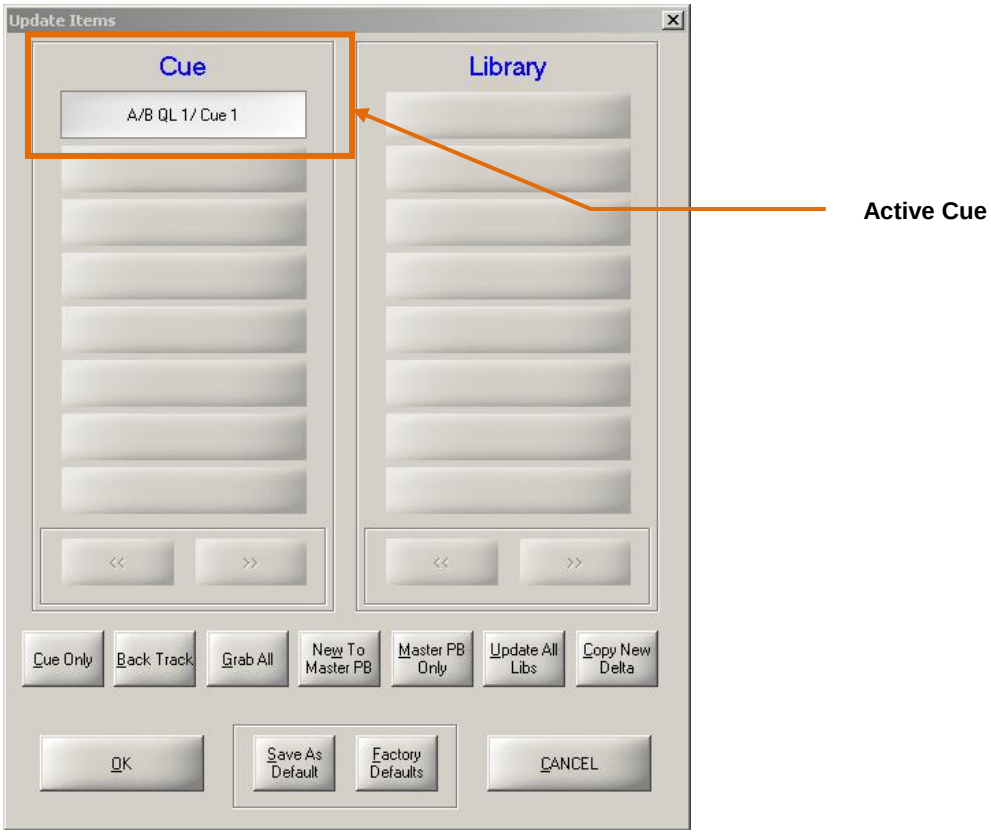
  -OR-

- The System settings dialog box in the Editing tab.

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

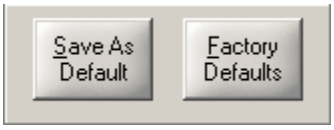
The Update Items dialog box

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



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

The Save as Default and Factory Defaults buttons



The Save as Default button

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

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

Example:

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

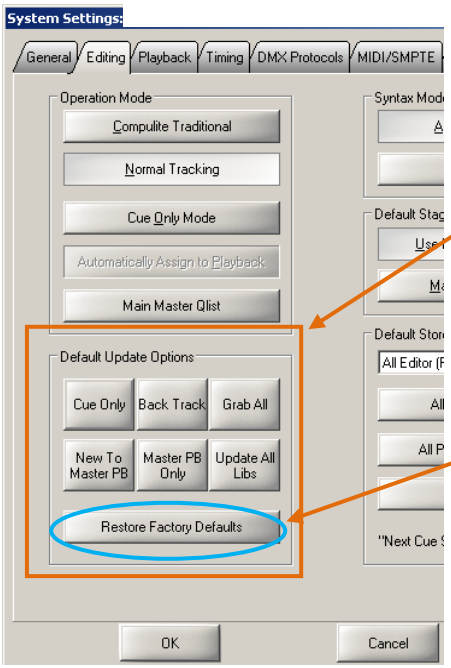
The Factory Defaults button

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

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

The Default Update options in the Systems settings

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



Default Update Options in the System Settings dialog box.

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

Special conditions for using the Default Update Options

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

Example:

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

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

Example:

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

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

New Qlist Store Sequences

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

Using the new sequences

The new sequences can be used to do the following:

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

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

c) Store a new Qlist on an existing PB.

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

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

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

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

Example 1:

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

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

Example 2:

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

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

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

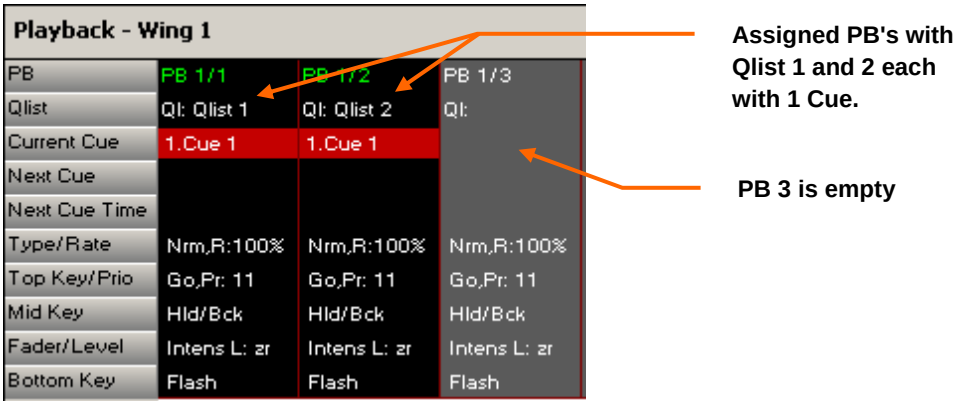
1. STORE
2. QLIST #
3. SELECT

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

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

Example:

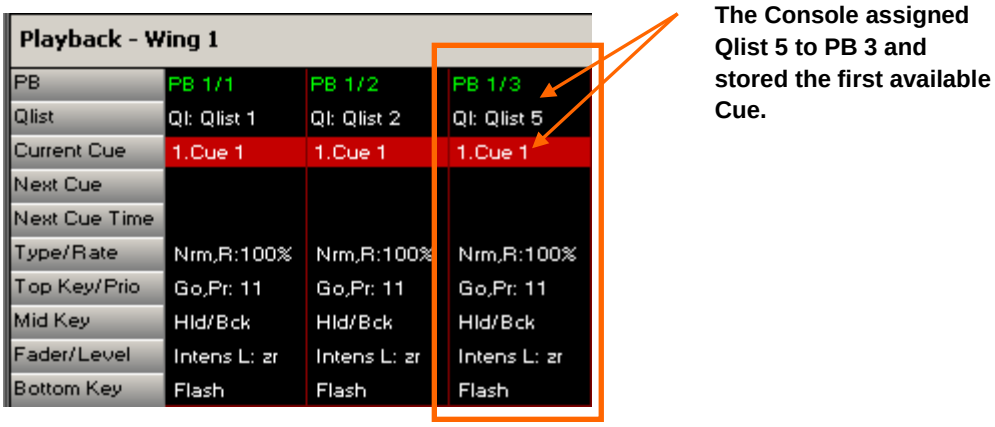
Let's say you have Qlist 1 on PB 1 and Qlist 2 on PB 2, each having 1 Cue and PB 3 is empty. You now want to add Qlist 5 to PB 3 with the first available Cue:



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

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

The result is the following:



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

Storing a new Qlist without assigning it to a PB

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

Note the following:

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

To Add a Qlist without assigning it to a PB

A

1. QLIST #
2. STORE

-OR-

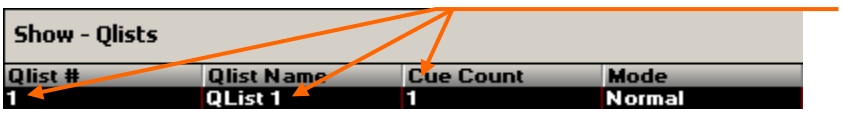
E

1. STORE
2. QLIST #
3. ENTER

Example 1:

Creating a new Qlist without assigning it to a PB:

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



Qlist 1 is added with the first available Cue.

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

Using the NEXT function key

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

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

To Use the NEXT function key

A

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

-OR-

A

1. QLIST
2. NEXT
3. STORE

-OR-

E

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

Example:

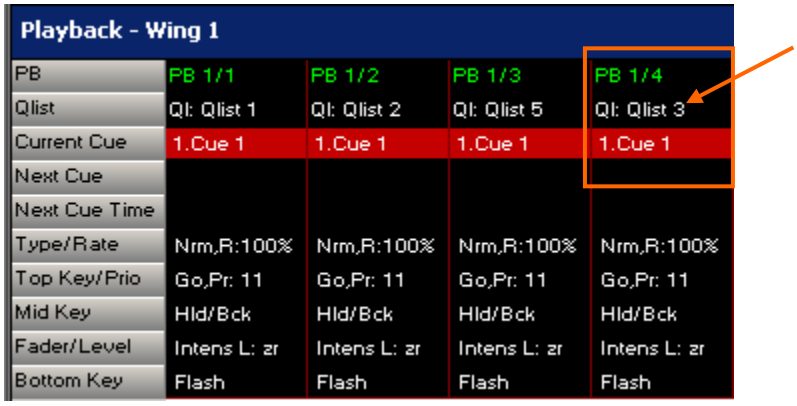
If you have Qlist 1 on PB 1, Qlist 2 on PB 2 and Qlist 5 on PB 3, and no other Qlists in the show, and you want to add an additional Qlist to PB 4, but you are not sure what the next available Qlist number is, then you can utilize the **NEXT** function key as follows:

1. STORE
2. QLIST
3. NEXT

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

4. Then press SELECT PB 4

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



Playback - Wing 1				
PB	PB 1/1	PB 1/2	PB 1/3	PB 1/4
Qlist	Ql: Qlist 1	Ql: Qlist 2	Ql: Qlist 5	Ql: Qlist 3
Current Cue	1.Cue 1	1.Cue 1	1.Cue 1	1.Cue 1
Next Cue				
Next Cue Time				
Type/Rate	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
Mid Key	Hld/Bck	Hld/Bck	Hld/Bck	Hld/Bck
Fader/Level	Intens L: zr	Intens L: zr	Intens L: zr	Intens L: zr
Bottom Key	Flash	Flash	Flash	Flash

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

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

Grid Editing

The following new changes were made to the Grid editing:

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

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

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

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

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

Assigning Decimal Value

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

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

Using the Decimal value sequence

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

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

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

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

)

4. Press Enter.

Decimal Input Rules

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

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

More sequence examples:

- **Fixture level or Fixture parameter level**:

  Fixture, #, CYAN, Shift+@, #

  Fixture, #, ->, #, Shift+@, 010, ->, 120 to Fan the Values
- **Dimmer test level**:

  Dimmer, #, Shift+@, #
- **Dimmer proportional level:**

  Dimmer, #, proportion level, Shift+@, #
- **Input patch to a MACRO trigger level:**

  Dimmer, #, INPUT PATCH To, Macro, #, SHIFT+@, #

Main Master Qlist Mode

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

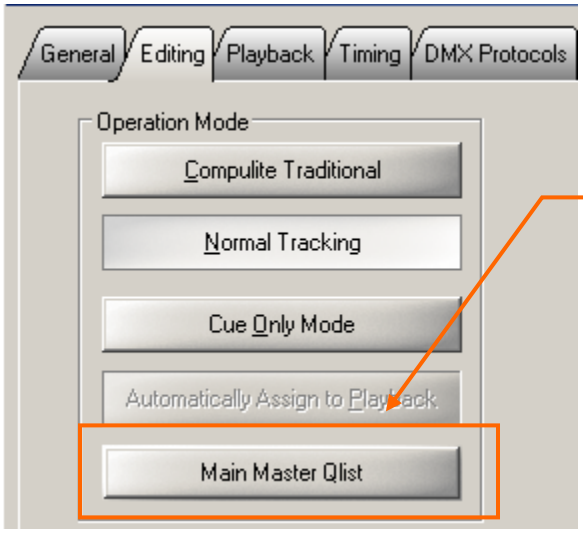
Every time you store a Cue, by default it will be assigned to the Main Master Qlist even if the A/B Cross fader is not assigned. This gives you an easier way of programming by making sure that all Cues' will be stored to the same Qlist, unless you specify a different Qlist number.

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

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

How to enable the Main Master Qlist mode

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



The Main Master Qlist button

Special color coding for the Main Master Qlist

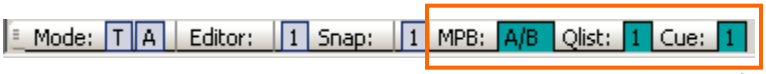
The Main Master Qlist has special color coding which helps you identify when the Mode is active. The Color coding is Cyan text and/or shade when the Mode is enabled.

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

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

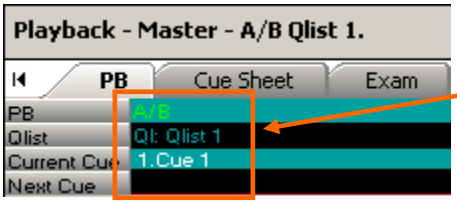
Color changes to the Indication bar

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



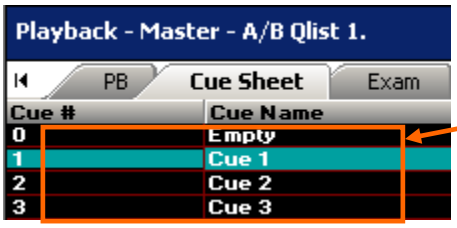
The Cyan color indicates the Main Master Qlist is active.

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



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

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



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

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

Color changes in the Playback Wing window

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

Using the Main Master Qlist Mode

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

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

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

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

The last Main Master Qlist was Qlist 5

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

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

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

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

Important notes when the Main Master Qlist is active

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

Example:

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

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

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

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

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

To Store a new Qlist directly to a PB

- See New Qlist Store Sequences

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

Using Cue operations while the Main Master Qlist is active

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

Sequence Examples:

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

Fine Tuning for 8 Bit Parameters

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

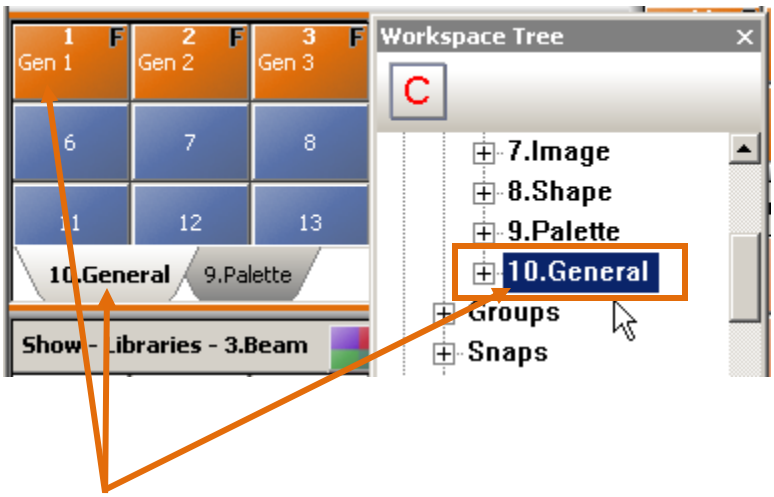
When using the 16 Bit parameter with the extra Tilt Fine and Pan Fine wheels, the combination of SHIFT + Tilt Fine, will give you extra fine resolution of that parameter.

Tracking General Library Renamed

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

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

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

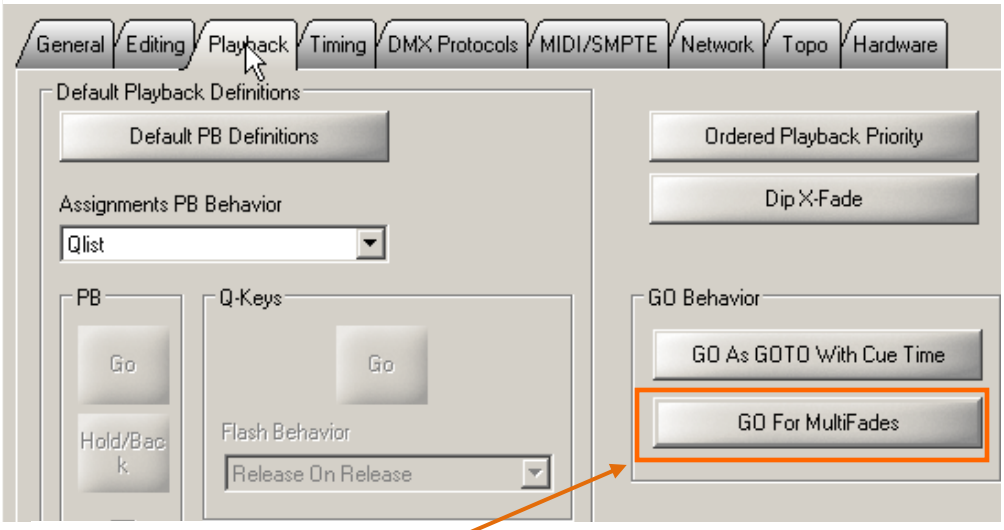


Library Renamed to General

GO For MultiFades

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

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



GO For MultiFades button

The Button operates in the following ways:

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

SHIFT + GOTO sequence

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

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

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

Example:

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

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

PB Control Operations that exclude the Master PB

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

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

[PB Control Command, → (Through Command)]

Example:

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

New operation sequences

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

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

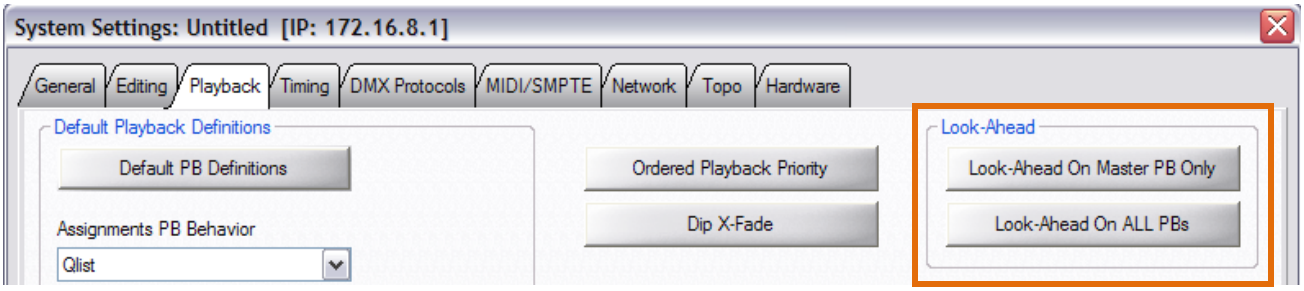
PB Controls with → Command	What happens
+	Will send HOLD / BACK command to all the PB's except the Master PB.
+	Will reverse the direction of all the PB's except the Master PB.
Rate +	Will select all the PB's so that you can use the RATE Wheel assignment options on all of them except the Master PB

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

Look-Ahead Enhancement

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

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



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

The Functions of the Look-Ahead buttons

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

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

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

Playback Intensity Limit

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

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

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

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

Example:

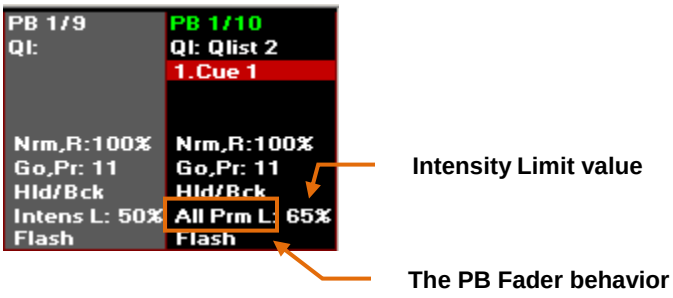
1. Set spot 1 intensity value to FL and Spot 2 intensity value to 50%.
2. Store as Cue 1 on PB 1.
3. Set spot 1 intensity value to 80%, and spot 2 intensity value to 20%.
4. Store as Cue 2 on the same PB.
5. Change the PB behavior to All Param (for example) and release it.
6. From the PB properties dialog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

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

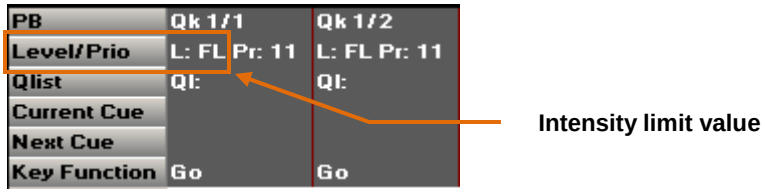
Viewing the Intensity limit values

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

The Wing view:



The Qkeys view:



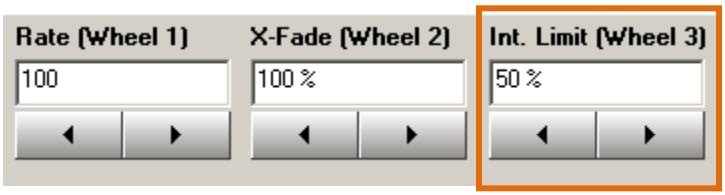
Tip! *The "Level/Prio" field is optional in the QK Wing view and can be added from the Grid properties.*

How to access the Intensity limit wheel

There are 3 ways to access the Intensity limit wheel:

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

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



How to modify the Intensity Limit

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

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

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

Rules for using the Intensity Limit

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

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

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

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

Sequences for modifying the Intensity Limit

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

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

- The PB properties dialog box

  -OR-

- The Rate Wheel assignment

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

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

Using the PB properties dialog box

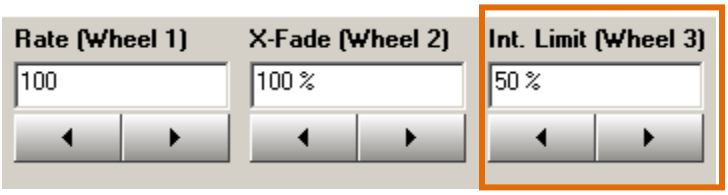
1. Setup ► Select a PB
2. Spin wheel 3 to change the Intensity limit value.

   -OR-

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

   -OR-

   Use the **Int. Limit** arrows:



   The Intensity value of the Selected PB will be changed.

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

Using the RATE wheel assignment

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

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

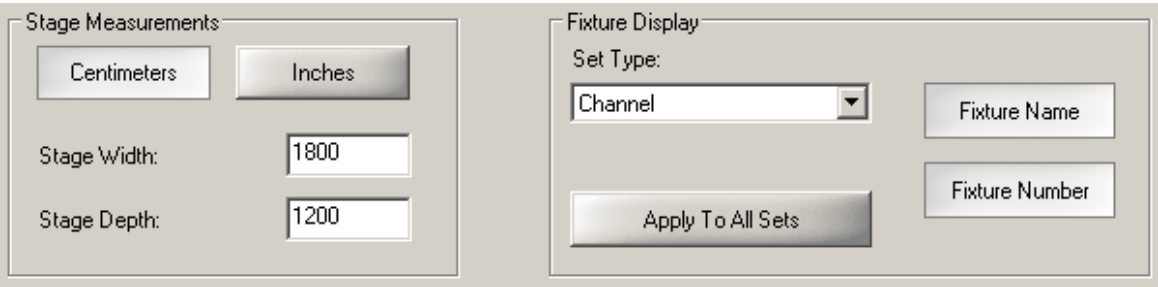
PB's Selected	Sequence
All occupied PB's	1. RATE 2. Spin wheel 3 The Intensity value of ***all*** the occupied PB's will be changed if the fader is other than Intensity Master.
1 PB selected	1. RATE ► Select PB 2. Spin wheel 3 The Intensity value of the selected occupied PB will be changed.
Multiple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

New TOPO Options & Improvements

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

With the new Topo options you can:

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



The New TOPO Options

The Stage measurements settings:

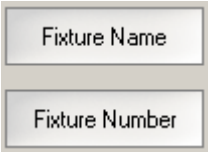
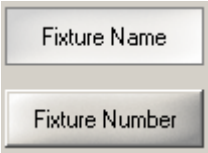
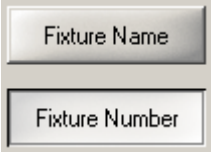
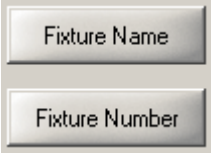
Fields / Options	What They Do
Centimeters	Display measurements in Centimeters ***(New added option)***
Inches	Display measurements in Inches ***(New added option)***
Stage Width	Values to increase or decrease Width
Stage Depth	Values to increase or decrease Depth

The newly added Fixture Display settings:

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

How the Fixture Display settings affect the Fixture icons

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

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

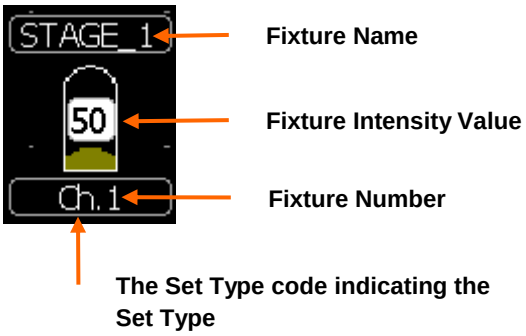
New display format for the Fixture icon

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

The Set Type with Set Type Code:

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

The Fixture icon in the live view:



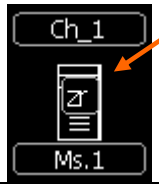
Note the following:

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

New Fixture icons for the Matrix and Media server Fixtures

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

The New Fixture icons:

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

Configuring the Topo settings

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

Note the following:

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

  8000 x 5000 cm

  -OR-

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

Accessing the Topo settings tab

There are 2 ways to display the Topo settings tab:

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

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

Using the Topo settings

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

To Change the Stage measurements

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

To Set the Fixture Display options

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

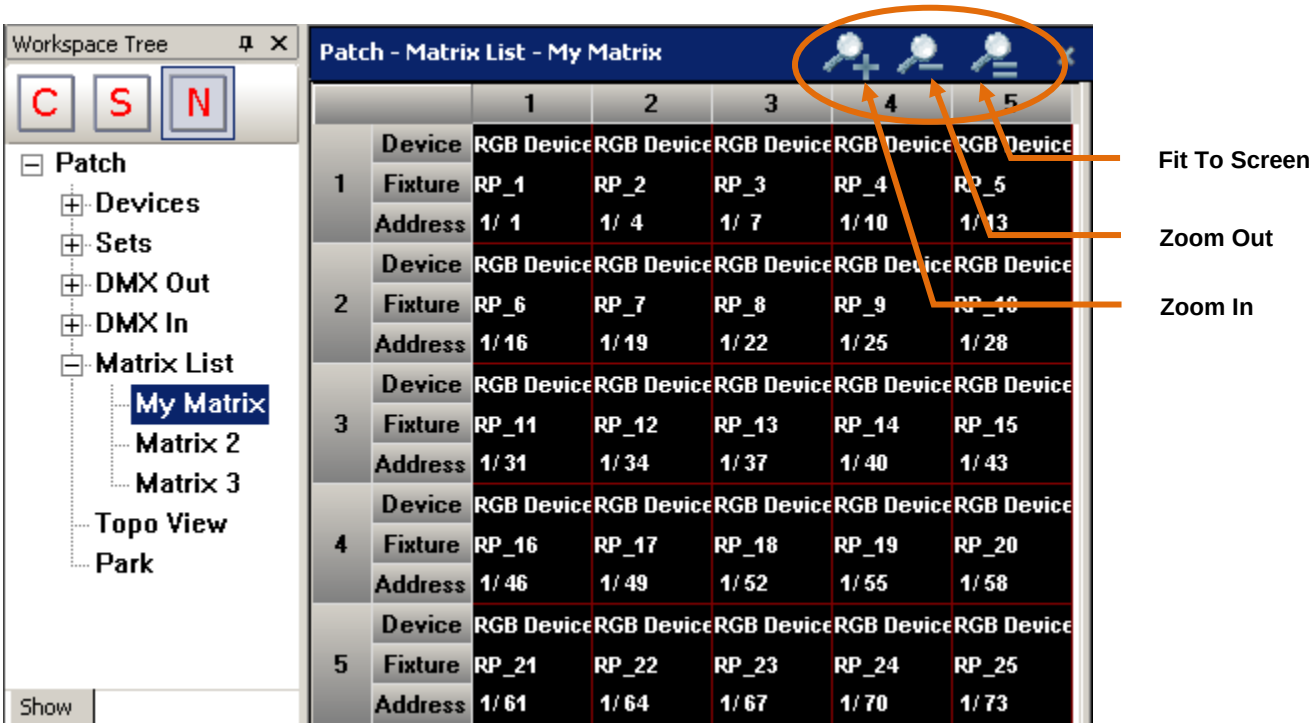
   Optional – Using Apply To All Sets

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

Matrix Grid Zoom

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

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



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

System Settings Tab Layouts

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

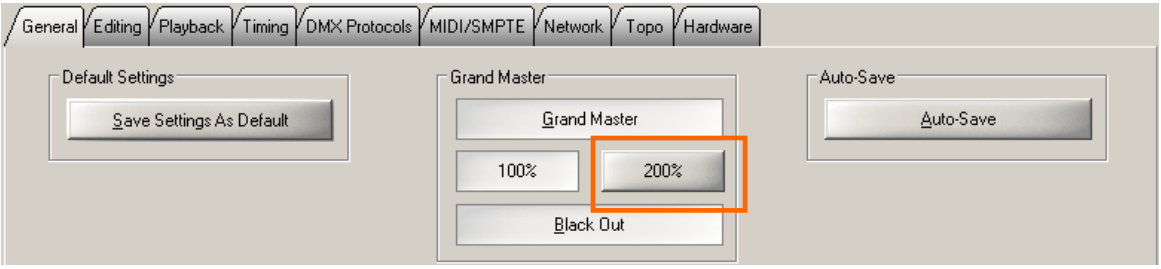
Changes were made to the following System settings Tabs:

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

General tab

The following was added to the General tab:

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

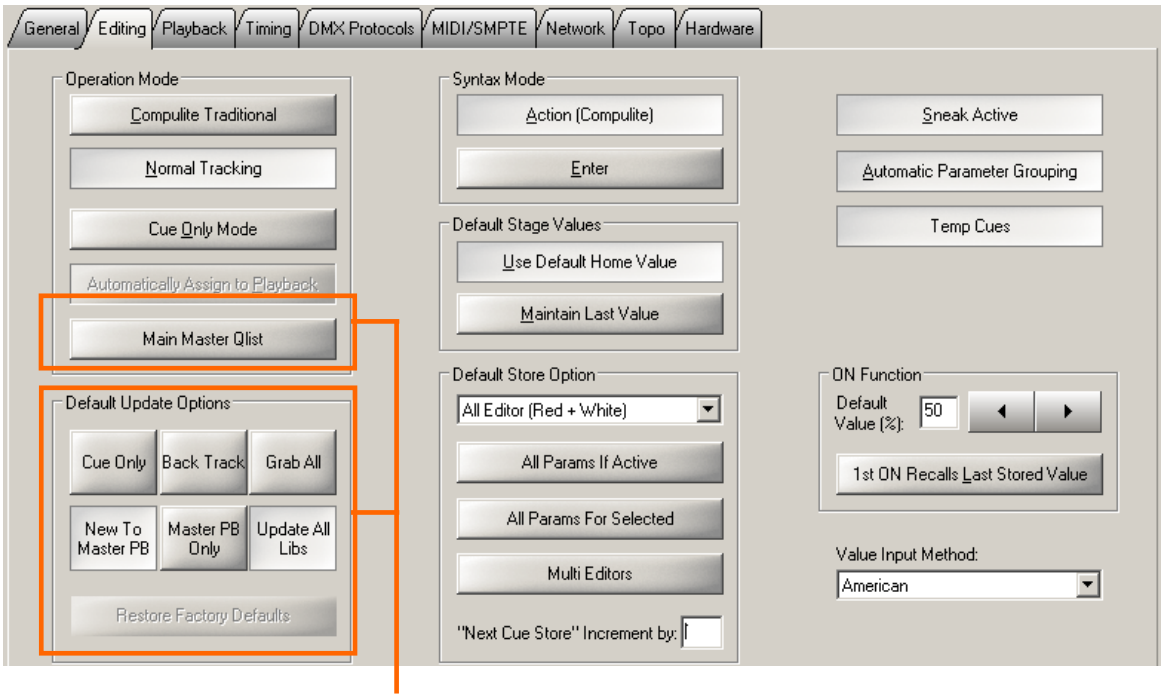


Editing tab

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

The following was added to the Editing tab:

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

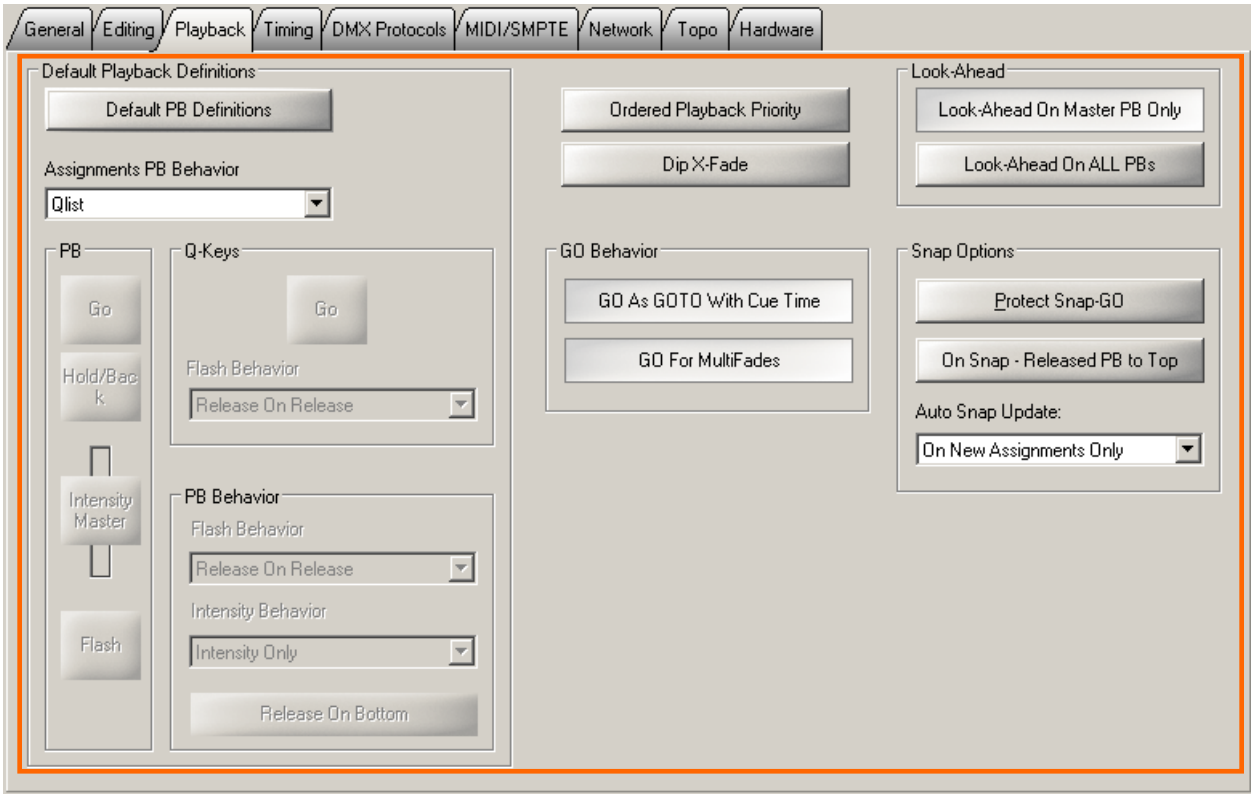


New options on the Editing tab

Playback tab

The following was added and moved to the Playback tab:

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

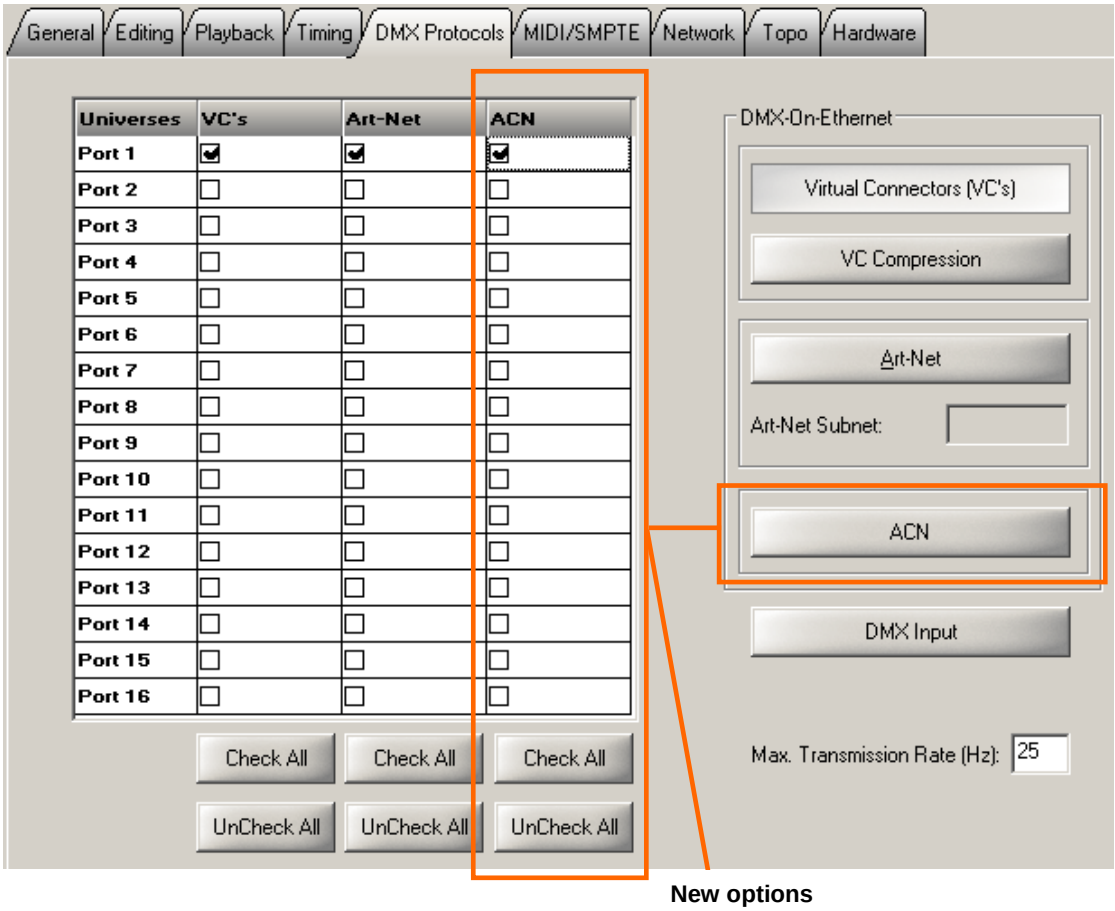


New and changed options

DMX Protocols tab

The following was added to the DMX Protocols tab:

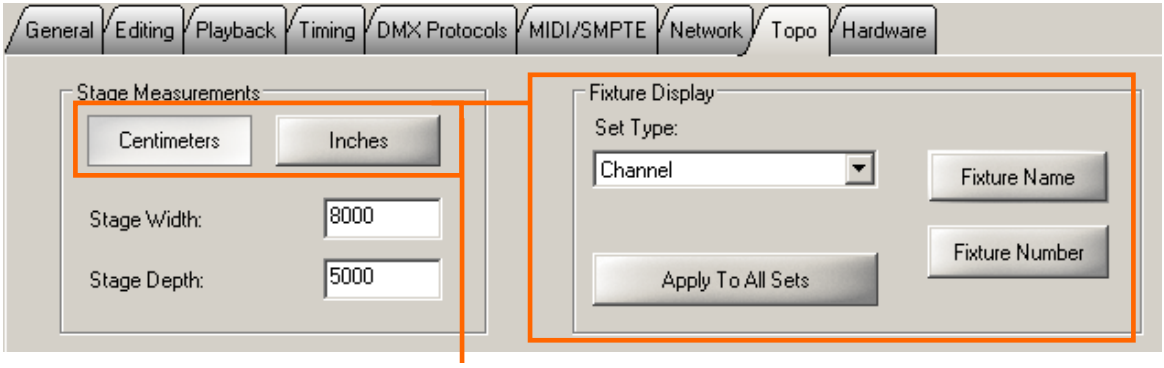
- **ACN** option in the DMX-On-Ethernet section.
- **ACN** check boxes with **Check All** and **Uncheck All** options.



Topo tab

The following was added to the Topo tab:

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



Hardware tab

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

These messages have been added to the following setting options:

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

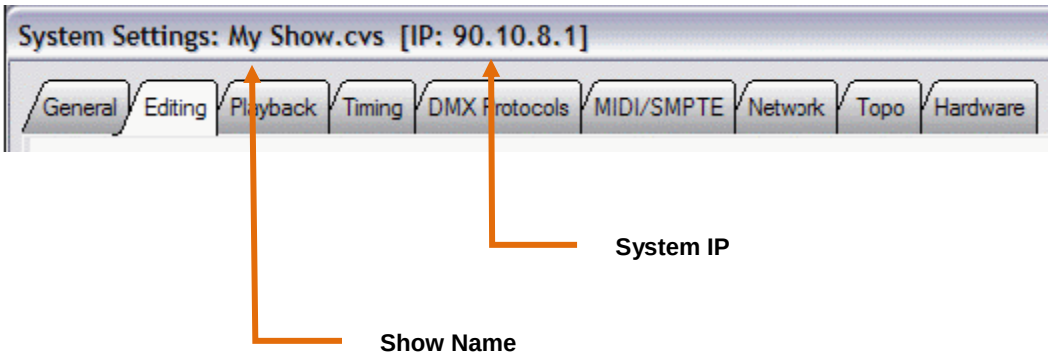
NOTE! *Once **OK** is clicked, the Warning messages will no longer be valid until Vector is restarted!*

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

Viewing the Show Name and IP

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

- **Tools ► Settings**



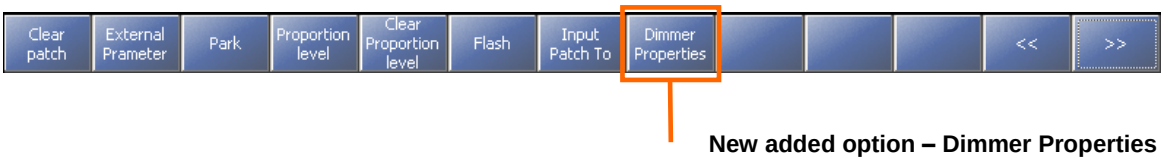
NOTE: *On Vector PC the IP will not be shown, unless the Network card is named "Vector Network"*

New Dimmer Properties Option

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

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

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



New added option – Dimmer Properties

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

New Grand Master and Curve options

Working with Grand Master and Curve from the Dimmer properties

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

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

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

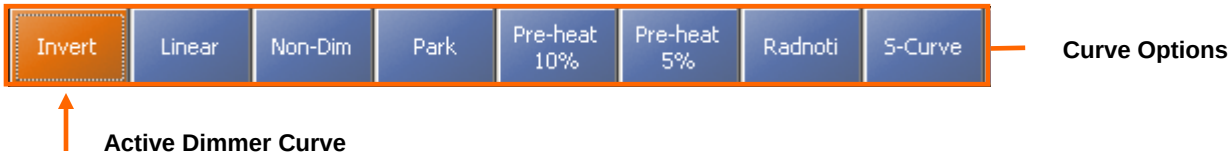
- ***Blue***, when the Grand Master is **OFF** for the given range.
- ***Orange***, when the Grand Master in **ON** for the given range.
- ***Light Orange***, when the Grand Master has a **MIX** of Dimmers **ON** and **OFF** for the given range.

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

>>Dimmer 1 Grand Master On

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

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



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

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

NOTE: The Activity of the Curves can also be seen in the Command line:

>>Dimmer 1 Invert Curve

How to access the Dimmer Properties

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

- DIMMER #

  -OR-

- FIXTURE #, DIMMER

Using the Grand Master option

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

To Enable or Disable the Grand Master

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

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

   The Dimmer properties tool bar will appear:

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

   -OR-

   E Press **ENTER**

Note the following:

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

Using the Curve option

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

To Change Dimmer Curve

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

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

   The Curve tool bar will appear:

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

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

   E Press **ENTER**

Note the following:

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

Absolute DMX Toggle Display

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

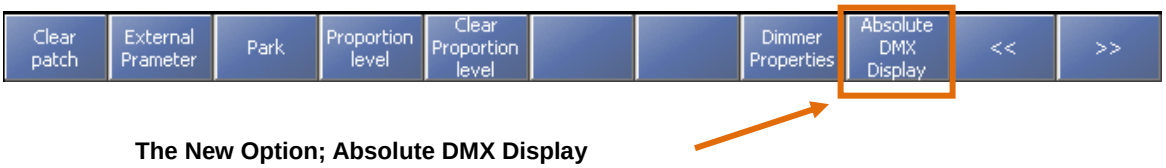
Accessing the Absolute DMX Display option

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

1. FIXTURE #
2. DIM

NOTE: *By default this option is OFF*.

The Dimmer tool bar:



The New Option; Absolute DMX Display

Using the Absolute DMX Display

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

Example:

Channel 1 is patched to 3 Dimmers;

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

The Sequence;

1. Channel, 1
2. DIM

   Will display the following in the Command line:

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

DMX Port Swap

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

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

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

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

Swap With option on the Tool bar:

Using the DMX Port Swapping sequence

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

To Swap DMX Ports

A

1. **SHIFT, DMX**

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

   -OR-

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

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

   -OR-

   E

   Click **ENTER**

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

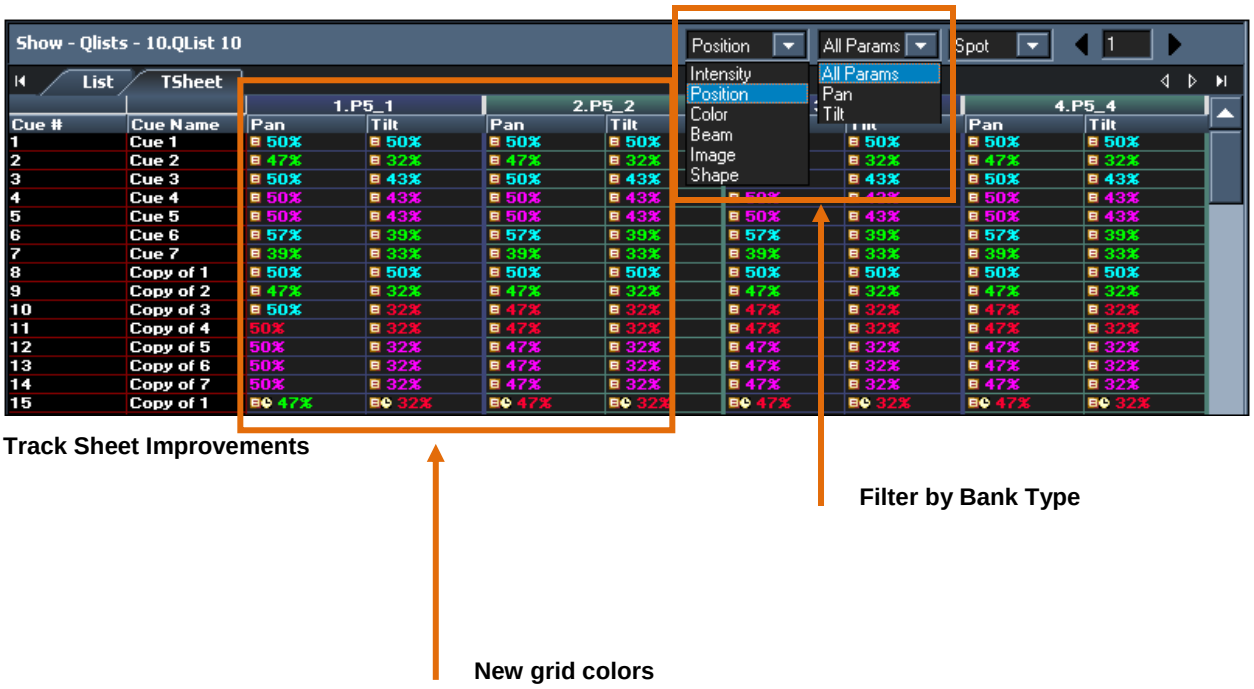
6. Click **OK** to proceed or **Cancel** to cancel the swap.

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

Track Sheet Improvements

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

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



Track Sheet Improvements

Quick Dimmer Patch Information

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

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

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

How to display Dimmer patch information

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

To display Dimmer patch information

1. DIM #
2. FIXTURE

Example:

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

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

This shows that Dimmer 128 is patched to Channel 1.

-OR-

1. DIM #
2. SHIFT
3. SET

Example:

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

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

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

Example:

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

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

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

Note the following:

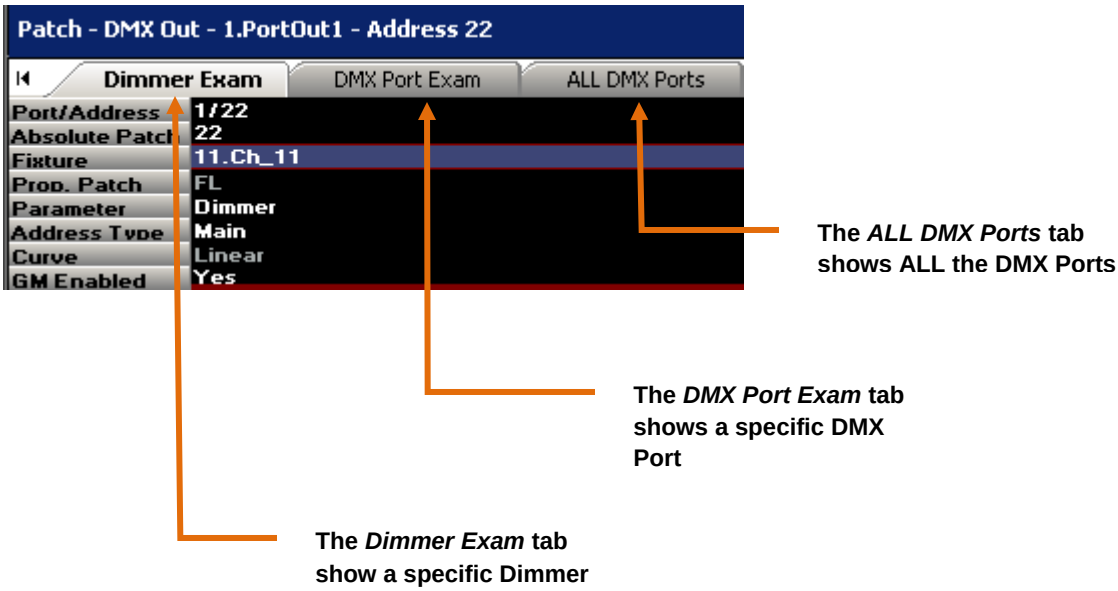
- If the Dimmer is ***not*** patched to any Fixture, the Command line will display; ***Unpatched***. `>>Dimmer 55 Channel Unpatched`
- The Command line will still display the currently patched Fixture regardless of the Set type chosen.

Dimmer Exam View

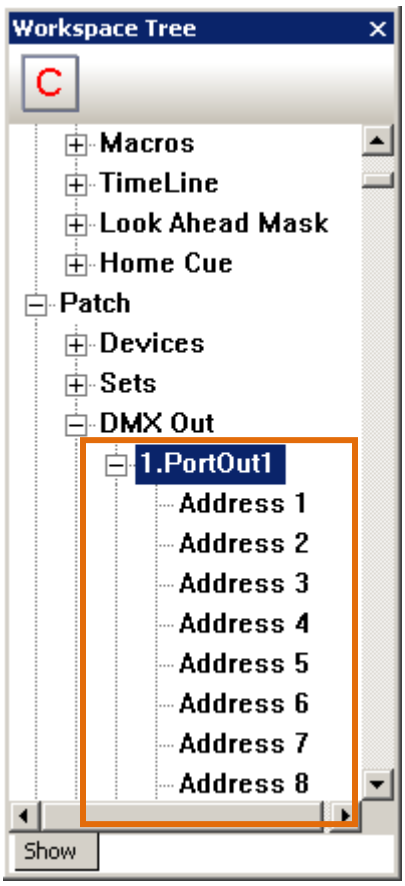
You are now able to examine a full DMX Port or a specific Dimmer address. This is now done directly from the Keypad or from the Workspace tree:

Examining a full DMX Port:

Examining a specific Dimmer or DMX Port:



Examining a specific Port address from the Workspace Tree:



How to Exam a DMX Port

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

To Exam a DMX Port

A

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

   -OR-

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

E

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

   -OR-

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

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

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

How to Exam a specific Address

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

To Exam a Port / Address number

A

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

E

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

To Exam a full number range

A

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

E

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

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

ACN Support

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

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

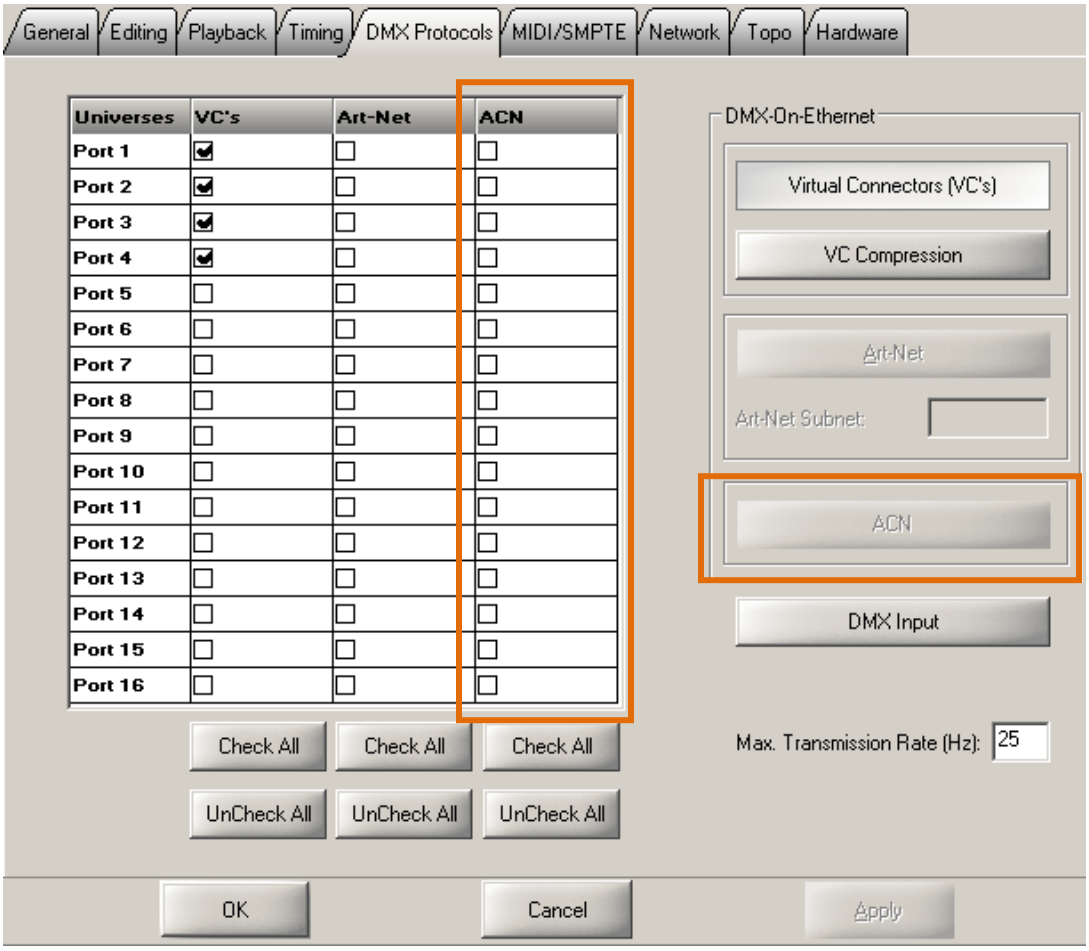
In order to use the ACN Protocol you need to make sure that you're Console and Fixtures are in the same network environment.

Example:

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

How to use ACN

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



To Enable ACN

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

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

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

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

   Tip! *You can use* *or* *options to tick or untick the ACN selections.*

Vector PC Panel Skins

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

Example:

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

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

There are 6 Panel skins to choose from:

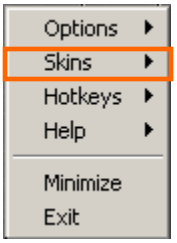
- Red – (Vector red console)
- Blue – (Vector blue console)
- Green – (Vector green console)
- Orange – (Vector orange console)
- Violet – (Vector Violet console)
- Editor (Remote editor wing)

NOTE: *The Default skin is Blue*

How to change the Panel skins

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

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



-OR-

2. From the PC panel menu bar

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

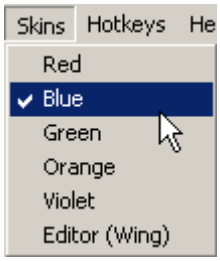
To Change the Panel skin

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

   -OR-

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

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

   The Panel skin will change immediately.

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

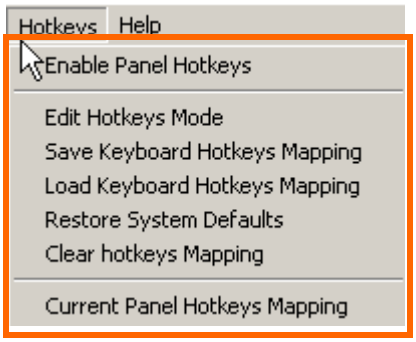
Hotkey Mapping

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

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

The Hotkeys menu

The Hotkeys menu contains all the Hotkey options:

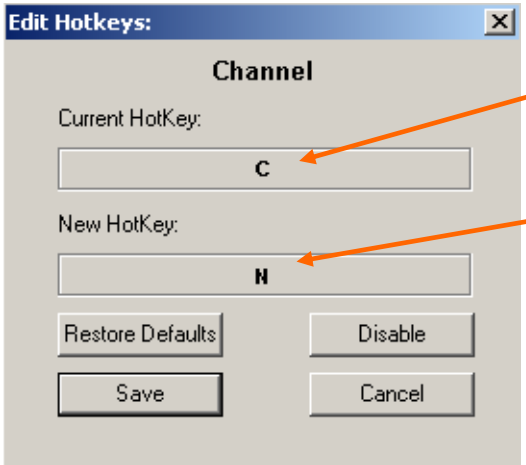


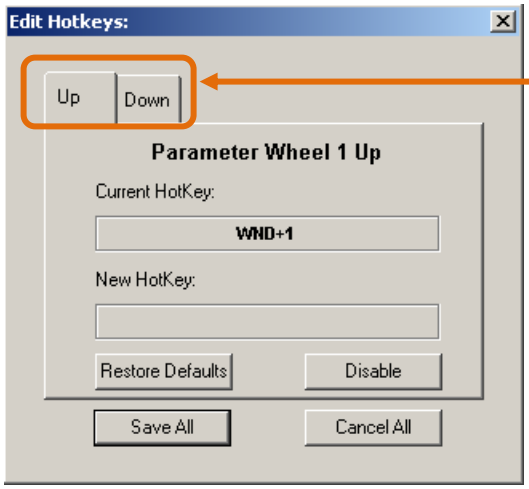
The following are the Hotkey menu options and there functions:

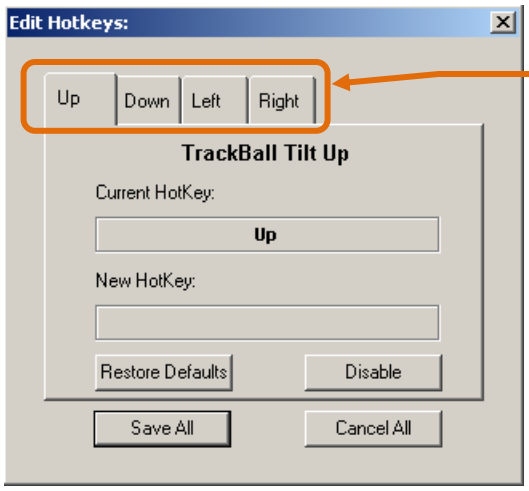
Hotkey edit menu option	What it does
Enable Panel Hotkeys	Enable or Disable the Hotkeys for the Panel.
Edit Hotkeys Mode	When enabled, you can edit any Hotkey by clicking on the Panel button or Wheel.
Save Keyboard Hotkeys Mapping	Saves the Current mapping of the Hotkeys, to a file with the Extension.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

The Edit Hotkeys dialog boxes

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

Button	Dialog box
	 **Current Hotkey** When No Hotkey is assigned, the Text in the Box will be [**NONE**] **New Assigned Hotkey** The New assigned Hotkey will be visible in this block.

Wheel	Dialog box
	 **Up and down Parameters** Used to assign up and down Hotkeys

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

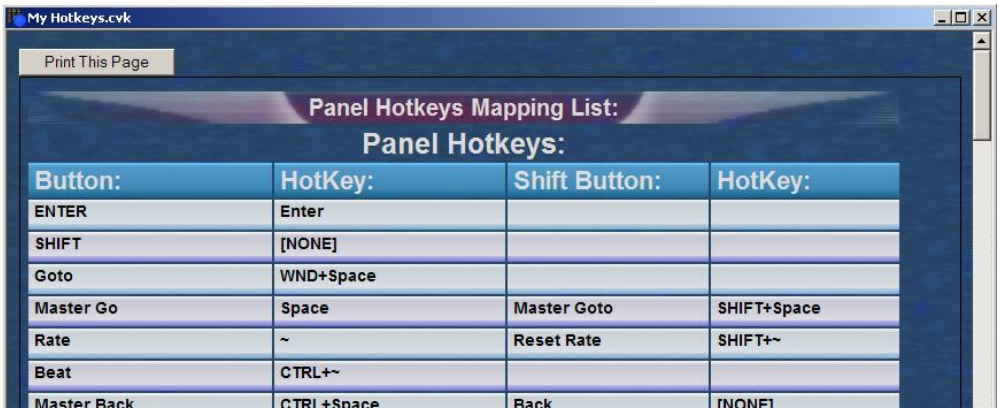
The Edit Hotkeys dialog box options

The following are the Edit Hotkey options and there functions:

Restore Defaults	Restore the Factory default Hotkey for the Selected key.
Save	Saves the New selected Hotkey.
Disable	Clears the Hotkey for the Selected key **NOTE:** If you disable a key, then [NONE] will be displayed: New HotKey: **[NONE]**
Cancel	Cancels any changes made to the Selected Hotkey.
Up Down Left Right	Assign up, down, left and right Hotkeys on the Wheel or Track ball.

The Panel Hotkeys Mapping List

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



Button:	HotKey:	Shift Button:	HotKey:
ENTER	Enter		
SHIFT	[NONE]		
Goto	WND+Space		
Master Go	Space	Master Goto	SHIFT+Space
Rate	~	Reset Rate	SHIFT+~
Beat	CTRL+~		
Master Back	CTRL+Space	Back	[NONE]

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

.

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

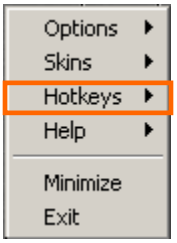
Once the Panel Hotkeys mapping list window is open, you can search for a Hotkey by using **Ctrl + F**, which brings up a search box.

How to Edit Hotkeys

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

There are 2 ways to access the Hotkeys edit menu:

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



-OR-

4. From the Panel menu bar

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

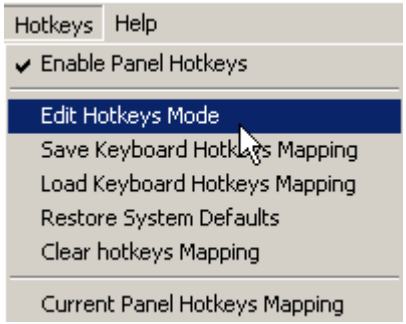
To Edit Hotkeys

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

   –OR-

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

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



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

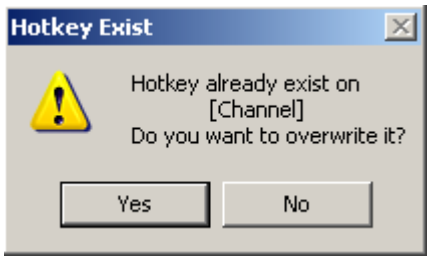
Edit Hotkeys Mode Active! Tap on a selected button to edit

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

   The Edit Hotkeys dialog box will appear:

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

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



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

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

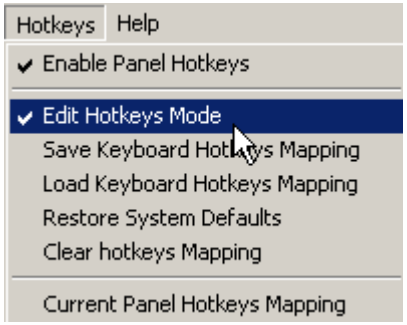
To Disable edit Hotkeys

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

   –OR-

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

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



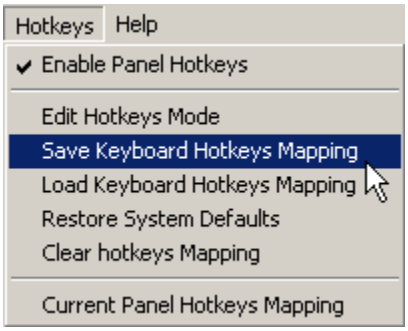
***NOTE:** The Command line on the Panel will return to normal.*

To Save the Current Hotkey map

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

   –OR-

   Right click the mouse and select Hotkeys.
2. From the Hotkeys menu, select **Save keyboard Hotkeys Mapping**.



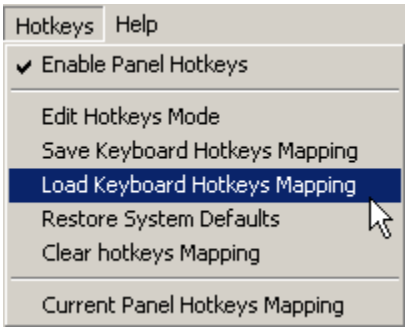
   The **Save As** dialog box will appear.
3. Type the Name of your Hotkeys file.
4. Click **Save.**

To Load a Hotkeys map

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

   –OR-

   Right click the Mouse and select **Hotkeys.**
2. From the Hotkeys menu, select **Load keyboard Hotkeys Mapping.**



   The **Open file** dialog box will appear.
3. Select the Hotkeys file you want to load.
4. Click **Open**.

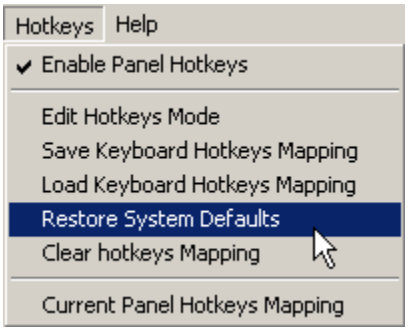
To Restore system defaults

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

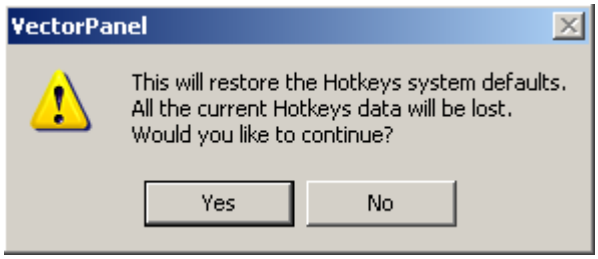
   –OR-

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

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



   The Restore Hotkeys warning dialog box will appear:



3. Click **Yes** to Restore.

   The Hotkeys system defaults will be restored.

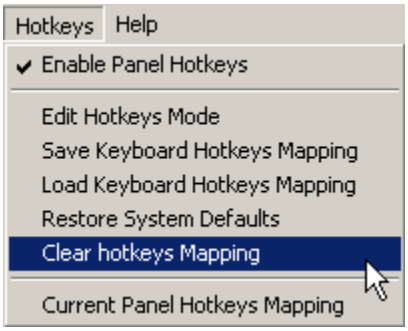
To Clear Hotkey mapping

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

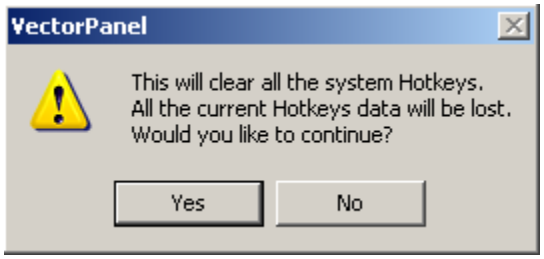
   –OR-

   Right click the mouse and select Hotkeys.

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



   The Clear Hotkeys warning dialog box will appear:



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

   The System Hotkeys will be cleared.

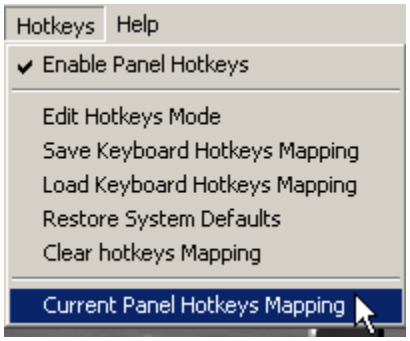
To View current panel Hotkeys

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

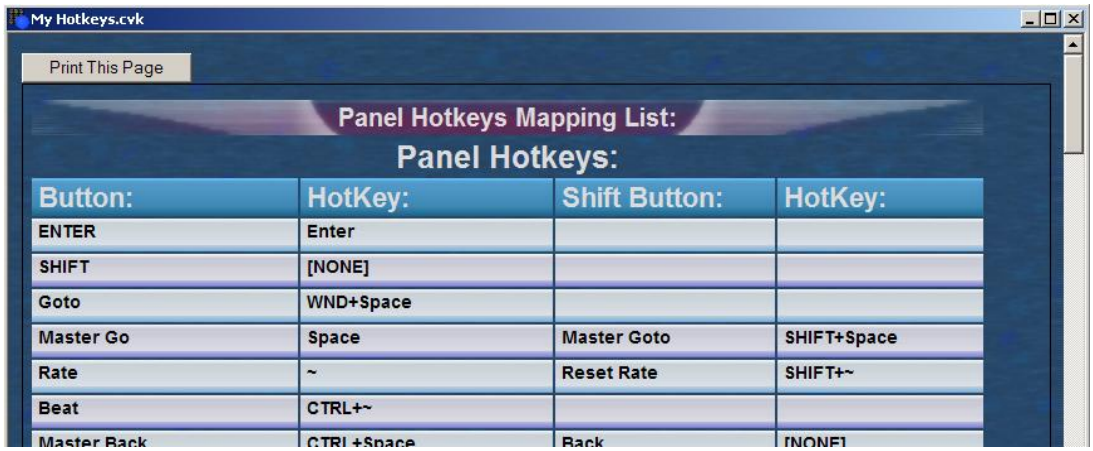
   –OR-

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

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



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



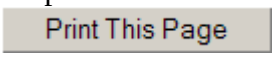
Button:	HotKey:	Shift Button:	HotKey:
ENTER	Enter		
SHIFT	[NONE]		
Goto	WND+Space		
Master Go	Space	Master Goto	SHIFT+Space
Rate	~	Reset Rate	SHIFT+~
Beat	CTRL+~		
Master Back	CTRL+Space	Back	[NONE]

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

--Optional--

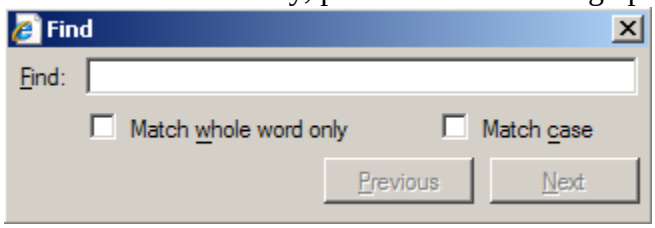
To Print the Current Hotkey mapping

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



To Search for a Hotkey

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



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

Other Improvements for Vector PC Panel

Other Vector PC Panel and Remote improvements include:

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

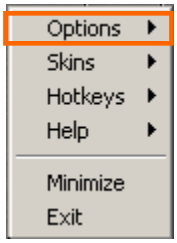
Show/Hide panel title bar

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

Accessing the Option to hide the Title bar

There are 2 ways to access the Option:

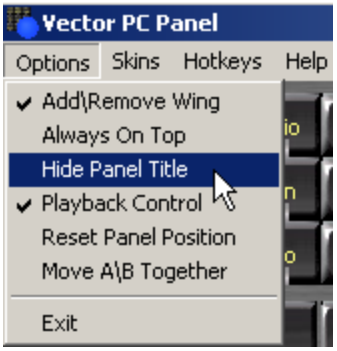
1. Right click the Mouse anywhere when you see the Hand curser

   -OR-

   From the Panel menu bar

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

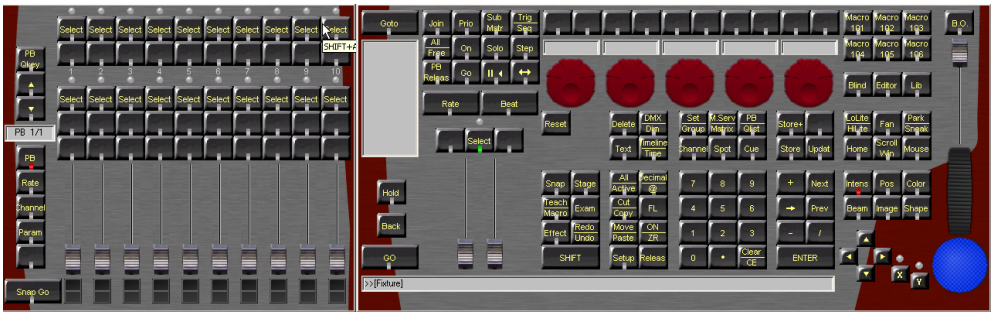
   

The PC Wing can attach to the PC Panel.

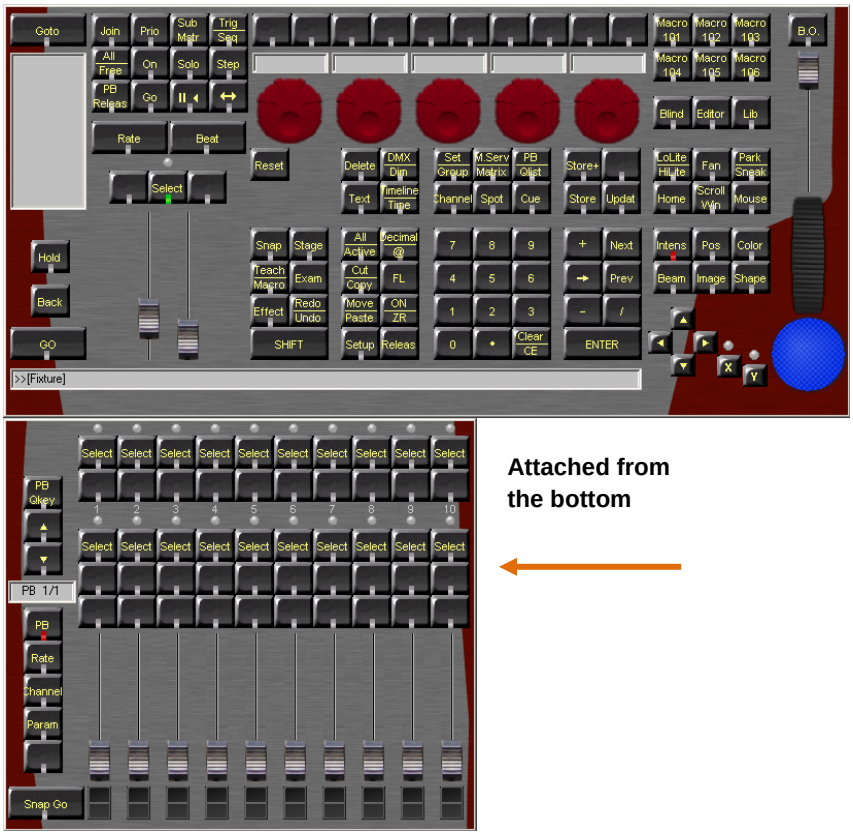
You are now able to attach the PC Wing to the Panel. This helps you move both the PC Wing and Panel at the same time.

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

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



Attached from the Left



Attached from the bottom

New Physical Wheel Features for Vector Violet and Ultra Violet

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

The New "push" down feature includes:

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

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

Using the Push down feature on the Wheels

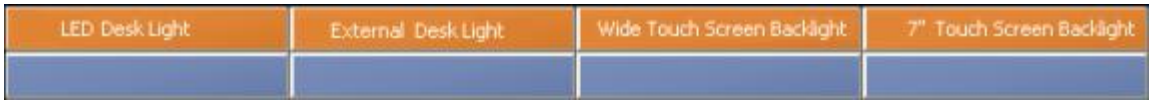
The Push down feature can be used in the Following ways:

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

New Desk Light Control Functions for Vector Violet

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

The New desk light control options:



Desk light control options

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

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

To Access the Desk light control functions

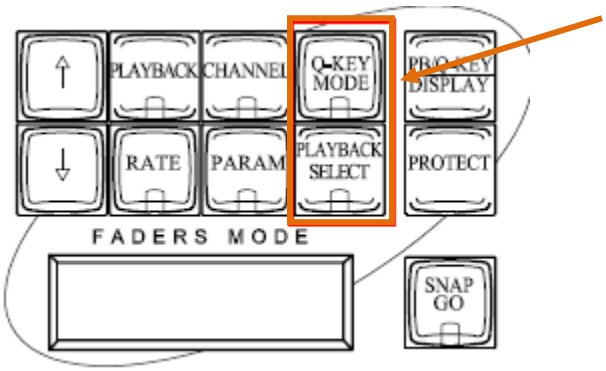
1. Press **Setup**.
2. From the Editor Tool bar, click **Desk lights**.
3. Use the Wheels to change the levels.

Vector Violet Playback Select Key and Q-Key Mode Functions

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

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

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



New Buttons added:

Q-KEY MODE

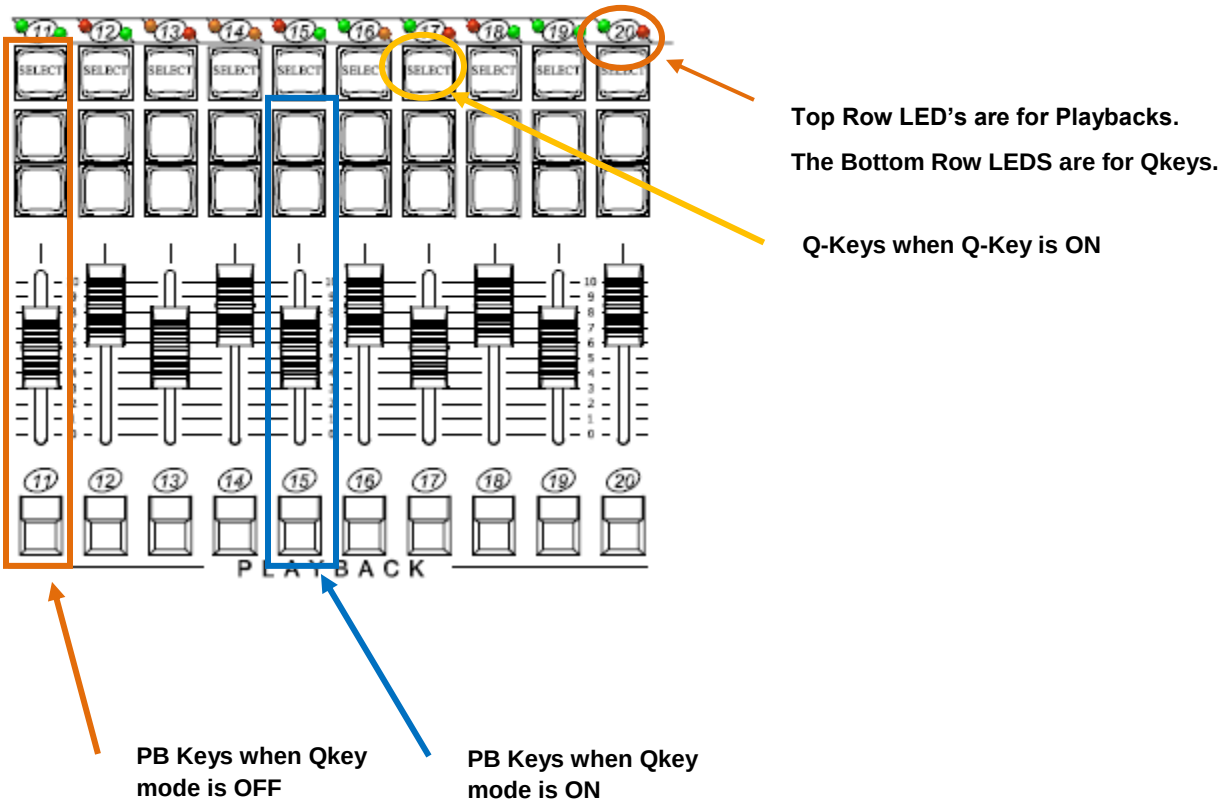
PLAYBACK SELECT

Q-Key Mode

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

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

Q-Key Mode:



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

Playback Select key

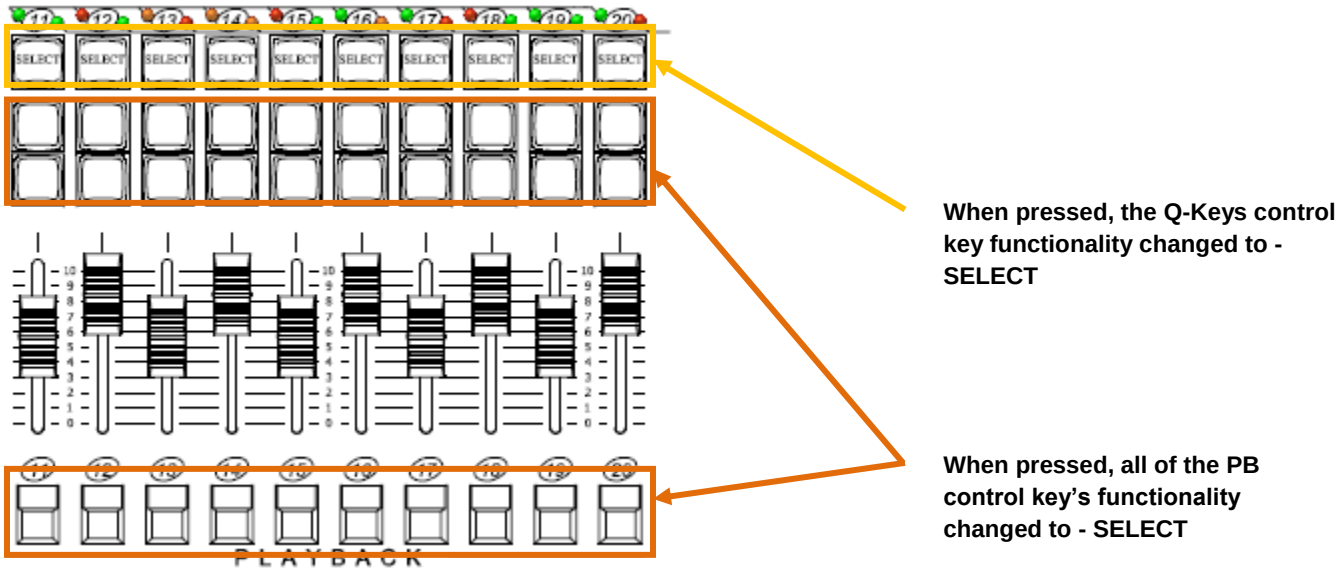
When the Console is in Q-Key mode, the PB's and Q-Keys do not have a physical select key, which means that most of the PB operations are not available. For this reason a general Playback Select key was added to the Vector Violet Console. When pressing the Playback select keys, all PB keys become the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

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

Example:

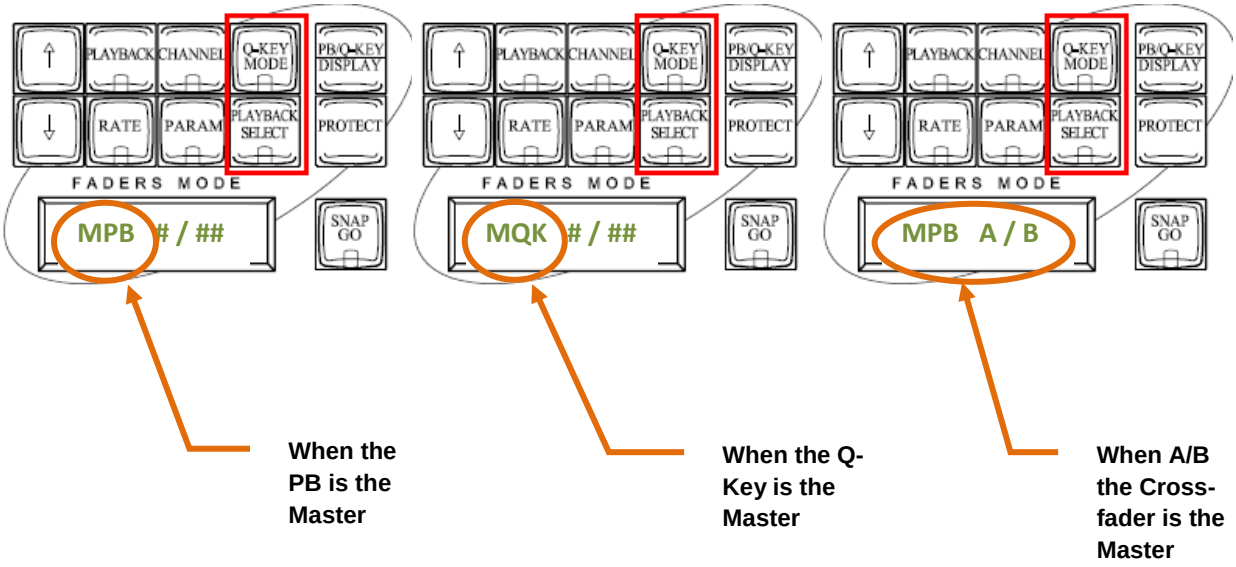
The Console is in Q-Key mode. If you want to store a new Cue on PB 1, the Sequence of **[Store, Cue, Playback Select]** (All the Playback keys function will change to the select key function), then press on any of the Playback keys. The new Cue will be stored on the PB 1.

Playback Select key mode:



Master PB indication when using the Playback select key

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



How to use the Playback Select key

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

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

Using the Playback Select key once Only

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

Using the Playback Select key multiple times

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

Holding down the Playback Select key

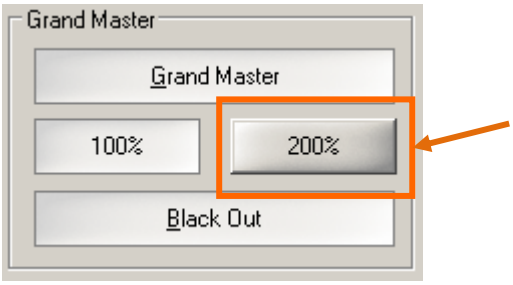
Holding down the Playback Select key is another way of doing a few operations at a time. But instead of double pressing on the Playback Select key, you need to press and hold down the Playback Select key. This will turn all the Playback control keys to the SELECT function key. The Control keys will remain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

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

The Grand Master at 200%

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

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



The new 200% Grand master option.

Using the Grand Master 200% option

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

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

When switching between options, the following happens:

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

- The B.O

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

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

New Grand Master indication color

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

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

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

Vector Release Notes

Release Date:	**July 20, 2009**
Real time version:	**3.17.R03**
Windows version:	**GC3.17.R03**
RT interface version:	**3.17.R03**

Firmware file updates are required for:

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

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

ATTENTION!

Two console panel keys have been changed.

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

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

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

Please contact your local Compulite distributor for replacement keys.

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Vector version 3.17 May 2009

This document was set up for two sided printing. So conserve the environment and print on both sides.

Version Highlights

1 Display	
1.1 Command line	Blind mode and ScrollWin indications appear on an orange field.
1.2 Cue sheet	The new Param Time field, displayed on the cue sheet, shows the fade progress of the parameter with the longest fade-in time.
1.3 Desktop	Create Desktop displays and populate them with short cuts for quick operation of many console functions.
1.4 Device headers	A title bar graphically separates device types in the live display.
1.5 Full screen view	When switching to Full Screen view, an info message with instructions for exiting the Full Screen view, is displayed.
1.6 Grid editing	These values can be edited directly in the grid format: • QList modes and text • Cue properties can be edited directly on the cue sheet • Library properties • Time line values
1.7 Menus	Icons in the menus have been upgraded.
1.8 Parked dimmer display	There is a dedicated display for parked dimmers.
1.9 Scrolling	You can use the mouse to scroll views even if they are not active.
1.10 Touch screen brightness	Control the light level on the integral touch screens.
1.11 Workspace	Workspaces are additional display screens that provide additional display areas. Workspaces are accessed via tabs in the general window pane. Each window can contain up to 7 workspace tabs.
1.12 Workspace tree	The Workspace tree opens automatically each time a new tab is added to a pane.
2 Editing	
2.1 Chasers with animated gifs	The ***CREATE CHASER*** tool on the Matrix screen, automatically programs chasers for animated gif files
2.2 Highlight/Lowlight	Cycle through fixtures without exiting highlight/lowlight mode.
2.3 Updating cues during their fade	A set of rules govern how cues updates behave during fades.
2.4 Releasing parameter time for Enter syntax	The procedure used to release parameter fade times has been improved.

3 Media Server	
3.1 Arkaos	Support for Arkaos.
3.2 Hippo version 3	Support for Hippotizer V3.
3.3 Catalyst	Improved support for Catalyst V4.
4 MIDI	
4.1 MIDI	• MIDI tables have been expanded. • MIDI functionality has been improved to include more MIDI notes.
4.2 MSC	MIDI Show Control (MSC) functionality has been improved. **Note:** MSC (and SMPTE) require a hardware upgrade.
5 Patch	
5.1 DMX input patch	New procedure to clear the DMX input patch.
5.2 Matrix	Drag and drop a range of fixture to selected matrix cells.
5.3 Parked display	Park now has a dedicated display.
5.4 Playback input patch	Operate Vector playback devices through an external console.
6 Playback	
6.1 Flash indications	• The playback device's LED blinks while its flash is active. • The flash level is displayed in orange in the Playback display Fader Level field.
6.2 Goto time	Specify time-in when fading to a selected cue on the master playback and other playback devices.
6.3 Latch flash key	The flash key can be locked for continual flashing until it is released.
6.4 Master playback indication	The master playback display has green bars to differentiate it from the other playbacks.
6.5 Playback selection	Select multiple playbacks for global control.
6.6 Playback wing displays	• Each playback key has its own field. • There are three options for the QList field display: QList number and name, Qlist number only, Qlist name only.
6.7 Step mode playback	Stepping through cues now works with QLists also.

7 Show file conversion	
7.1 Sabre & 4D file names	The names of show files that were converted from Sabre and 4D consoles, specify the source of the converted file.
8 System Settings	
8.1 Art-Net	When Art-Net is enabled, the IP Subnet setting defaults to 0.
8.2 Operation mode and syntax settings	Compulite mode and Action syntax are automatically set when loading shows converted from Sabre or 4D.
8.3 System Settings tabs	The Communication tab has been replaced by three new tabs: DMX Protocol, Network, and MIDI/SMPTE.
8.4 Timing	Default system time is automatically entered in the Time field if the ***CUT*** button is disabled.
9 Topo	
9.1 Topo display	• The zoom and show/hide grid tools are always available on Topo views. • Change stage element text. • Show/hide stage element text. • Show/hide the fixture name for fixtures hung on stage elements. • New icon for a stage element.
10 Vector PC	
10.1 Command line indications	If the panel is disconnected an indication is displayed in the command line.
10.2 Hot keys	Some laptops have a graphic card that uses `ALT+CRTL+F1` to toggle through screens when multiple screens are open. For this hot key sequence to be available on Vector PC, disable them in the graphic card settings.
10.3 Messages	Attempting to close the panel, GcConsole, or real time generates a warning message.

Bug Fixes - Vector software 3.17

Graphical Users Interface - Windows

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

Real Time

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

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

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

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

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

Hardware

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

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

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

Limitations

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

Operating New Features

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

1 Display

1.1 Command line

1.1.1 Blind mode

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

Example:

1.2 Cue sheet

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

1.3 Desktop

1.3.1 Desktop overview

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

The Desktop is populated by dragging and dropping:

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

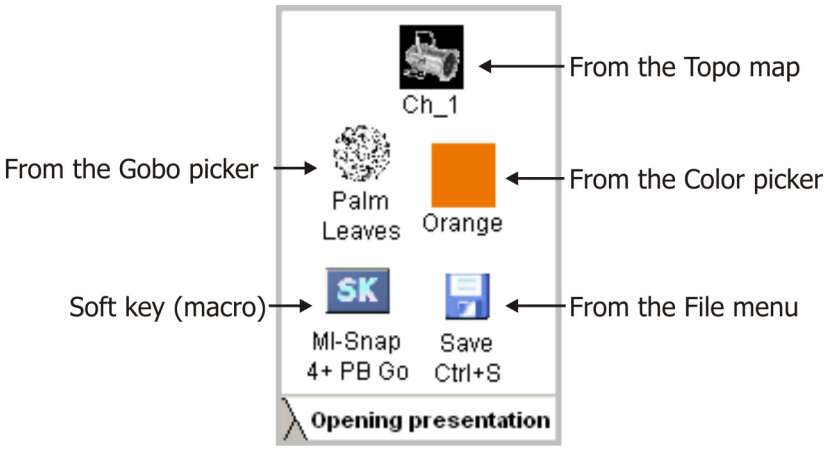


Figure 1: Desktop Populated with icons

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

1.3.2 Setting up Desktop views

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

The Desktop icons function only if the display is locked!

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

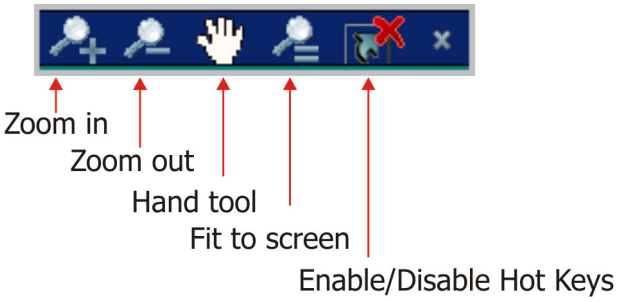


Figure 2: Desktop navigation tools

To set up a Desktop

1. Open the Workspace tree and expand the Desktop List node.
2. Activate a pane and right click anywhere in the pane.

   The display control shortcut menu opens.

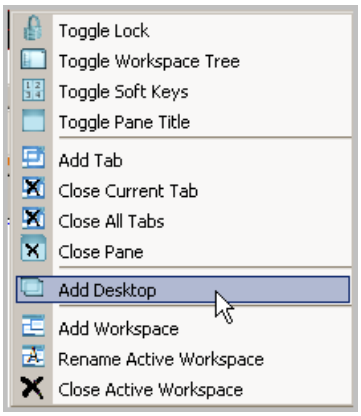


Figure 3: The display shortcut menu

3 Tap Add Desktop.

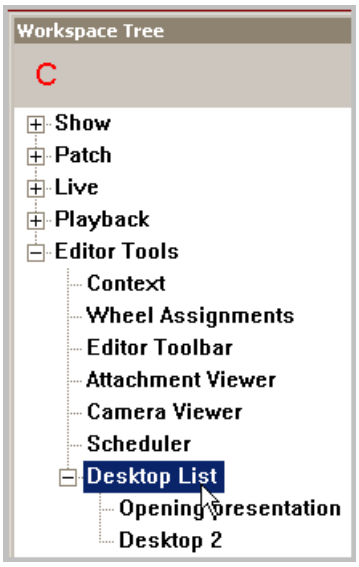
In the Workspace tree, a Desktop is added to the Desktop List.

4 In the Workspace tree, tap the new Desktop.

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

To rename a Desktop

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



The active pane shows the Desktops in grid format.

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

3 Type the Desktop's name.

This name is displayed on the Desktop's tab.

To delete a Desktop

1 Make sure that the Desktop you are deleting is active.

2 Right click anywhere in the Desktop.

The Desktop right click menu opens.

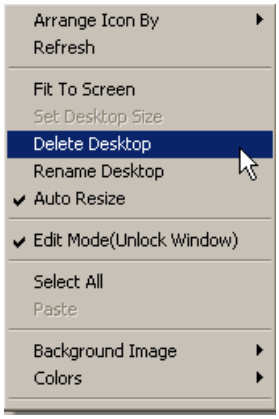


Figure 4: Desktop right click menu

3 Choose Delete.

The Desktop is deleted.

OR

1 Open the Workspace tree and tap the Desktop List node.

The active pane shows the Desktops in grid format.

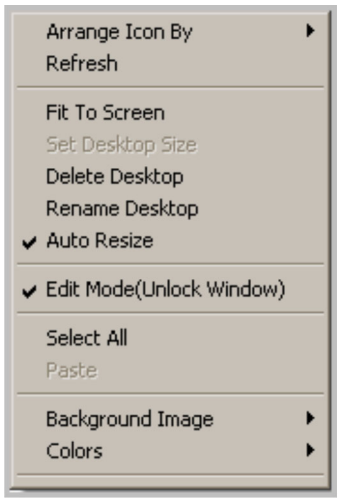
2 Right click in any column in the Desktop row.

3 Choose Delete.

4 The selected Desktop is deleted and no longer appears in the Desktop List.

To customize the Desktop appearance

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



Arrange icons (flyout menu)
Refresh after Desktop changes
Fit to screen
Set Desktop size
Delete active Desktop
Rename Desktop
Auto Resize
Toggle the display lock
Select all icons on the Desktop
Paste objects from the clipboard
Change the Desktop background
Change the background color, icons' text and background color

Figure 5: Desktop right click menu

1.3.3 Populating the Desktop

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

To populate a Desktop

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

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

   Now you can trigger macro 999 by tapping its icon.
4. Repeat steps 1 through 3 for as many items as required.

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

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

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

To add fixtures to the Desktop via topo

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

1.3.4 Editing Desktop icons

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

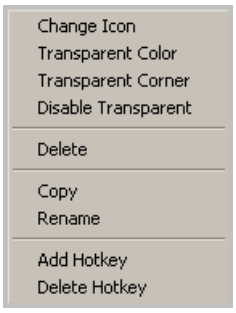


Figure 6: Right click a Desktop icon to open this menu

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

To change an object's icon and text tag

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

1. Right click the icon and, from the shortcut menu, choose Change Icon.
2. Browse to the folder where icons are stored and select an icon.
3. Click ***OK***.
4. Right click the icon and, from the shortcut menu, choose Rename.

   The text field is now selected
5. Type the new name.

To change the icon for more than one object

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

1. Select multiple icons by holding down Ctrl and clicking each icon

   Or

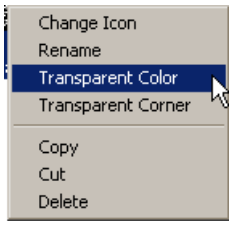
   Hold down the left mouse button and drag a rectangle around the icons.
2. Right click one of the selected icons and, from the shortcut menu, choose Change Icon.
3. Browse to the folder where icons are stored and select an icon.
4. Click ***OK***.

   The icon is applied to the selected objects.
5. Remember to lock the display by clicking the lock icon on the tool bar or right click in the desktop and, in the shortcut menu, click Edit Mode to remove the check and lock the display.

To use transparency for improved visibility

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

The icon shortcut menu opens.



2 Choose Transparent Color.

The Color dialog box opens.

3 Tap the color.

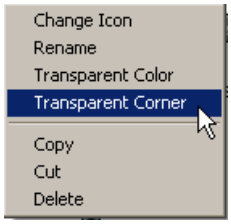
4 Tap ***OK***.

The selected color is now transparent on the Desktop icon.

OR

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

The icon shortcut menu opens.



2 Choose Transparent Corner.

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

1.3.5 Setting up hot keys

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

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

To enable or disable hot keys

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

To create hot keys

1 Make sure that hot keys are enabled.

2 Right click an icon.

The icon shortcut menu opens.

3 Choose Add HotKey.

The Add HotKey dialog box opens.

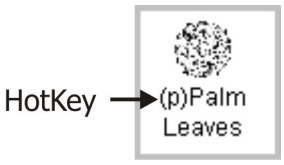
Figure 7: Add HotKey dialog box

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

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

5 Tap ***SAVE***.

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



To delete a hot key

1 Right click an icon.

The icon shortcut menu opens.

2 Choose Delete HotKey.

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

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

To use the hot keys

Type the hot key on the keyboard.

OR

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

1 Press and hold the left house button.

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

3 Release the mouse button.

All hot keys within the rectangle are triggered.

1.4 Device headers

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

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

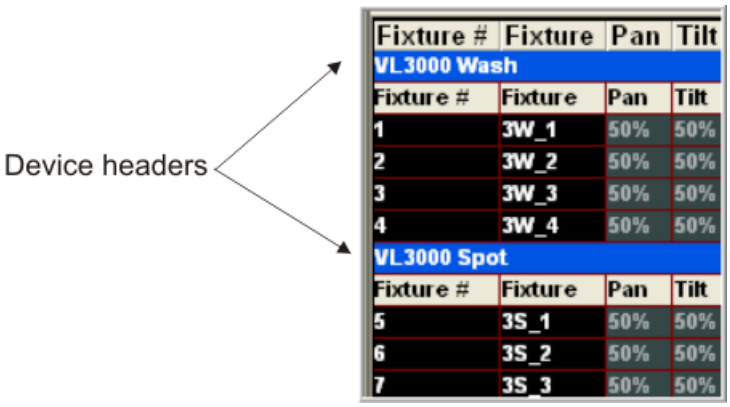


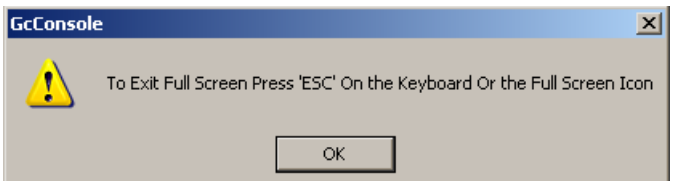
Figure 8: Live spot display with headers separating types of devices

To show device headers

Open the View menu and choose Headers Per Device.

1.5 Full screen view

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



1.6 Grid editing

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

Grid display	*What can be edited*
QList exam	• QList mode (toggle Normal or Chaser) • QList name
Cue sheet	• Cue name • Fade times

Grid display	*What can be edited*
Libraries	• Library name • Mode (Device Specific, Fixture Specific, Pattern) • Parameters (included in the library)
Groups	Group name
Macros	Macro name
Snaps	Snap name
Time Line	• Time code • Fade times

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

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

To edit cell information

Example: Edit a cue sheet.

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

1.7 Menus

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

1.8 Parked dimmer display

Park now has a dedicated display.

1.9 Scrolling

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

To scroll panes

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

1.10 Touch screen brightness

To control the light level on the integral touch screens

1. Press **SETUP**.

   The tool bar is now in setup mode.

2. Tap ***DESK LIGHT***.
3. Use wheel 4 (Vector Touch Screen Backlight) to adjust the light level.

1.11 Workspaces

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

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

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

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

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

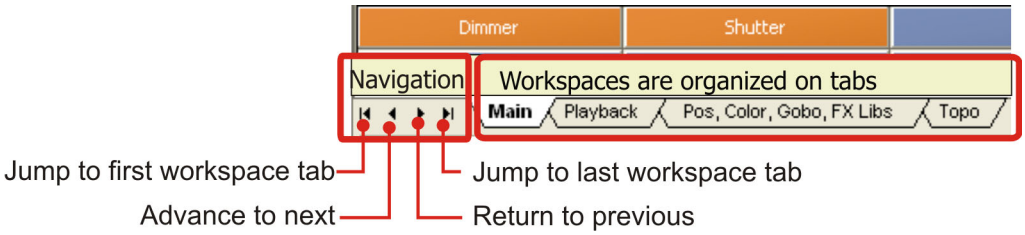


Figure 9: Workspace tabs and their navigation controls

To add and configure workspaces

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

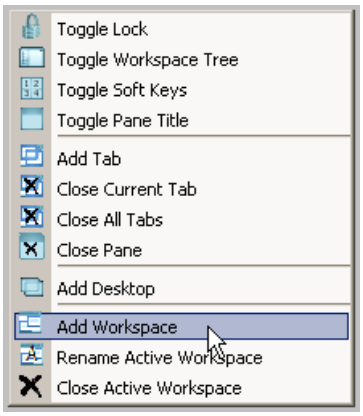


Figure 10: View controls - right click menu

Or

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

A workspace is added to the window. Its tab appears to the right of the last tab.

2 Right click the new tab.

The display control, right click menu opens.

3 Choose Rename View.

4 Type a new name for the workspace and press **ENTER**.

5 Using the tools in the Window menu divide the workspace into panes and add tabs, as necessary

6 Open the Workspace tree .and set up the view as is suitable.

Example: If you have created a Live workspace, you will probably want to show the live fixture displays, the master playback display, and the playback wing display.

7 Optional - Save this as a display layout.

To change the order of the Workspace tabs

1 Make sure the display is not locked.

2 Drag the tab to a new position.

To save a Workspace

The Workspace file extension is: csl.

1 Go to the Window menu ▶Layout ▶chose Save Workspace.

The Save As dialog box opens to the default folder.

2 Optional - browse to a different folder

3 Type a name in the File Name field.

4 Tap ***SAVE***.

The workspace is saved.

To load a Workspace

1 Tap Window ▶ Layout ▶ chose Load Workspace.

The Open dialog box opens.

2 Select a Workspace from the list of *.csl files.

3 Tap ***OPEN***.

The Workspace is loaded.

1.12 Workspace tree

The Workspace tree opens automatically each time a new tab is added to a pane.

2 Editing

2.1 Chasers with animated gifs

The ***CREATE CHASER*** tool in the matrix programmer automatically programs chasers for animated gif files. Save each chaser in a new QList.

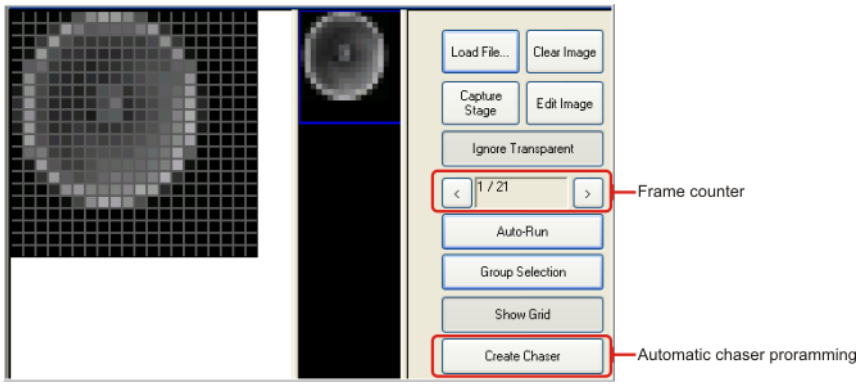


Figure 11: Matrix programming controls

To automatically program chasers

1 Display the matrix programmer.

2 Tap ***LOAD FILE***.

The Open dialog box opens.

3 Browse to the animation and double click to open.

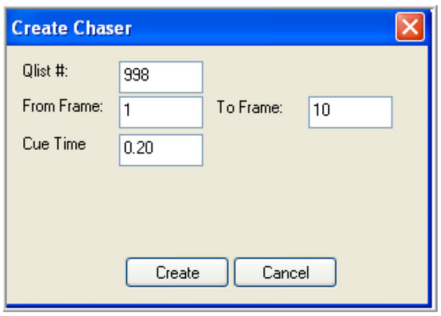
4 The first animation frame is displayed.

5 Optional - tap ***AUTORUN*** to preview the animation.

6 Tap ***CREATE CHASER***.

The Create Chaser dialog box opens.

7 Fill in the fields.



Qlist #	The chaser cues are stored in the QList designated here. Attention - Choose a QList number that is not used yet!
From Frame	Start frame. It is not necessary to use all the animation frames. The chaser can start from any frame.
To Frame	Last frame. It is not necessary to use all the animation frames. The chaser can end at any frame.
Cue Time	The chaser defaults to system time as set in System Settings > Timing.

Figure 12: Create Chaser dialog box

8 Tap ***CREATE***.

One cue is automatically stored for each frame in the selected range. While cues are stored, a progress bar is displayed in the Create Chaser dialog box.

2.2 Highlight/Lowlight

It is no longer necessary to select fixtures before activating the highlight/lowlight mode.

While in highlight or lowlight mode, most programming operations (such as storing and updating cues, storing and updating libraries, and applying fans) are available.

Note: Storing or updating a cue when in **HI.LIGHT** or **LO.LIGHT** mode, stores all the values originating in the **HI.LIGHT** or **LO.LIGHT** palette that are active in the editor.

Selecting unavailable features (such as, Rem Dim, flash, and all parameters except dimmer and position) generates the error message *Not available in Highlight mode*.

Highlight or *Lowlight* appears in the command line as long as the mode is active.

To apply highlight or lowlight

1 Press **HI.LIGHT** or **LO.LIGHT**.

Highlight or *Lowlight* appear in the command line.

2 Select a fixture, or a range of fixtures, or a group.

3 Move the pan/tilt wheel or trackball to initiate the highlight feature.

4 Press **NEXT** or **PREVIOUS** to move to the next or previous fixture.

5 To jump to another fixture, select a new fixture and again move the pan/tilt wheel or trackball to initiate the highlight feature.

To exit highlight or lowlight mode

1 Clear the command line by pressing **SHIFT** + ● or **SHIFT**+ **CE**.

2 Press the active mode -**HI.LIGHT** or **LO.LIGHT**.

The mode is no longer indicated in the command line.

ATTENTION! Pressing **HI.LIGHT** or **LO.LIGHT** without clearing the command line, clears the **HI.LIGHT** or **LO.LIGHT** values. Pan/tilt and dimmer changes are retained in the editor and the system is still in **HI.LIGHT** or **LO.LIGHT** mode.

To switch between highlight and lowlight modes

Press **SHIFT** + **HI.LIGHT** or **LO.LIGHT**

2.3 Updating cues during their fade

What happens when updating cues while they are fading in or out?			
Example 1 ***The parameters have values in both cue 1 (fading out) and cue 2 (fading in).*** ***Update cue 1.***			***What happens after pressing* UPDATE*?***
Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor: Chan 1 @ 80 Chan 2 @ 80	The editor is released, in default system time, to the parameters' current values and, if necessary, the values complete their fade in the remaining cue time.
Cue 2 (incoming)	Chan 1 @ 50 Chan 2 @ 50		
Example 2 ***The parameters do not have values in cue 2 (fading in).*** ***Update cue 1.***			
Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor: Chan 3 @ 80	Compulite mode - The editor is released and parameters fade to their released (or home) value in system default time. Tracking mode - The editor is released and parameters fade to their tracked value in system default time.
Cue 2 (incoming)			
Example 3 ***Update cue 2 (is fading in)***			

What happens when updating cues while they are fading in or out?			
Cue 1 (outgoing)	Chan 1 @ FL Chan 2 @ FL	Editor: Chan 3 @ 80	The editor is released in system time, but the updated value stays where it is until the fade is complete.
Cue 2 (incoming)	Chan 1 @ 50 Chan 2 @ 50		
Updating fade times (Action syntax: **CUE #, TIME #, UPDATE)** (Enter syntax: **CUE #**, **UPDATE**, **ENTER)** during a fade does not change the time for the fade in progress. The new fade time is used the next time.			

To edit cues during fades

A

Select fixtures and edit values, **CUE #, UPDATE.**

OR

CUE #, Select fixtures and edit values, **STORE.**

E

Select fixtures and edit values, **CUE #**, **UPDATE**, **ENTER.**

2.4 Releasing parameter time for Enter syntax E

The procedure used to release parameter fade times has been improved.

To release parameter fade time (Enter syntax)

1. Select the cue.
2. Select the fixtures.
3. Select a parameter.

   More than one parameter can be selected and entire parameter banks can be selected via **INTENS**, **POS**, **COLOR**, **BEAM**, **IMAGE**, **SHAPE**.
4. Press **TIME**.
5. Tap ***TIME IN*** or ***DELAY IN*** or both.
6. Press **DELETE**.
7. Press **UPDATE**.
8. Press **ENTER**.

   The fade times, for the selected parameters, are deleted.

3 Media Server

3.1 Arkaos

To connect Arkaos to Vector

1. Change the Arkaos media server subnet to match Vector's subnet.

If Vector IP is 91.xx.xx.xx, then the Arkaos IP must also begin with 91.

To configure Arkaos

These instructions are for Arkaos version 3.6.5.

1 Change the Arkaos computer workgroup to **COMPULITE**.

Go to Control Panel ▶ double click System ▶Select the Computer Name tab ▶ Click Change▶ Type **COMPULITE** in the Workgroup Name field. Click OK twice and close the Control Panel.

2 Restart the Arkaos computer if the workgroup name or IP address was changed.

3 Run the Arkaos application - .

4 On Arkaos open the Edit menu, select Preferences, then select DMX Setup.Choose Preferences.

ATTENTION! If DMX Setup does not appear in Preferences (on Arkaos), Arkaos is either in demo mode or you do not have a DMX Key registration.

5 From the shortcut menu, choose DMX Setup.

6 Configure according to Figure 13.

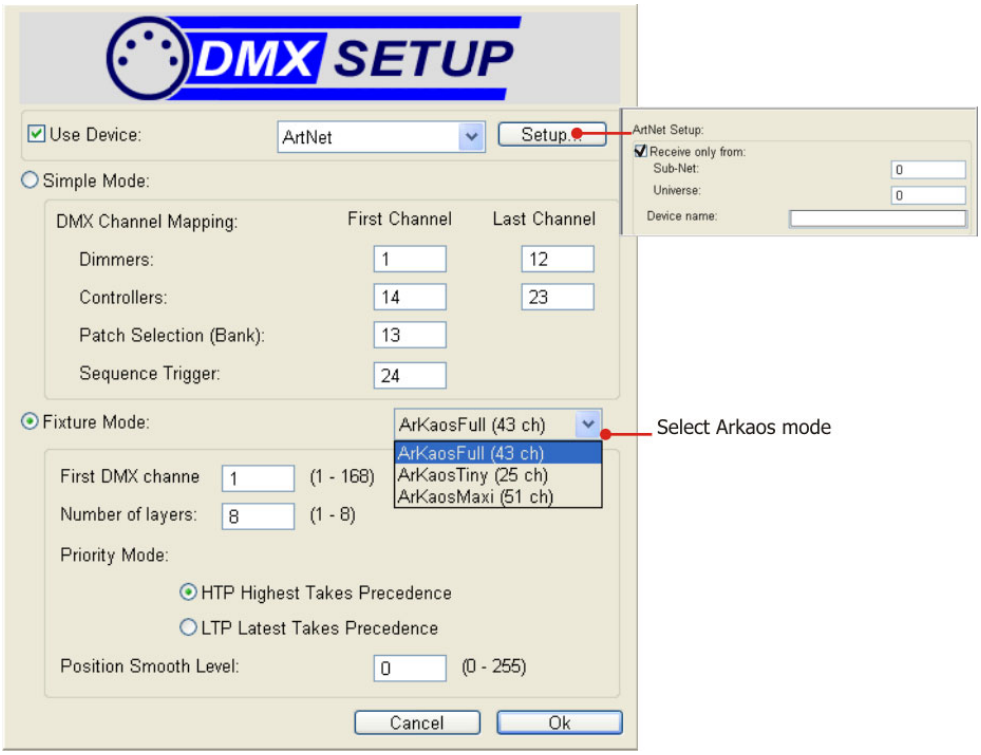


Figure 13: Arkaos DMX setup

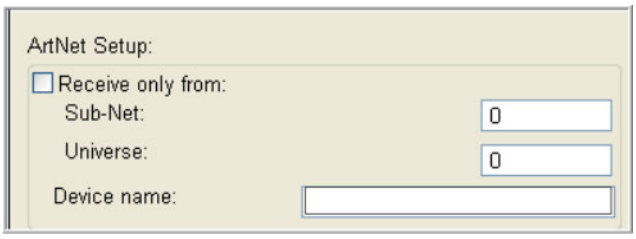


Figure 14: Arkaos Art-Net setup

To patch Arkaos devices on Vector

1 Open the Vector Patch Manager.

2 Import the Arkaos devices according to the Arkaos configuration (Maxi, Full, or Tiny).

3 Create and patch Arkaos devices according to the number of layers configured in the Arkaos media server.

ATTENTION! To download thumbnails media server devices require exact names!
IF ARKAOS IS RUNNING ON WINDOWS! Make sure that the Arkaos device names are identical to the **Arkaos computer name**. Example: If the Arkaos computer name is Arkaos-00123, the devices must be named Arkaos-00123_1, Arkaos-00123_2, etc.

IF ARKAOS IS RUNNING ON MACINTOSH! The name of the Arkaos device must be identical to the **IP address of the Arkaos computer**. If Arkaos computer IP is 90.2.6.8 the devices names must be 90.2.6.8_1, 90.2.6.8_2, 90.2.6.8_3, etc.

---

4 Save and exit the Patch Manager.

3.2 Hippotizer Version 3

To connect Hippotizer V3 to Vector

1 Change the Hippotizer V3 subnet to match Vector's subnet.

If Vector IP is 91.xx.xx.xx, then the Hippotizer V3 IP must also begin with 91.

To configure Hippotizer V3

These instructions are for Hippotizer version 3.0.12

1 Change the workgroup for the Hippotizer media server to **COMPULITE.** Go to Control Panel ▶ double click System ▶ Select the Computer Name tab ▶ Click Change ▶ Type **COMPULITE** in the Workgroup Name field. Click OK twice and close the Control Panel.

2 Restart the Hippotizer computer if the workgroup name or IP address was changed.

3 On HippoNet Overview, open the Engine Settings to select the mode.

4 Run the Hippotizer Engine - and then the Zookeeper - .

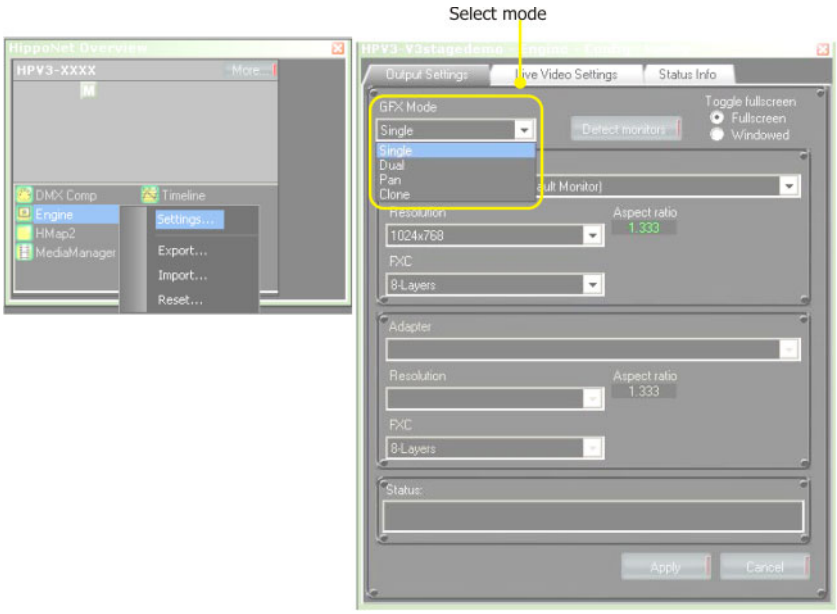


Figure 15: Hippo V3 Setup (see the Hippotizer user's guide)

5 On HippoNet Overview, open DMX Component Settings to set DMX and Art-Net configuration.

6 Check DMX On.

7 Uncheck Update.

8 Double click an Art-net universe to change the Art-Net configuration.

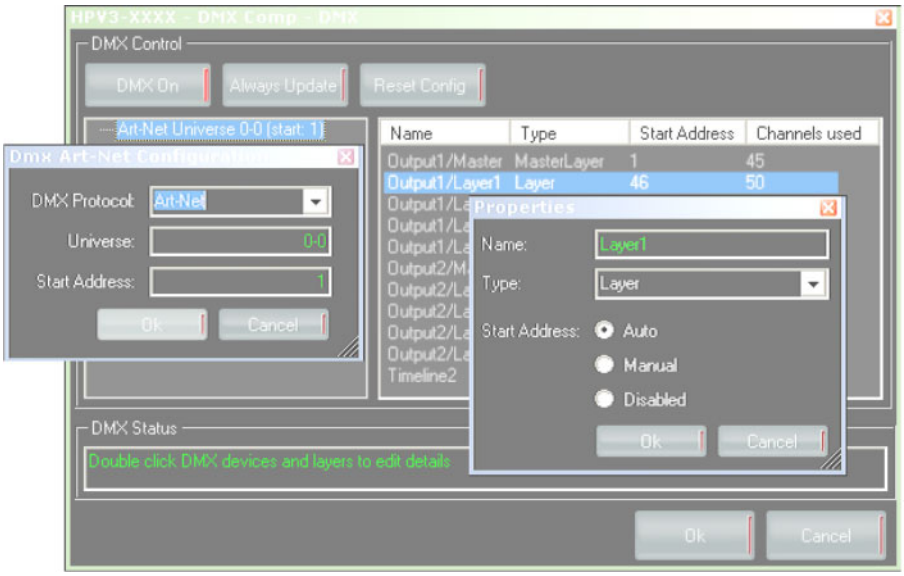


Figure 16: Hippotizer V3 DMX setup (see the Hippotizer user's guide)

ATTENTION! To connect with Vector, the Hippotizer media server must have a DMX component and an Hmap2 Server Component. In HippoNet Overview, check if these components are present. If they do not appear, add them to Hippotizer.

To patch Hippotizer V3

1 Open the Vector Patch Manager.

2 Import, create, and patch Hippotizer devices.

Device Mode	Number of devices to create and patch
Single	1 x Hippotizer Master V3 8 x Hippotizer Layer V3 1 x HippoTimeLineControl V3
Dual	1 x Hippotizer Master V3 4 x Hippotizer Layer V3 1 x Hippotizer Master V3 4 x Hippotizer Layer V3 1 x HippoTimeLineControl V3
Pan	1 x Hippotizer Master V3 1 x Hippo Pan Master V3 8 x Hippotizer Layer V3

IMPORTANT! The DMX address for the Master must always be before the DMX address of the layers. Example: Master is DMX 1 and the layers start at DMX 46.
In each mode, set DMX addresses according to the order that the devices appear in this table.

3 Save and exit the Patch Manager.

ATTENTION!
To download thumbnails media server devices require exact names! Example: If the Hippotizer name is Hippov3-00123, the fixture layers must be named Hippov3-00123_1, Hippov3-00123_2, etc.
If media files have been added to Hippotizer V3, it is necessary to restart the Hippotizer software to download the new thumbnails.

3.3 Catalyst

Vector supports Catalyst media servers from Catalyst version 4.0.

To connect Catalyst to Vector

1 Change the Catalyst media server subnet to match Vector's subnet.

If Vector IP is 91.xx.xx.xx, then the Catalyst IP must also begin with 91.

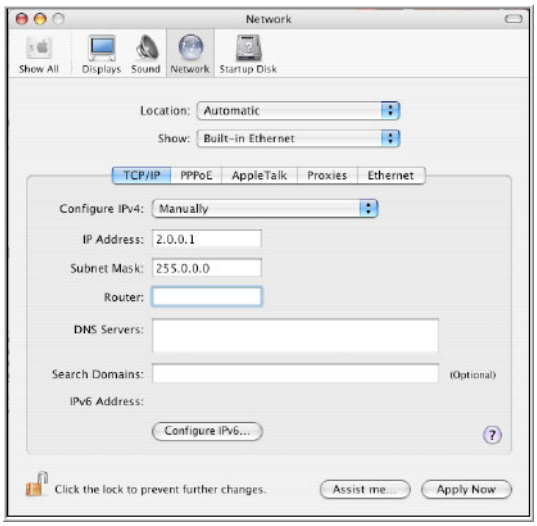


Figure 17: Catalyst Mac Network Settings dialog box (see the Catalyst user's guide)

To verify the connection between Vector and Catalyst

1. Make sure the Catalyst computer is running.
2. On Vector, browse to http://[Catalyst_IP]:8080/catws/files.html.

   Example: browse to http://91.0.0.5:8080/catws/files.html - where 91.0.0.5 is the Catalyst computer IP.

   You should see an HTML page with all the installed media thumbnails.
3. Then browse to http://[Catalyst_IP]:8080/catws/Images/000_002.jpg.

   You should see the thumbnail for file 2 in folder 0. This verifies that the connection is OK and the thumbnails are accessible.

   Now the media picker for the file and the folder parameters are available.

To patch Catalyst

1. Patch the Catalyst layers in the Catalyst computer.

   Consult the Catalyst user's guide for details.
2. Open the Vector Patch Manager.
3. Import the Catalyst v4.cvd device files located in the High End folder.
4. Create and patch Catalyst fixtures.
5. In the Name field enter the Catalyst computer IP address.

ATTENTION!

To download thumbnails media server devices require exact names! Example: If Catalyst computer IP address is 2.0.0.5, the layer names must be 2.0.0.5_1, 2.0.0.5_2, 2.0.0.5_3, etc. Note that Vector automatically appends _* to the layers.

6. Save and exit the Patch Manager.

4 MIDI

4.1 MIDI tables

MIDI tables have been expanded. Of special interest are MIDI commands that trigger Vector console macros. Triggering Vector macros with one MIDI note allows you to operate a long and complex command strings without complicated and time-consuming MIDI programming.

Example: Trigger a macro that loads a QList to a playback device and operate the playback.

MIDI notes for triggering console macros			
Command	***Note On #***	***Command***	***Note Off #***
MACRO 101	96	Macro 911	21
MACRO 102	97	Macro 912	22
MACRO 103	98	Macro 913	23
MACRO 104	99	Macro 914	24
MACRO 105	100	Macro 915	25
MACRO 106	101	Macro 916	26
Macro 901	115	Macro 917	27
Macro 902	116	Macro 918	28
Macro 903	117	Macro 919	29
Macro 904	118	Macro 911	21
Macro 905	119	Macro 920	33
Macro 906	120		
Macro 907	121		
Macro 908	122		
Macro 909	123		
Macro 910	124		

For the complete MIDI tables, consult the Vector Reference Guide, Appendix 2 Automated Playback.

4.2 MSC

MIDI Show Control functionality has been improved and now it is fully functionally.

- Between Vector consoles macros 1 through 255 are available.
- Between a Vector console and a 4D or Sabre console 1 through 128 are available.
- Basic master playback control: Go, Hold, Timed Go, Resume.

5 Patch

5.1 DMX input patch

New procedure to clear the DMX input patch.

To clear the DMX input patch

1. Press **DIM**.
2. Select the dimmer number on the keypad.

   Range selections are also valid.

   Or

   To clear the entire DMX input patch, skip this step and continue with step 3.
3. Tap ***INPUT PATCH***.
4. Tap ***CLEAR SELECTED/ALL***.

   The selection is cleared from the patch.

   If there was no selection the entire DMX input patch is cleared.
5. For Enter syntax - Press **ENTER**.

5.2 Matrix

You can select cells on the matrix and drag and drop fixtures to map them to the selected cells.

Note: The cells are populated from left to right and from row 1 down.

To map fixtures to selected matrix cells.

1. Tap ***N*** to put the Workspace tree in navigation mode;
2. Select the matrix from the Matrix List.

   The matrix is displayed in the main patch pane.
3. Tap ***S*** to switch to selection mode.
4. Select fixtures from Matrix in the Sets node and drop them in the matrix cells.

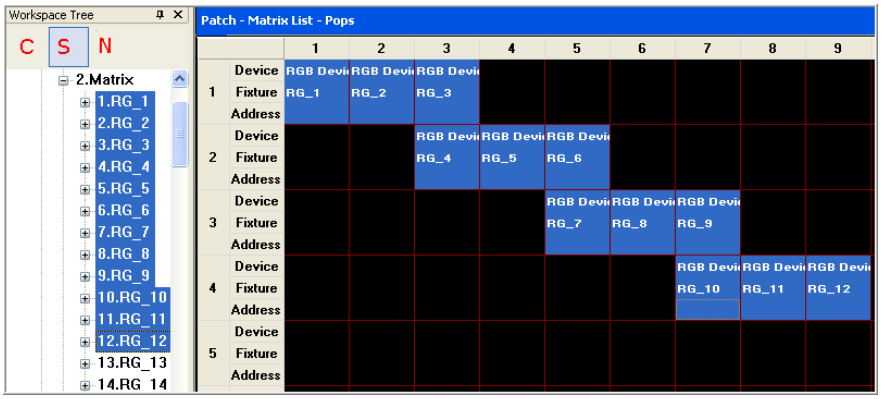


Figure 18: Mapping fixtures to selected cells

5.3 Playback input patch

Operate Vector playback devices through an external console. Allows access to all playback pages, including pages that are not currently active on the main console.

If your main Vector console has motorized faders, we recommend not working on the same page both on the main console and on the external console as you may encounter resistance on the motorized faders.

ATTENTION! If your console does not have the correct key (**QLIST** / **PLAYBACK**), please contact your local distributor.

A

To patch playback input

1. Press **DIM**.
2. Select the DMX address.

   A range can also be selected.
3. Tap ***INPUT PATCH TO***.
4. Press **PLAYBACK** and specify the page and playback device number (**#/#**).

   A range can also be selected.

   Or

   Press **PLAYBACK** and specify the playback device number (**#**).

   The playback device(s) on the active page is selected.
5. Press **STORE**.

OR

1. Press **DIM**.
2. Tap ***INPUT PATCH TO***.
3. Press the Select key for a playback device.
4. Press **STORE**.

To release playback input patch

1. Press **DIM**.
2. Select the DMX address.

   A range can also be selected.
3. Tap ***INPUT PATCH TO***.
4. Press **PLAYBACK** and specify the page and playback device number (#/#).
5. Press **RELEASE**.

   Or

On the Editor tool bar, tap ***CLEAR ALL***.

OR

1 Press **DIM**.

2 Tap ***INPUT PATCH TO***.

3 Press the Select key for a playback device.

4 Press **RELEASE**.

Or

On the Editor tool bar, tap ***CLEAR ALL***.

E

To patch playback input

1 Press **DIM**.

2 Select the DMX address.

A range can be selected.

3 Tap ***INPUT PATCH TO***.

4 Press **PB** and specify the page and playback device number (#/#).

A range can also be selected.

Or

Press **PLAYBACK** and specify the playback device number (**#**).

The playback device(s) on the active page is selected.

5 Press **ENTER**.

OR

1 Press **DIM**.

2 Select the DMX address.

3 Tap ***INPUT PATCH TO***.

4 Press the Select key for a playback device.

5 Press **ENTER**.

To release playback input patch

1 Press **RELEASE**.

2 Press **DIM**.

3 Select the DMX address.

A range can be selected.

4 Tap ***INPUT PATCH TO***.

5 Press **PB** and specify the page and playback device number (#/#).

Or

Press **PLAYBACK** and specify the playback device number (**#**).

The playback device(s) on the active page is selected.

6 Press **ENTER**.

OR

1 Press **RELEASE**.

2 Press **DIM**.

3 Select the DMX address.

4 Tap ***INPUT PATCH TO***.

5 Press the Select key for a playback device.

6 Press **ENTER**.

OR

1 Press **DIM**.

2 Select the DMX input address.

3 Tap ***INPUT PATCH TO***.

4 Press **PB** and specify the page and playback device number (#/#).

5 On the Editor tool bar, tap ***CLEAR ALL***.

6 Press **ENTER**.

OR

1 Press **DIM**.

2 Select the DMX input address.

3 Tap ***INPUT PATCH TO***.

4 Press the select key for a playback device.

5 Press **RELEASE**.

Or

On the Editor tool bar, tap ***CLEAR ALL***.

6 Press **ENTER**.

6 Playback

6.1 Flash indications

The flash level is shown in orange in the Fader Level field.

6.2 Latch flash key

A latched flash key toggles the values in the current cue on or off. Flash keys always work in cut time.

The bottom key row, in the Playback Wing display, shows the latched flash keys' indication.

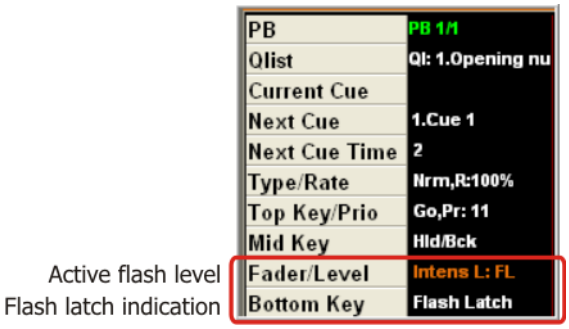


Figure 19: Bottom key indication on the Playback Wing display

To latch flash keys

1. Press **SETUP**.
2. Press the select key for a playback.

   The Playback Properties dialog box opens.
3. On the Playback Definitions tab, click the arrow to view the flash behavior options.

Figure 20: Flash behavior options

4 Click ***LATCH***.

5 Click ***CLOSE***.

To operate latched flash keys

1 Press the flash key to output all parameter values in the current cue.

This turns on the dimmer also, regardless of the fader position.

2 Press again to turn off.

Values bump out.

6.3 Master playback indication

The master playback display has green highlight and progress bars to differentiate it from the other playbacks.

6.4 Playback wing displays

Each playback key has its own field. The playback key fields appear in the same order as the keys on the console.

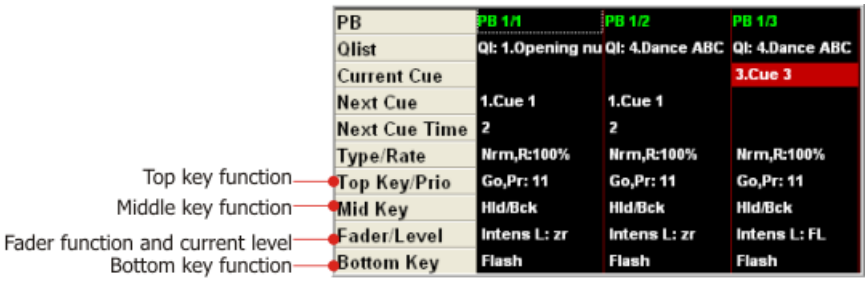


Figure 21: Playback wing display

There are three options for the QList header display:

- QList number and name
- Qlist number only
- Qlist name only.

Set headers in the Grid Properties dialog box.

6.5 Playback selection

Select playback devices and QKeys for global response to a control function. Selections can include AB, playback faders and QKeys.

Examples:

- Select all the playback devices on page 1 and free them.
- Select all the playback devices on page 2 and give them a go command., even if the current page is on page 1.
- Apply Goto commands to the selected playback devices.
- Load a range of cues to the selected playback devices.
- Load a range of QLists to the selected playback devices.

There are three ways to select playback devices:

- Directly using the Select keys, when selecting from the current page
- The console keys, where the first number is the page and the second number is the playback device.
- The Editor tool bar in playback selection mode.

Figure 22: Editor tool bar in playback selection mode

The Editor tool bar buttons in playback selection mode are:

Button	***What it does***
PLAYBACK	Sets the keypad for playback device selection.
QKEY	Sets the keypad for Qkey selection.
ALL PLAYBACKS	Selects all playback devices (except AB).
ALL QKEYS	Selects all QKeys.
AB	Selects AB.
LAST SELECTION (●)	Recalls last playback selection. **Note:** Another way to recall the last selection is pressing **PB**, ●.

The applicable playback control functions are:

- **JOIN**
- **FREE**
- **ON**
- **.GO**
- **HOLD/BACK**
- **⇔**
- **SOLO**
- **STEP**

- **PB RELEASE**
- **TRIGGER** is toggled on or off according to the state of the first playback device in the selection. Example: The selection is playbacks 2, 5, 7. **TRIGGER** is off for playbacks 2 and 7; playback 5 has trigger on. Pressing **TRIGGER** turns it on for the entire selection.
- **SEQ** is toggled on or off according to the state of the first playback device in the selection. Example: The selection is playbacks 2, 5, 7. **SEQ** is off for playbacks 2 and 7; playback 5 has trigger on. Pressing **SEQ** turns it on for the entire selection
- **PRIO** affects only the first playback device in the selection.

The selection remains available until manually cleared by:

- Selecting a fixture
- Pressing **SHIFT** + **CE**
- Pressing **SHIFT**+ **RESET**

To select and operate playbacks

1. Tap ***PLAYBACK*** on the Editor tool bar or press **PB**.

   The Editor tool bar switches to playback selection mode.

   PB is displayed in the command line.

2. All selection sequences (**# ➔ #**, **# + #**, **# - #**) can be used for the current page. Use the **#/#** syntax to select playback devices on other pages.

   Or

   Use the selection options on the Editor tool bar.

   Or

   Press the Select key for playback devices. Pressing and holding Ctrl (on the external keyboard) allows you select multiple playback devices.

   Or

   Select playback devices by page number and playback number. Example: (page) **2 / 5** (playback device).

3. Press a playback control.

6.6 Goto time

Specify time-in when fading to a selected cue on the master playback and other playback devices.

To specify a fade time on the master playback

1. Press **GOTO**.
2. Select a cue number.

   Important! Do NOT press **CUE**, just enter the cue number.

3. Press **TIME**.
4. Specify the fade time.
5. Press **ENTER**.

The fade to the selected cue begins.

To specify a fade time on the playback devices

1. Press **GOTO**.
2. Select a cue number.

   Important! Do NOT press **CUE**, just enter the cue number.
3. Press **TIME**.
4. Specify the fade time.
5. Press the Select key for the playback device.

   The fade to the selected cue begins.

7 Show file conversion

7.1 Sabre & 4D file names

The names of show files that were converted from Sabre and 4D consoles, specify the source of the converted file.

For Sabre shows, the show file number is preceded by the letter 'C'. Example: Tosca_C0010.

For 4D shows, the show file number is preceded by the letter 'V'. Example: Tosca_V0010.

8 System Settings

8.1 Art-Net

When Art-Net is enabled, the Subnet setting defaults to 0.

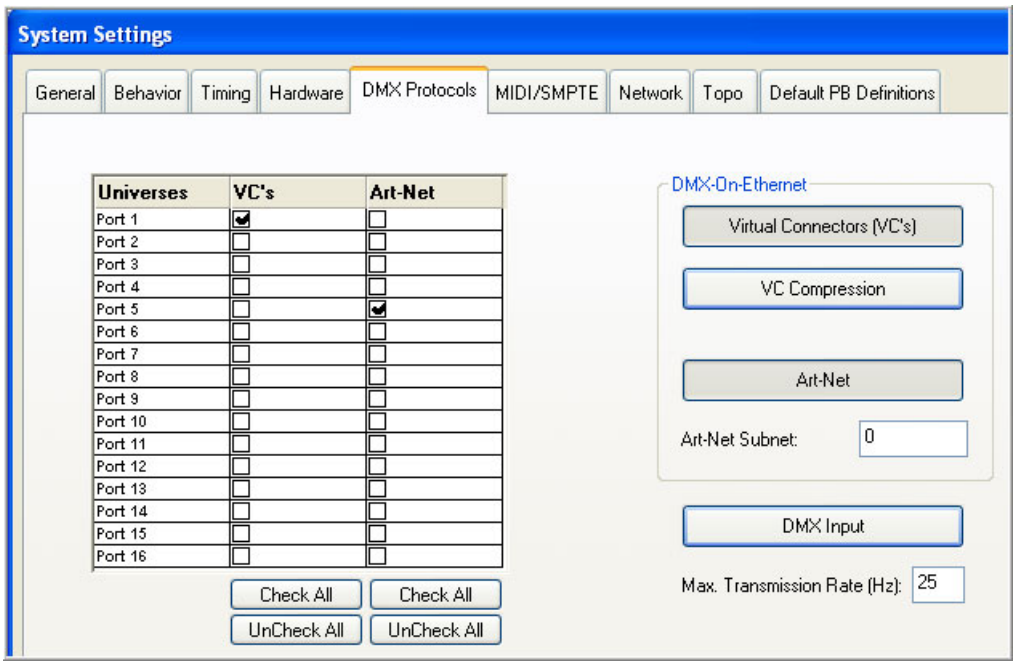
8.2 Operation mode and syntax settings

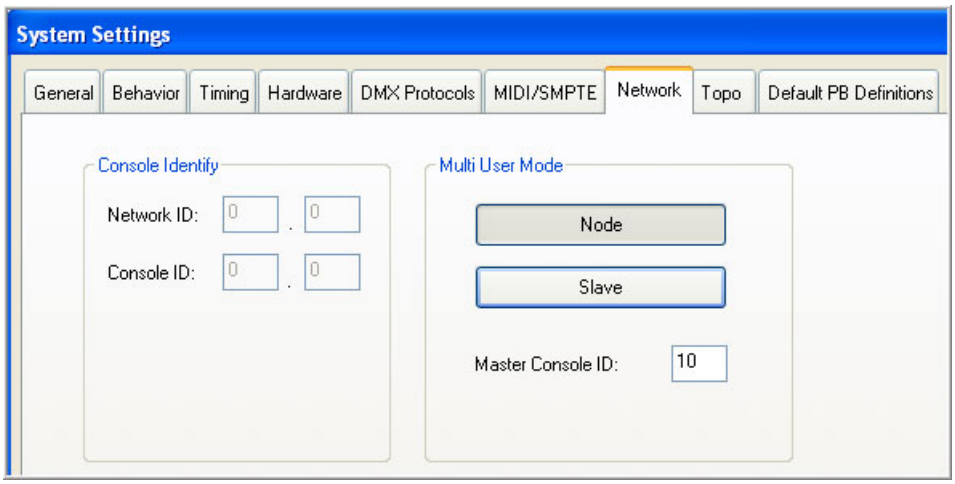
Compulite mode and Action syntax are automatically set in the Behavior tab when loading shows converted from Sabre or 4D.

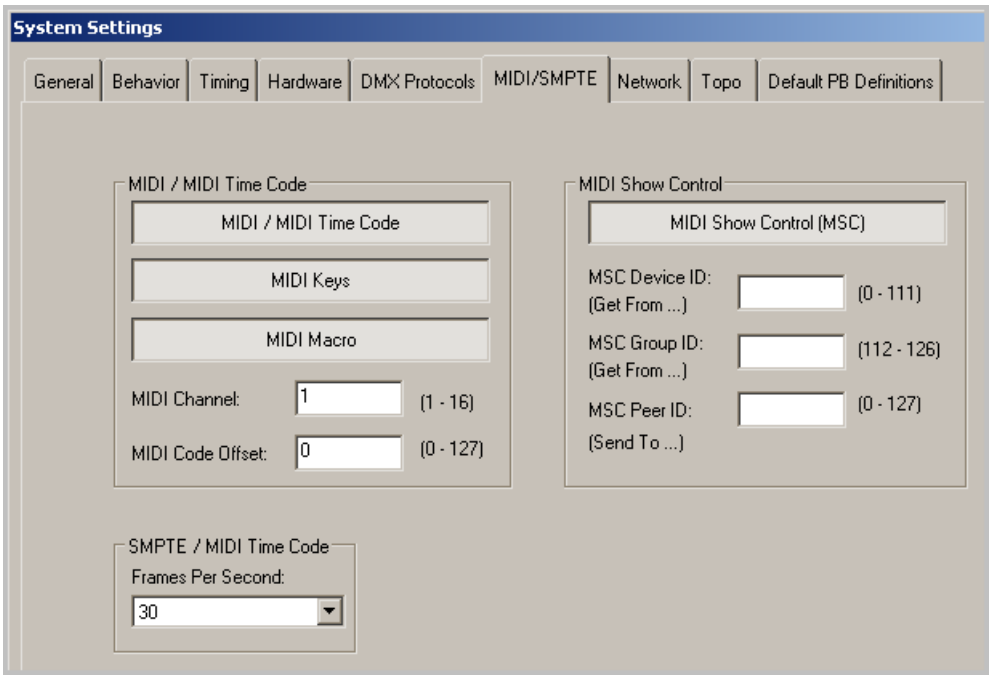
8.3 System Settings tabs

The Communication tab has been replaced by three new tabs:

- DMX Protocol
- MIDI/SMPTE.
- Network

DMX Protocols tab			
Group	***Fields/buttons***	***What it does***	***Default***
 Accurate configuration of the VC and Art-Net output of the console helps to reduce network traffic and uses less system resources.			
DMX-over-Ethernet	Virtual Connectors VC's	• On - Virtual connector transmission (DMX over Ethernet) is enabled. • Off - Virtual connector transmission (DMX over Ethernet) is disabled.	On
	VC Compression	• On - VC compression is enabled. • Off - VC compression is disabled.	Off
	Art-Net	Communication over Art-Net protocol enabled	
	Art-Net Subnet	Set the Art-Net IP subnet. **Note:** Generally the Art-Net IP subnet on Art-Net devices, such as media servers, is set to the same IP subnet as Vector.	
	DMX Input	• On - The console responds to DMX512 input. • Off - The console does not respond to DMX512 input.	
	Max Transmission Rate (Hz)	Regulate the rate at which DMX over Ethernet is transmitted. The available range is 25 - 40 Hz.	

Network tab			
Group	***Fields/buttons***	***What it does***	***Default***
			
Console Identifiers	Network ID	The network ID number appears in this field.	
	Console ID	The console ID number appears in this field.	
Multi User Mode	Node	• On - The console or Vector Node operates as a node. • Off - The console is not designated as a node.	Off
	Slave	• On - The console or Vector Node operates as a slave console. • Off - The console is not a slave console.	Off
	Master Console ID	The master console through its ID number.	

MIDI/SMPTE tab			
Group	***Fields/buttons***	***What it does***	***Default***
			
MIDI	MIDI	• On - MIDI over Ethernet is enabled. • Off - MIDI over Ethernet is disabled.	On
	MIDI Keys	• On - Vector can receive MIDI notes transmitted by an outside source. • Off - Vector does not receive MIDI notes transmitted by an outside source.	
	MIDI Macro	• On - Storing MIDI macros is permitted. • Off - Storing MIDI macros is not permitted.	
	MIDI Channel	Set the MIDI channel	
	MIDI Code Offset		
	MSC	Enable/disable MSC (over Ethernet)	On
	MSC Device ID	Set the MSC device ID. This is the (device) console receiving the MIDI commands.	
	MSC Group ID	Set the MSC group ID.	
	MSC Peer ID	Set the MSC peer ID. This is the (device) console sending the MIDI commands.	
	Frames per Second (SMPTE)	Set the frames per second value for SMPTE operation.	

8.4 Timing

Default system time is automatically entered in the Time field if the ***CUT*** button is disabled.

9 Topo

9.1 Topo

The zoom and show/hide grid tools are always available on Topo views.

There is now an icon for stage element: .

To change stage element text

1 Tap a stage element.

The stage element is now selected and displayed within a rectangle.

2 Right click inside the selection rectangle and, from the shortcut menu, choose Properties.

The Topo Element dialog box opens.

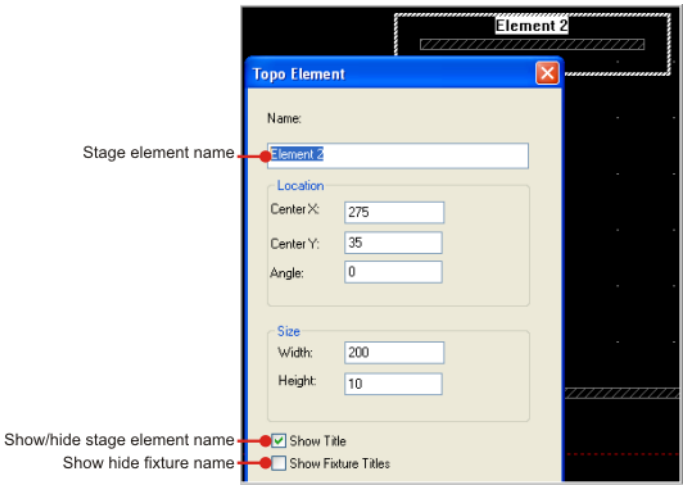


Figure 23: A stage element and the Topo Element dialog box

3 Type a name in the Name field.

4 Tap ***OK***.

The dialog box closes. The stage element's name appears above it on the Topo display.

To show/hide stage element and fixture names

1 Tap a stage element.

The stage element is now selected and displayed within a rectangle.

2 Right click inside the selection rectangle and, from the shortcut menu, choose Properties.

The Topo Element dialog box opens.

3 Check Show Element Name or Show Fixture Names check boxes to show the names on the Topo display.

To hide the names remove the check.

10 Vector PC

10.11 Command line indications

If the panel is disconnected an indication is displayed in the command line.

11.1 Hot keys

Some laptops have a graphic card that uses `ALT+CRTL+F1` to toggle through screens when multiple screens are open. For this hotkey sequence to be available on Vector PC, disable them in the graphic card settings.

11.2 Messages

Attempting to close the editor simulator panel or real time generates a warning message.

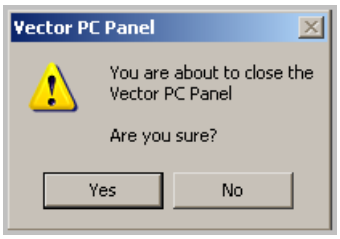


Figure 24: Disconnect warning message

Keyboard map for console keys

Editor section	
Console key	***Keyboard***
+	+ (Plus)
-	- (Minus)
➔ (through)	* (asterisk)
⇔	Ctrl + R
● (dot)	● (dot)
SHIFT + ●	Shift + ●
@	@
/ (slash)	/ (slash)
0 through 9	0 through 9
ACTIVE	A
ACTIVE ALL	Shift + A
BLIND	Shift + B
SHIFT + **BLIND**	Shift + Alt + B
CE	Backspace
SHIFT + **CE**	Shift + Backspace
CHANNEL	C
COPY	Ctrl + C
CUE	Q
CUT	Ctrl + X
DELETE	Del / Delete
DIM (mer)	D
Dimmer Wheel	Ctrl + < >
EDITORS	Ctrl + E
EFFECT	E
ENTER	ENTER
EXAM	X
FAN	Ctrl + F
FULL	F
GROUP	G
HIGHLIGHT	H

Editor section	
Console key	***Keyboard***
JOIN	J
LIBRARY	Ctrl + L
LOWLIGHT	Shift + H
M(acros) **101 ➔ 106**	Alt + Ctrl + F1 ➔ F6
MACRO	M
MATRIX	Alt + S
MEDIA SERVER	Ctrl + M
NEXT	Page up
ON (param value)	Shift + O
PARK	Shift + K
PASTE	Ctrl + V
PB	Shift + L
PREV(ious)	Page down
QLIST	L
REDO	Ctrl + Y
RELEASE	END
SHIFT + **RELEASE**	Shift + End
RESET	ESC
SHIFT + **RESET**	Shift + ESC
SET	Shift + S
SETUP	Shift + U
SHIFT	SHIFT
SHIFT +**TIME** (time line)	Shift + T
SNEAK	K
SPOT	S
STAGE	Ctrl + T
STORE	R
STORE+	Alt + R
TEACH MACRO	Shift + M
TEXT	Shift + T

Keyboard map for console keys

Editor section	
Console key	***Keyboard***
TIME	T
UNDO	Control + Z
UPDATE	U
SCROLLWIN	Scroll lock
ZERO	Z

Playback keys and controls	
Console key	***Keyboard***
B.O.	Alt + Ctrl + Esc
FREE	F12
SHIFT + **FREE**	Shift + F12
ON	O
PB's 1 ➔10	Alt + Ctrl + F1 ➔ F10
PB PAGE DOWN	Alt + Page Down
PB PAGE UP	Alt + Page Up
PB RELEASE	Ctrl + P
SHIFT + **PB RELEASE**	Shift + Ctrl + P
PB/QK DISPLAY	Alt + Scroll Lock
PRIORITY	Insert
RATE	~ (tilda)
SHIFT + **RATE**	Shift + ~ (tilda)
SEQUENCE	Ctrl + Q
SOLO	Ctrl + O
STEP	Shift + P
SUB MASTER	Ctrl + B
TRIGGER	Shift + G
||/▶	Pause
SHIFT +||/▶	Shift + Pause
◀ ▶ (change direction)	Ctrl + D

Playback keys and controls	
Console key	***Keyboard***
SNAP	Shift + N
SHIFT + **SNAP GO**	Shift + PageDown
SNAP GO	Shift + PageUp
Playback (fader and AB) controls	
PB (Fader Mode)	Window key + P
Rate (Fader Mode)	Window key + ~
Channel (Fader Mode)	Window key + C
Param (Fader Mode)	Window key + R
Select PB's 1 ➔ 10	Alt + F1 ➔ F10
GO PB's 1 ➔ 10	Ctrl + F1 ➔ F10
HOLD/BACK PB 1➔ 10	Ctrl + 1 ➔ 10
Flash PB keys 1 ➔ 10	Alt + 1 ➔ 0
GOTO	WinKey + Space
Select QKeys	Alt +Shift + F1 ➔ F10
Qkeys playback control	Shift + F1 ➔ F10
Select AB	Alt + Ctrl + F11
Go AB	Ctrl + F11
Hold/Back AB	Alt + F11
Master Playback controls	
GO (master playback)	Space
HOLD (master pb)	Alt + Space
BACK (master pb)	Ctrl + Space
Select A/B	Alt + F11
GO A/B	F7
HOLD/**BACK** (A/B)	F8

Keyboard map for console keys

Parameter control	
Console key	***Keyboard***
BEAM	B
COLOR	O
HOME	Home
IMAGE	V
INTENSITY	I
Lock X	Alt + X
Lock Y	Alt + Y
PAN	◀ ▶
Parameter key 1	Ctrl + Shift + 1
Parameter key 2	Ctrl + Shift + 2
Parameter key 3	Ctrl + Shift + 3
Parameter key 4	Ctrl + Shift + 4
Parameter key 5	Ctrl + Shift + 5
Parameter wheel 1	Window key + 1 ▲ Window key + Q ▼
Parameter wheel 2	Window key + 2 ▲ Window key + W ▼
Parameter wheel 3	Window key + 3 ▲ Window key + E ▼
Parameter wheel 4	Window key + 4 ▲ Window key + R ▼
Parameter wheel 5	Window key + 5 ▲ Window key + T ▼
POSITION	P
SHAPE	N
TILT	▲ ▼

Display navigation	
Console key	***Keyboard***
Arrow left	Shift + ◀
Arrow right	Shift + ▶
Arrow up	Shift + ▲
Arrow down	Shift + ▼

MIDI tables

These MIDI tables are arranged according to MIDI note numbers.

MIDI Note On table	
Command	***Note On #***
(not used)	0
DELAY (tool bar)	1
RELEASE	2
TIME	3
Macro 913	4
(not used)	5
SUB(MASTER)	6
FREE	7
CLEAR	8
REM DIM (tool bar)	9
→ (thru)	10
EDITOR FADE (tool bar)	11
▶ and **NEXT**	12
◀ and **PREV**	13
FLASH (Fixture Test /tool bar)	14
ENTER	15
●	16
2	17
5	18
8	19
9	20
6	21
3	22
CE	23
(not used)	24
ZR	25
ON	26

MIDI Note On table (continued)	
Command	***Note On #***
FL	27
7	28
4	29
1	30
0	31
STORE	32
FAN	33
TIME LINE	34
TEXT	35
DELETE	36
LOOP (tool bar)	37
EDITOR	38
STORE+	39
CUE	40
SPOT	41
EFFECT	42
UNDO	43
REDO	44
PASTE	45
DIMMER	46
RESET	47
CHANNEL	48
LINK (tool bar)	49
EXAM	50
STAGE	51
BLIND	52
COPY	53
SNAP GO (protect - pb faders)	54

MIDI Note On table (continued)	
Command	***Note On #***
@	55
PB RELEASE	56
MACRO 106	57
MACRO 105	58
MACRO 104	59
MACRO 103	60
MACRO 102	61
MACRO 101	62
SETUP	63
PB/QKEY	64
(master pb) **GO**	65
(master pb) **HOLD**	66
(master pb) **BACK**	67
GOTO	68
SEQ (PB control)	69
SELECT AB	70
(not used)	71
P key 1 (see, Figure 1 p.53)	73
P key 2 (see, Figure 1 p.53)	74
P key 3 (see, Figure 1 p.53)	75
AB (right key)	76
AB (left key)	77
(not used)	78
P key 4	79
PB (fader mode)	80
PB RATE (fader mode)	81
CHANNEL (pb mode)	82

MIDI Note On table (continued)	
Command	***Note On #***
SHAPE	83
P key 4 (see, Figure 1 p.53)	84
P key 5 (see, Figure 1 p.53)	85
P key 6 (see, Figure 1 p.53)	86
P key 7 (see, Figure 1 p.53)	87
TEACH MACRO	88
SHIFT + **/** (slash)	89
SHIFT+ **RESET**	90
/ (slash)	91
SHIFT + **II** ◀(Back/Hold All)	92
P key 9 (see, Figure 1 p.53)	93
PARK (**SHIFT** + **SNEAK**)	94
P key 10 (see, Figure 1 p.53)	95
MATRIX	96
Macro 901	97
Macro 902	98
Macro 903	99
Macro 904	100
Macro 905	101
Macro 906	102
LOCK X	103
LOCK Y	104
Macro 907	105
Macro 908	106
Macro 909	107
Macro 910	108

MIDI Note On table (continued)	
Command	***Note On #***
+@ (tool bar button)	109
SET	110
Macro 911	111
Macro 912	112
PB (**SHIFT** + **QLIST**)	113
B.O.	114
SHIFT+ **ACTIVE**	115
Deselect (**SHIFT** + ●)	116
COLOR	117
Macro 914	118
Macro 915	119
+	120
Macro 916	121
Macro 917	122
Macro 918	123
Macro 919	124
Macro 920	125
RATE	126
CONTROL (tool bar)	127

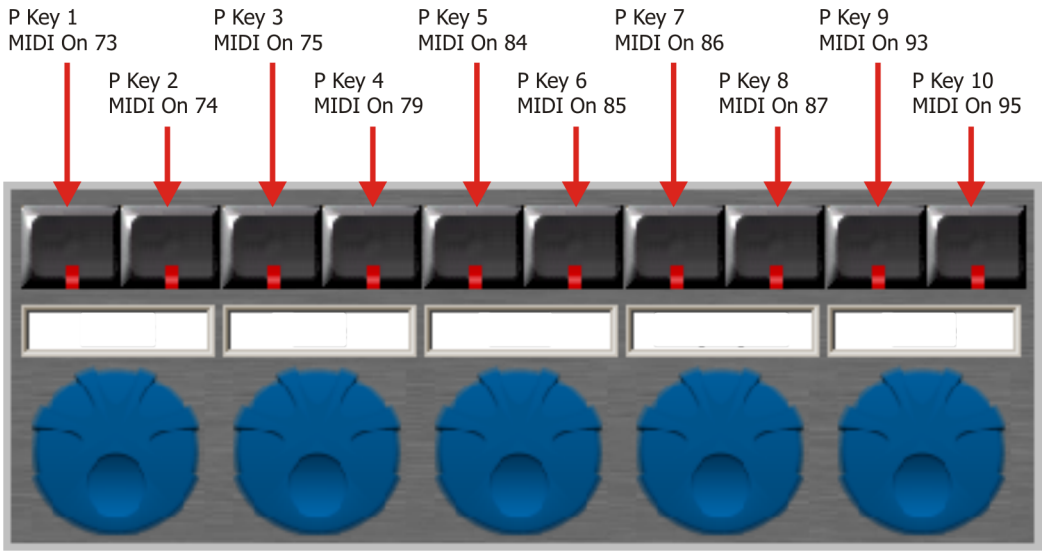


Figure 1: P keys (Vector Red, Vector Blue, and Vector PC) and their MIDI Notes

MIDI notes for these keys are found in the MIDI Notes Off and Control Change tables.

Figure 2: Playback device keys and QKeys are described in the MIDI tables by their location (Top, Middle, Bottom)

MIDI Note Off table	
Command	***Note Off#***
(not used)	0
CUT (**SHIFT** + **COPY**)	1
UPDATE	2
SHIFT + **FREE** (Free All)	3
SHIFT + **PB RELEAS** (PB Release All)	4
HOME	5
INTENSITY	6
BEAM	7
Bottom key PB 10 off	8
SELECT (playback 1)	9
SELECT (playback 2)	10
SELECT (playback 3)	11
SELECT (playback 4)	12
SELECT (playback 5)	13
SELECT (playback 6)	14
SELECT (playback 7)	15
SELECT (playback 8)	16
SELECT (playback 9)	17
SELECT (playback 10)	18
SELECT QKey 1	19
SELECT QKey 2	20
SELECT QKey 3	21
SELECT QKey 4	22
SELECT QKey 5	23
SELECT QKey 6)	24
SELECT (QKey 7)	25
SELECT (QKey 8)	26
SELECT (QKey 9)	27
SELECT (QKey 10)	28

MIDI Note Off table (continued)	
Command	***Note Off#***
SCROLL WIN	29
▲(PB page up)	30
▼(PB page down)	31
HIGHLIGHT	32
LOWLIGHT	33
GROUP	34
QLIST	35
ACTIVE	36
Top key PB 4	37
Top key PB 5	38
Top key PB 6	39
Top key PB 7	40
Top key PB 8	41
Top key PB 9	42
MOUSE	43
(not used)	44
Bottom QKey 2	45
Bottom QKey 3	46
Bottom QKey 4	47
Bottom QKey 5	48
Bottom Q key 6	49
▲(***STEP UP***) (tool bar)	50
▼(***STEP DOWN***) (tool bar)	51
Top key PB10	52
Bottom QKey 7	52
Bottom QKey 8	54
IMAGE	55
(not used)	56
Bottom QKey 1	57

MIDI Note Off table (continued)	
Command	***Note Off#***
Bottom QKey 9	58
Bottom QKey 10	59
Top key PB1	60
Top key PB2	61
Top key PB3	62
Middle key PB1	63
Middle key PB2	64
Middle key PB3	65
Middle key PB4	66
Middle key PB5	67
Middle key PB6	68
Middle key PB7	69
Middle key PB8	70
Middle key PB 9	71
Middle key PB 10	72
Bottom key PB 1	73
Bottom key PB 2	74
Bottom key PB 3	75
Bottom key PB 4	76
Bottom key PB5	77
Bottom key PB 6	78
Bottom key PB 7	79
Bottom key PB 8	80
Bottom key PB 9	81
Bottom key PB 10	82
Bottom key PB 1off	83
Bottom key PB 2 off	84
Bottom key PB 3 off	85
Bottom key PB 4 off	86

MIDI Note Off table (continued)	
Command	***Note Off#***
Bottom key PB 5 off	87
Bottom key PB 6 off	88
Bottom key PB 7 off	89
MACRO	90
Bottom key PB 8 off	91
Bottom key PB 9 off	92
SELECT PB 1off	93
SELECT PB 2 off	94
SELECT PB 3 off	95
SELECT PB 4 off	96
SELECT PB 5 off	97
- @ (tool bar button)	98
SELECT PB 6 off	99
SELECT PB 7 off	100
SELECT PB 8 off	101
SELECT PB 9 off	102
SNAP GO	103
SELECT PB 10 off	104
SELECT QKey 1 off	105
SELECT QKey 2 off	106
SELECT QKey 3 off	107
SELECT QKey 4 off	108
SELECT QKey 5 off	109
SELECT QKey 6 off	110
SELECT QKey 7 off	111
(not used)	112
SOLO	113
LIB	114
POSITION	115

MIDI Note Off table (continued)	
Command	***Note Off#***
LIB (tool bar) or **SHIFT** +**LIB**	116
PB PARAM (fader mode)	117
SELECT QKey 8 off	118
SELECT QKey 9 off	119
SELECT QKey 10 off	120
SNEAK	121
(not used)	122
SNAP	123
- (minus)	124
(not used)	125
SHIFT + **SNAP GO**	126
(not used)	127

MIDI Control Change table	
Command	***Control change***
(not used)	0
Bottom QKey 1 off	1
Bottom QKey 2 off	2
Bottom QKey 3 off	3
Bottom QKey 4 off	4
Bottom QKey 5 off	5
Bottom QKey 6 off	6
Bottom QKey 7 off	7
Bottom QKey 8 off	8
Bottom QKey 9 off	9
Bottom QKey 10 off	10
Top key PB1 off	11
Top key PB2 off	12
Top key PB3 off	13
Top key PB4 off	14
Top key PB5 off	15
Top key PB6 off	16
Top key PB7 off	17
Top key PB8 off	18
Top key PB9off	19
Top key PB10 off	20
Middle key PB1 off	21
Middle key PB2 off	22
Middle key PB3 off	23
Middle key PB4 off	24
Middle key PB5 off	25
Middle key PB6 off	26
Middle key PB7 off	27
Middle key PB8 off	28

MIDI Control Change table (continued)	
Command	***Control change***
Middle key PB9 off	29
Middle key PB10 off	30
MOVE	31
SHIFT + **GO** (PB control)	32
GO (PB control)	33
ON (PB control)	34
PB RELEASE off	35
PB controls OFF (except **PB RELEASE**)	36
PRIO	37
JOIN	38
STEP	39
↔ (PB control)	40
II ◀ (PB control)	41
SHIFT + **BLIND**	42
MEDIA SERVER	43

MIDI Note ON for triggering CONSOLE MACROS	
Command	***Control change***
MACRO 101	62
MACRO 102	61
MACRO 103	60
MACRO 104	59
MACRO 105	58
MACRO 106	57
Macro 901	97
Macro 902	98
Macro 903	99
Macro 904	100
Macro 905	101
Macro 906	102
Macro 907	105
Macro 908	106
Macro 909	107
Macro 910	108
Macro 911	111
Macro 912	112
Macro 913	4
Macro 914	118
Macro 915	119
Macro 916	121
Macro 917	122
Macro 918	123
Macro 919	124
Macro 920	125
For more information about.	

MIDI Notes for triggering PLAYBACK CONTROLS	
Command	
FREE	MIDI On 7
SUB(MASTER)	MIDI On 6
PB RELEASE	MIDI On 56
SEQ	MIDI On 69
TRIGGER	MIDI On 72
AB (right key)	MIDI On 76
AB (left key)	MIDI On 77
SHIFT + **II ◀** (Hold All)	MIDI On 92
SHIFT + **FREE**	MIDI Off 3
SHIFT + **PB RELEAS**	MIDI Off 4
SHIFT + **GO**	Control Change 22
GO	Control Change 33
ON	Control Change 34
SHIFT + **PB RELEAS** off	Control Change 35
PB controls OFF (except **PB RELEASE**)	Control Change 36
PRIO	Control Change 37
JOIN	Control Change 38
STEP	Control Change 39
↔	Control Change 40
II ◀	Control Change 41
For more information about.	

MIDI Notes for triggering MASTER PLAYBACK CONTROLS	
Command	
GO	MIDI On 65
HOLD	MIDI On 66
BACK	MIDI On 67
For more information about.	