

Vector Quick Start - Action and Enter syntax

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Text conventions

- Panel **KEYS** are in **BOLD CAPS**.
- Touch Screen **BUTTONS** are **BOLD, ITALICIZED CAPS**.
- Dialog box captions, menus, submenus, and field names are in this font.
- Command line refers to area at the bottom of the screen where the command chain is displayed and error messages appear.
- Messages and command line text are in *italics*.
- # refers to numbers entered on the numeric keypad.
- PBD stands for playback device.
- SK refers to Soft Keys.
- Desk, console, and system are used interchangeably.
- In operation sequences, optional keys or buttons appear in parentheses. **Example:** SPOT # (→#) ACTIVE.
- In operation sequences written in a single line, the key presses are separated by commas. **Example:** SPOT, #, →, #, ACTIVE
- When + appears between key or button names, it means: Press THIS (and) THAT at the same time. **Example:** SHIFT + FREE. Generally used in conjunction with shift pairs.
- The term Tap is to be understood as referring to touch screen buttons. Tap and click may be used interchangeably.
- Cells refer to the smallest information unit, such as one parameter of a moving device.



Tip! The online manual is available through the Vector help menu.

Table of Contents

Chapter 1: Setting Up and Overview	1
Setting up Vector	2
Vector operation modes and programming syntax	3
Tracking mode operation	3
Compulite mode operation	3
Programming syntax	4
Basic display layouts	5
Screen elements	6
Pointing and navigating	8
Using the trackball	8
Scrolling and navigating displays	8
Using console keys in window mode	9
Setting up displays	11
Opening new windows	11
Opening new view panes	11
Setting Up Soft Keys	13
Defining soft keys	14
Paging soft keys	14
Workspaces	15
Using the Workspace tree	17
Show node	18
Editor Tools node	19
Live node	20
Saving and loading display layouts	21

Menus and toolbars	23
Chapter 2: Starting a New Show and Patching	25
Opening a new show file	26
The Patch Manager	27
Importing devices	28
Creating and Patching Fixtures	28
Creating and patching fixtures with scrollers	30
Deleting fixtures and clearing patch assignments	31
Applying the patch and exiting the patch manager	33
Patching using console keys	34
Chapter 3: Selecting and Controlling Fixtures	37
About selecting fixtures and setting values	38
Live fixture display	39
Selecting fixtures	40
Using console keys for fixture selection	40
Using the Editor tool bar to filter fixture selection	42
Storing Fixture Groups	44
Automatic groups	44
User-defined groups	46
Clearing the command line	49
Resetting the editor	50
Output color code	51
Spot ignition	52
Setting parameter values	53
Using the wheels and wheel banks	53
Setting values using pickers	57
Setting values using the keypad	58
Storing Libraries	60
Automatic libraries	60
User-programmed libraries	61
Using libraries for programming cues	63

Chapter 4: Programming and Updating Cues 67

QLists	68
Cues	69
Storing QLists and cues	69
Deleting cues	73
Assigning fade times to cues	74
Multiple QLists	78
Updating cues	81
Blind Mode	85
Using the blind editor	85
Blind editing for incoming cues	86

Chapter 5: Playback 87

Playback devices	88
Faders	88
Fader playback controls	88
Fader modes	89
Qkeys	89
Paging faders and Qkeys	90
Loading and releasing playback devices	91
Vector Violet Playback and Q-Key functionality	93
The Q-Key Mode key	94
The Playback Select key	94
The Playback/Q-Key LEDS	94
Master Playback	96
Running a QList on the master playback	96
Master playback color code	97
Releasing Playback Devices	98
Viewing the Playback Displays	99
Snaps	101
Active snaps	101
Updating snaps	102
Storing a new snap	103

Snap Trigger modes	104
Triggering snaps	104
Temporary Cues	105
Chapter 6: Chasers, Loops, and Fans	107
Programming chasers	108
Programming loops in QLists	110
Fan	112
Setting the fan spread	113
Fan timing	115
Chapter 7: Programming Effects	117
About Effects	118
Effects editor	118
Fixture selection order	118
Pre-built effects	119
Working with effects	120
Storing effects	120
Releasing effects from cues or from the editor	120
Chapter 8: Opening and Saving Show Files	123
Saving Shows	124
Opening a show file	125
Importing objects and patch	126

Chapter 1 Setting Up and Overview

In this chapter you learn about:

- Setting up and turning on Vector
- Operation modes and syntax
- About the user interface
- Basic display layout
- Using the trackball as a pointer device
- Using the vertical wheel as a scroll wheel
- Setting up displays
- Setting up soft keys
- Using the Workspace tree
- Menus

Setting up Vector

- 1 Place the console on a clean, stable, and level surface.
- 2 Make sure the voltage selection switch, located on the power supply, is correctly set to 230V AC or 110V AC.
- 3 Connect the Vector to the mains supply using the cable supplied.
- 4 Connect any peripherals to their connectors on the back panel. All connectors are labeled with names and standard icons.
- 5 Switch on the power, using the switch located on the power supply on Vector's back panel. The soft switch located on the front of the console is lit.
- 6 Open the door protecting the soft switch, on the front of the console, and press the switch once. Wait for Vector to complete boot up.
- 7 Connect the DMX cables to the appropriate ports.



IMPORTANT! It is strongly recommended to use a UPS (minimum 600VA) to protect your work and the console.

To shutdown Vector

- 1 Press the soft switch located on the front of the console.
- 2 Tap Turn Off in the Turn Off Computer dialog box.
Vector shuts down.

Vector operation modes and programming syntax

Vector has two operation modes:

- Tracking mode
- Compulite mode

Vector offers two syntaxes for programming procedures.

- Action syntax
- Enter syntax

The operation mode and programming syntax are set in the System Settings dialog box ► Editing tab.

Tracking mode operation

In tracking mode, Vector stores only the changes or moves from one cue to the next. Parameter levels that do not change are tracked through cues following the cue where the level was originally set. Levels that are being tracked are not stored again in each cue. Thus there are two types of parameter values:

- Hard values (new or changed values) - values that are stored in the current cue.
- Tracked values - unchanged values that are tracked from an earlier cue.

After storing a cue, the editor is released.

Sometimes you want to cancel all tracking values, for instance, when starting a new scene. Block cues are used to reset the tracking. Vector automatically maintains the cue state when playing back cues out of sequence, as often happens during rehearsals.

Compulite mode operation

Compulite mode is a cue only mode, where all fixtures and values that comprise the lighting state are stored in each cue.

The editor is not released after storing a cue. You can continue programming cues based on the editor group or reset the editor. See [“Resetting the editor” page 50](#).

Programming syntax

Action syntax	Enter syntax
Output convention	
<ul style="list-style-type: none"> Parameter levels that are set using @, are immediately output. Parameter levels set using the wheels, FULL, ZERO, or ON are immediately output. 	<ul style="list-style-type: none"> Parameter levels that are set using @, are not output until ENTER is pressed. Parameter levels set using the wheels, FULL, ZERO, or ON are immediately output.
Procedure syntax	
<p>Generally, action procedure syntax is:</p> <p>A</p> <ol style="list-style-type: none"> 1. Select items (fixtures, etc). 2. Select the object. 3. Select the operation. <p>Example: Store a group.</p> <ol style="list-style-type: none"> 1. Select fixtures (the items). 2. Press GROUP and choose a group number (the object). 3. Press STORE (the operation). The group is stored. 	<p>Generally, enter procedure syntax is:</p> <p>E</p> <ol style="list-style-type: none"> 1. Select the items (fixtures, etc.). 2. Select the operation. 3. Select the object. 4. Press ENTER. <p>Example: Store a group.</p> <ol style="list-style-type: none"> 1. Select fixtures (the items). 2. Press STORE (the operation). 3. Press GROUP and choose a group number (the object). 4. Press ENTER.

Basic display layouts

On start up, the touch screens open with basic display layouts. The layouts are completely customizable and you can change the layouts to suit your show and work habits. We recommend that you familiarize yourself with the supplied layouts before changing them.

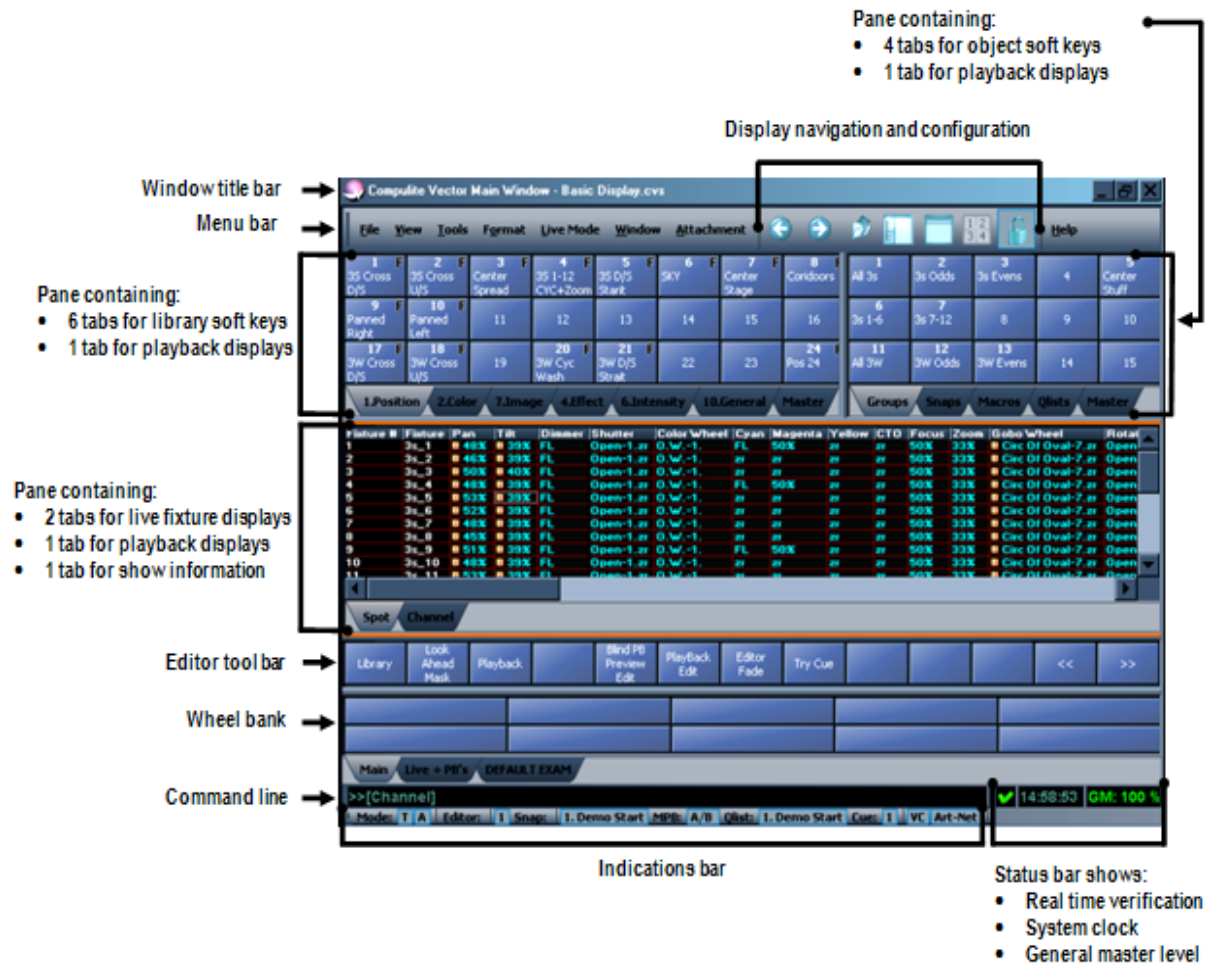



Figure 1: Typical basic layout

Screen elements

Screen element	What does it show?
Window title bar	<ul style="list-style-type: none">• The show file name is displayed on the right.• Minimize, maximize, and close window controls are displayed on the left. The title bar can be hidden to maximize display real estate.
Menu bar	Seven menus are available on the menu bar. Tap a menu to view the options offered.
Display navigation	<ul style="list-style-type: none">• Standard display controls: go to previous view, go to last view, go up on level.• Vector icons to: open the Workspace tree, show/hide the Window title bar, toggle soft key display formats, and lock the display.
Tabs for soft keys	Tabs, which are added to panes, display soft keys for show objects and playback components. The object category is set using the Workspace tree.
Tabs for displays	Current status of output on the playback wings (faders and QKeys), AB crossfader, and the master playback.
Editor tool bar	Vector's system tool bar is context sensitive, changing according to the current function.
Wheel Assignments	The wheel display is context sensitive showing the parameters for the selected moving device. Wheels are also used for programming effects and fade rate control.
Live displays	A grid format shows the current output for fixtures. The live display grid setup can be modified in the Grid Properties dialog box.

Screen element	What does it show?
Command line	The command line is the area where commands, entered using the console keys or touch buttons, are displayed. Each screen has a command line.
Indications bar	The Indications bar shows system status information. You can choose to show or hide the Indications bar.
Status bar	The status bar appears on the main screen only. The status bar shows: <ul style="list-style-type: none">■ Real time connection verification■ System clock■ General master status



Note: It is recommended to lock the displays to avoid inadvertently moving display elements. Press  on the windows tool bar or choose **Lock Display** under the Windows menu.

Pointing and navigating

Vector's user interface will be familiar to computer users (and that is just about everyone).

Menus, toolbars, file trees, and dialog boxes make it easy to find your way around and get things done.

Your pointing device can be an external mouse, connected at the mouse port on the back panel, or the trackball set to mouse function.

Using the trackball

Vector's dual mode trackball is used for setting pan/tilt values and as a mouse. The keys located at the lower left of the trackball function as right and left mouse buttons when the trackball is set to mouse.

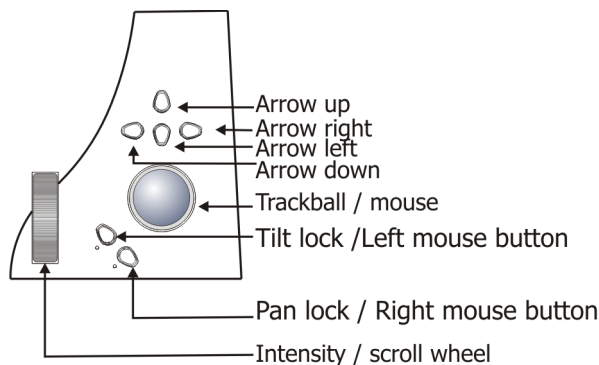


Figure 2: Console panel detail - Vector Red and Vector Blue

To set the trackball for mousing

Press **MOUSE**. The **MOUSE** LED flashes. The trackball now serves as a pointer device.

Scrolling and navigating displays

The vertical wheel can be used as a scroll wheel in grid displays. When the vertical wheel is set to windows, console keys can be used to enter numbers in dialog box fields requiring numeric entries and to navigate between fields in dialog boxes. The key cluster above the trackball are used as arrow keys to traverse grid and fields.

To set the wheel for scrolling

Press **SCROLL WIN**. The **SCROLL WIN** LED flashes.

The message *Windows Mode Active!!!* overlays the command line.

Using console keys in window mode

When the **SCROLL WIN** key is active, the console number pad and other console keys can be used to enter numbers and traverse dialog box fields. Console keys that are active in scroll win mode are:

<i>Console key</i>	<i>Keyboard equivalent</i>	<i>Console key</i>	<i>Keyboard equivalent</i>
+	plus sign	CE	Backspace
—	minus sign	DELETE	Delete
/	slash	EFFECT	Ctrl
●	dot, decimal point	ENTER	Enter
→	Tab	NEXT	Page Up
@	Open Start menu	SHIFT	Shift
0 - 9	numbers 0 -9	PREVIOUS	Page Down
arrow keys	arrow keys		



Note: **SCROLL WIN** is automatically enabled when working in dialog boxes. **SCROLL WIN** is automatically released when exiting a dialog box.



IMPORTANT! When **SCROLL WIN** is enabled, the numeric keypad is disabled for fixture editing and the wheel does not control intensity.

Pane navigation tools are displayed at the end of the menu bar. You can show or hide these icons through the Customize dialog box found under the Tools menu.

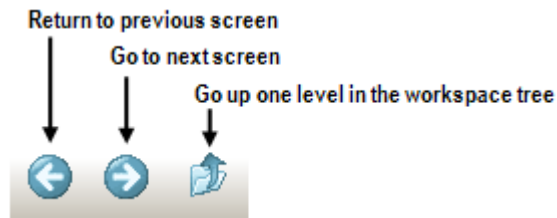


Figure 3: Basic pane navigation

Setting up displays

Each screen has one general window that includes:

- Menu bar
- The command line and status bar.
- A title bar with window control icons. The title bar does not appear in the default windows. To show or hide the title bar: Open the Window menu and choose Show/Hide Window Title.

Opening new windows

New windows always open, in reduced size, on the main screen. You then move them, using a mouse or stylus, to an empty display screen.

To open and place a window:

- 1 Go to the Window menu and tap New Window.
A new window opens on the main display screen.
- 2 Using the mouse, a stylus, or the trackball set to the mouse option, drag the new window to one of the display screens.
- 3 When the window is located on the display screen, maximize it.
- 4 Optional: hide the window title bar: Window>Show/hide window Title.

Opening new view panes

The splitter mechanism is used to segment the display area and create new view panes.

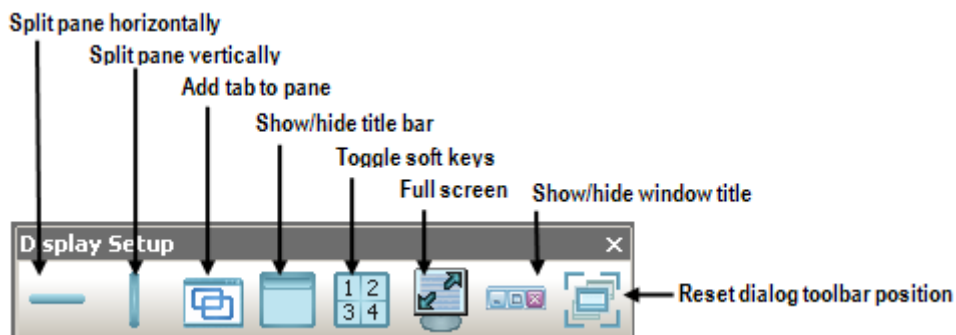


Figure 4: Display Setup toolbar

There are three options for segmenting the display area:

- Split horizontally - Split the active pane horizontally.
- Split vertically - Split the active pane vertically.
- Add a tab to an existing pane - Open a new tab in the active pane.
The tab's content is set using the Workspace tree.

To access display setup tools

The display setup tools are available under the Window menu.

Or

Tap Display Setup Tool bar to open a floating tool bar on the display.

Setting Up Soft Keys

Tabs added to panes serve as soft keys. Each pane can host many tabs.

Soft keys can be displayed as numbered buttons or in grid format:



To open a new tab

Go to the Window menu and tap . A new tab opens in the active pane.

OR

Right click anywhere on the display to open the shortcut display menu.



Note: Not all display set up options are available in the shortcut display menu.

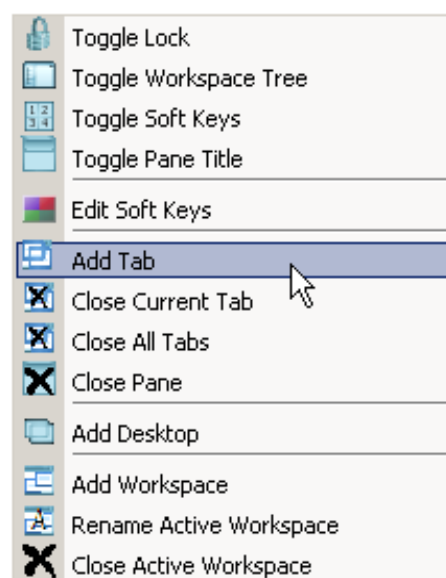


Figure 5: Right click display menu options

Defining soft keys


Tabs can be defined as soft keys for libraries, QLists, groups, snaps, or macros.

To define a tab

Set a tab for position libraries.

- 1 Tap the tab to make sure it is the active tab.
- 2 Open the Workspace.
- 3 Expand the Library node.
- 4 Tap **POSITION**.
- 5 Go to the next tab and repeat step 3 until all of the soft key tabs are set.

To toggle the soft key display

Tap , located on the menu bar or in the Window menu.

Paging soft keys

The number of soft keys displayed depends on the size of the pane.


To page soft keys

Press **SCROLL/WIN** and page using **NEXT** and **PREVIOUS**.

OR

Use PageUp and PageDown on the keyboard.

OR

Use the arrow keys on the pane's title bar. Tap  to show/hide the pane title bar.

OR

You can hover the mouse over the SK view and use the mouse wheel to scroll through the pages.

Workspaces

Each main window can contain more than one workspace and you can have up to 7 workspaces per window. Workspaces are accessed by tabs located above the command line, so switching is very simple. You can create a dedicated workspace for playback information, live displays, etc.

Workspaces are saved as part of the layout or they can be saved separately and loaded for re-use. (See [“Saving and loading display layouts” page 21](#)).

The default workspace is called Main and it is the first workspace tab. Workspace tabs can be renamed and their order can be changed.

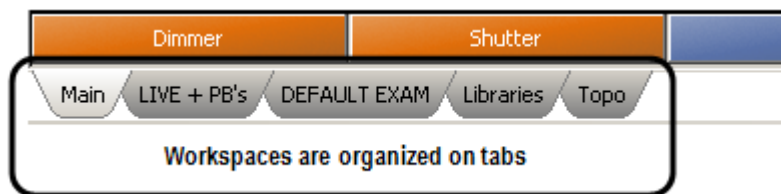
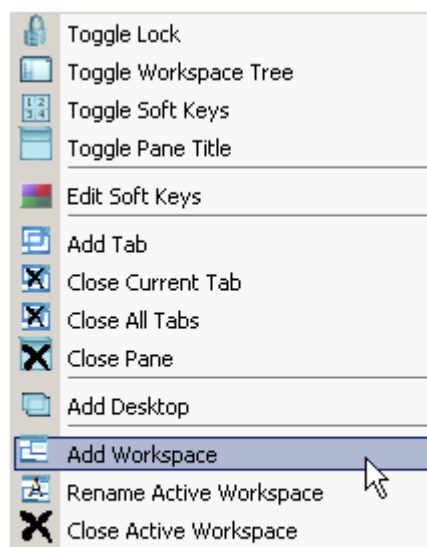


Figure 6: Workspace tabs



Right click anywhere on the display to access the shortcut menu.

Figure 7: Display controls - right click menu

To add and configure workspaces

- 1** In the window, right click anywhere and choose Add View on the right click menu.

Or

Go to the Window menu ► Window Options and choose Add 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** Through the Window menu divide the workspace into panes and add tabs, as necessary.

- 6** Open the Workspace tree .set up the view. (See [“Using the Workspace tree” page 17](#)).

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 (see, [“To save a workspace” on page 22](#)).

Using the Workspace tree

The Workspace tree is a navigable tree used to populate the workspaces you have set up on the display.

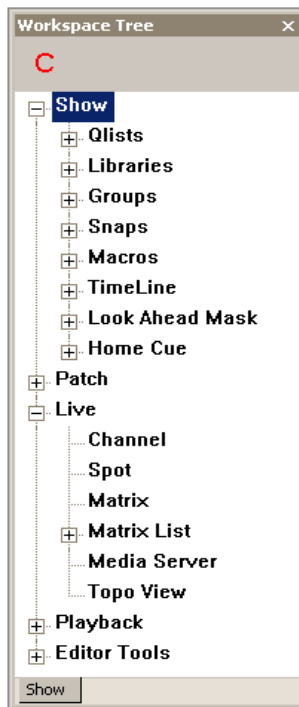


Figure 8: The Workspace tree

Tapping an item in the Workspace tree displays the selected item in the active pane.

Active panes have an orange border

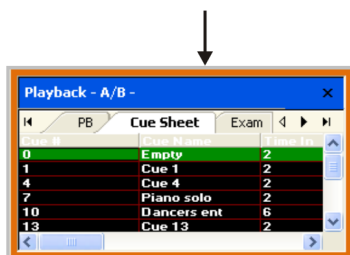


Figure 9: Active pane

To open the workspace tree

Click , located on the tool bar.

To close the workspace tree

Click .

To expand a node

Click the plus sign (+).


To collapse a node

Click the minus sign (-).

To collapse the entire tree

Click 

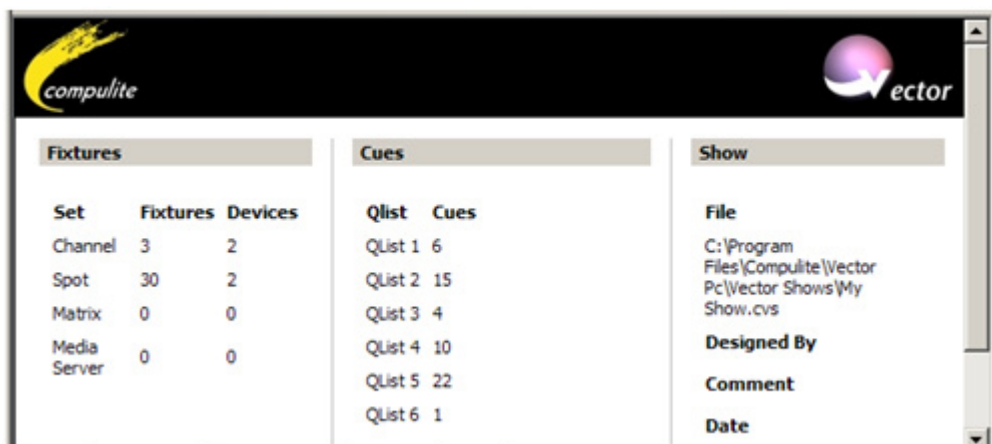
To display the Workspace tree

Tap  on the menu bar.

A floating Workspace opens.

Show node

New panes always default to the Show display, which can also be selected from the Workspace tree. This display contains general show information.



Fixtures			Cues		Show
Set	Fixtures	Devices	Qlist	Cues	File
Channel	3	2	Qlist 1	6	C:\Program Files\Compulite\Vector
Spot	30	2	Qlist 2	15	Pc\Vector Shows\My
Matrix	0	0	Qlist 3	4	Show.cvs
Media Server	0	0	Qlist 4	10	Designed By
			Qlist 5	22	Comment
			Qlist 6	1	Date

Figure 10: Show information

Tap a child node to view or set a tab for:

- QLists • Snaps • LookAhead Mask
- Libraries • Macros • Home Cue
- Groups • TimeLine

To view cue sheets

Example: View QList1 and examine cue 1.

1 Expand Show.

2 Tap QLists.

A list of QLists is displayed in the active pane.

See:

QLists			
Qlist #	Qlist Name	Cues count /	Mode
9	QList 9	11	Chaser
2	QList 2	15	Normal
1	QList 1	17	Normal
99	QList 99	35	Normal
3	QList 3	7	Chaser

3 Expand QLists and tap QList 1.

A list of cues in QList 1 and cue information is displayed in the active tab.

Cue #	Cue Name	Wait	Time In	Time Out
1	Cue 1	Manual	2	2
2	Cue 2	Manual	4	4
3	Cue 3	Manual	6	6
4	Cue 4	Manual	6	10
5	Cue 5	Manual	8	8
6	Cue 6	Manual	Cut	Cut

4 Tap Cue 1. The fixtures in cue 1 are displayed with their parameter values.

5 Expand Cue 1 and tap a fixture set.

The details of the selected fixture set are displayed.

Editor Tools node

Node	Function
Context Sensitive	The contents of a Context Sensitive tab or pane change according to the current selection type. These soft keys can then be used for selections. Example: Press CHANNEL . The CS soft keys are set to channel. Tap soft keys to select channels.
Wheel Assignments	Show/hide the Wheel Assignments display.
Editor Toolbar	Show/hide the Editor Toolbar

Node	Function
Attachment Viewer	Attach and delete attachments to show objects. Add text notes to an attachment.
Camera Viewer	View images seen by the camera connected to Vector on the USB port or via IP address.
Scheduler	The scheduler is a tool for setting events that trigger macros according to date and time settings.
Desktop list	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.

Live node

Node	Function
Channel	Displays, in the active pane, the channels in the show and their current output.
Spot	Displays, in the active pane, the spot in the show and their current output.
Matrix	Displays the matrix programmer.
Matrix List	Displays a list of all matrixes defined in the Patch Manager.
Media Server	Displays the media servers in the show and their current output.
Topo View	Displays the topo map defined in the Patch Manager.



Tip! Use a large display pane for live fixtures.

Saving and loading display layouts

Display layouts are saved in dedicated files and also in the show files. The extension for layout files is *.cfg

There are three default folders that contain display layouts:

- D:\Program Files\Compulite Vector\WorkDir\Show\Layout - This is the default location for saving layouts for the current show. When saving a show, the screen layout is automatically saved with same file name as the show. The contents of this folder are overwritten when starting a new show.
- D:\Program Files\Compulite Vector\Config\Layout - The layouts stored here are system layouts. These are the basic layouts included in the Vector software. If you customize and store your own system layouts, give them a unique name so they are not overwritten when upgrading software.
- D:\Program Files\Compulite Vector\My Layouts - The contents of this folder are never overwritten. Display layouts that you want to save and resume copy to this folder.



Tip! You can at anytime load the system default layout if you so wish. (Window ► Layout ► Load System Layout ► Load “Default Layout”)

To save a display layout

- 1** Tap Window ► Layout ► Save System Layout **OR** Save Show Layout.

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 display layout is saved.

To load a display layout

- 1 Tap Window ► Layout ► choose Load System Layout or Load Show Layout.

The Open dialog box opens.

- 2 Select a layout from the list of *.cfg files.

- 3 Tap **OPEN**.

The layout is loaded.



Tip! Back up your saved layouts by copying the files to a different location on the hard disk

To save a workspace

The workspace file extension is: .csl.

- 1 Go to the Window menu ► Layout ► choose 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 ► choose Load Workspace.

The Open dialog box opens.

- 2 Select a workspace from the list of *.csl files.

- 3 Tap **OPEN**.

The workspace is loaded.



ATTENTION! If for some reason you cannot see your dialogs or toolbars, then you can reset them using Window ► Reset Dialog Position. This will bring all toolbars and dialogs to their default screen positions.

Menus and toolbars

Vector's menus are displayed in the menu bar at the top of the window. Tool bars are available in each menu or you can open floating tool bars. Floating tool bars can be docked under the menu bar.

Menu	Features and toolbars
File	<ul style="list-style-type: none"> • Save and open show files • Print shows
View	<ul style="list-style-type: none"> • Manipulate how grid formats fit into the display space. This affects how many channels and spot parameters are visible. • Set live views to jump according to fixture selection (spots and channels) and parameter selection (spots). • Open the Grid Properties dialog box. • Show/hide the View toolbar.
Tools	<ul style="list-style-type: none"> • Open the Patch Manager. • Open the System Settings dialog box. • View real-time status. • Customize the default display.
Format	<ul style="list-style-type: none"> • Set parameter value formats (percent, decimal, or hexadecimal) in the live spot and channel displays. • Display time, library, effect, or profile details in parameter cells. • Show/hide the Format toolbar.

<i>Menu</i>	<i>Features and toolbars</i>
LiveMode	<ul style="list-style-type: none"> • Determine which fixtures are displayed in the live channel and spot displays; All fixtures, fixtures active on stage, active in the editor, etc. • Show/hide the LiveMode toolbar.
Window	<ul style="list-style-type: none"> • Arrange panes and add tabs on the general window • Toggle soft key views • Lock displays • Show/hide the Display Setup toolbar. • Save and load display layouts
Attachment	<ul style="list-style-type: none"> • Work with file attachments

Chapter 2 Starting a New Show and Patching

In this chapter you learn about the Patch Manager and how to:

- Open a new show file
- Import devices
- Create and patch fixtures
- Delete fixtures and clear addresses
- Apply the patch to your show
- Patch fixtures to addresses using the **DIM** key on the console

Opening a new show file

Opening a new show file, clears all current data including the patch, show settings, and cues.

To open a new show

1 Go to the File menu.

2 Choose New Show.

You are prompted to save the current show.

3 Click **YES** or **NO**.

If yes, the current show is saved.

If no, all current data is lost.

In both cases, all current show data (including the patch) are cleared from the system.

The Patch Manager

At start up, Vector's patch is empty. The system must be set up for the number and types of fixtures that will be used in the show. Opening a new show file resets the patch to empty and clears all current data.

Determining the type and number of fixtures used in the show and patching these fixtures is done in the Patch Manager.

The Patch Manager's features include all patch and configuration activities:

- Determining the type of fixtures used in the show.
- The number of fixtures.
- Assigning fixture numbers used when programming.
- The pan and tilt orientation for moving devices.
- Patching fixtures to DMX addresses.

Fixtures are organized into Sets, which are groups of generic fixture types:

- Set 0 - Channel
- Set 1 - Spot
- Set 2 - Matrix
- Set 3- Media server

The patch display is in grid format. Each set has its own grid.

During patching, Vector automatically calculates the DMX length for the fixtures.

When the Patch Manager is open, you can still perform any show programming functions.

To open the Patch Manager

Tap Tools menu ► Patch Manager.

Importing devices

You must import the devices that you intend to use in your show. Devices are imported from a list of device files. The **IMPORT DEVICE** button in the dialog boxes opens the list of device files.

To import a device

- 1 Tap .

A dialog box containing a list of device files opens.

- 2 Double click the device file.

Or

Tap the device file and tap **OPEN**.

The device is imported to Vector's Patch Manager. It appears under the Device folder in the workspace tree.

- 3 Repeat this procedure to add more devices to the Patch Manager's Device folder.






Note: To select more than one device, hold down Cntrl and click more devices. When your selection is complete, click **OPEN**. The selected devices are imported

Creating and Patching Fixtures


Patching fixtures is a two-step procedure:

1. Creating fixtures
2. Patching fixtures to DMX addresses

There are separate dialog boxes for creating fixtures and patching fixtures. There is also a wizard for both creating and addressing fixtures.

Icon	Opens dialog box
	Create Fixtures - configure the number of fixtures for each device.
	Patch Fixtures to DMX addresses.
	Create and Patch Fixtures: <ul style="list-style-type: none"> • Configure the number of fixtures for each device. • Patch fixtures to DMX addresses.

To create and patch fixtures

- 1 Expand Sets node in the Patch Manager workspace and choose a device type.
- 2 Click  ;
The Create and Patch wizard opens.
- 3 Select a device from the device drop down list.



Note: If the device does not appear in the list, you can import it now by tapping **IMPORT DEVICE** and following the steps for [Importing devices](#) (see [page 28](#))

- 4 Enter the desired number of fixtures in the Create Number of Fixtures field.
- 5 Assign a start number in the Start Number field.
The start number refers to the fixture number.
Example: To create 24 Mac 500 fixtures that will be numbered from 1 - 24, enter 1 as the start number.
- 6 Optional: Change the fixtures' default name by typing a new name in the Name field. This name appears in the Live display.
- 7 Optional for moving devices: Change pan and tilt orientation.
- 8 Tap **NEXT**.
The patch address section is now displayed.
- 9 Enter the DMX universe number in the Port field.
- 10 Enter the DMX start address in the DMX address field.

11 Optional: In the Patch interval field, enter the desired interval.
The default interval is the number of DMX channels used by the device

12 Click **FINISH**; the wizard closes.
The grid for the selected set is displayed.



Note: If nothing is specified for steps 10 - 12, Vector automatically assigns the next available address.

Creating and patching fixtures with scrollers

Fixtures with scrollers can belong to either the channel set or the spot set.

Scrollers that are part of the channel set appear in the channel display. The frame value is displayed in the color column. Scrollers that are part of the spot set appear in the spot display.

The frame value is displayed in a color parameter column. In both cases, it is necessary to select only the spot or channel number to access the dimmer and the scroller.

Scrollers in the channel set - live display

Fixture No	73	74	75
Dimmer	FL	FL	FL
Color	Frm5-5.40%	Frm5-5.40%	Frm5-5.40%

Scrollers in the spot set - live display

Fixture	Fixture #	Pan	Tilt	Dimmer	Color	Iris
xS_1	6	50%	50%	56%	Orange-5.32	Open-10.FL
CC_1	7			87%	Frm2-2.60%	
CC_2	8			69%	Frm2-2.60%	
CC_3	9			69%	Frm2-2.60%	

Figure 11: Scrollers as channels and spots



IMPORTANT! Patch scrollers to external dimmer.


Deleting fixtures and clearing patch assignments

Fixtures and patch addresses can be deleted at any stage of the work.



IMPORTANT! Always clear patch assignments before reassigning DMX addresses.


To delete fixtures

- 1 Select the appropriate Set (Channel, Spot, Media Server, or Matrix).
- 2 Tap .
The Delete Fixture dialog box opens.
- 3 Enter the fixtures' numbers in the From No. and To No. fields.
- 4 Tap **OK** to update and close the dialog box. The selected fixtures are deleted from the patch and no longer appear in the grid.

Or

Tap **APPLY** and keep the dialog box open.

To clear addresses

- 1 Select the appropriate Set.
- 2 Tap . The Clear Patch dialog box opens.
- 3 Enter the fixtures' desk numbers in the From No. and To No. fields.
- 4 Tap **OK** to update and close the dialog box. The patch for the selected fixtures is cleared and no longer appears in the grid.

Or

Tap **APPLY** and keep the dialog box open.

To adjust pan and tilt orientation in the patch manager

1 Select the spot set.

2 Tap .

Or

Right click on the fixture cell and choose Modify Range from the shortcut menu.

The Modify Fixtures wizard opens.

3 Enter the range of fixtures in the Fixture no. field.

4 Tap **NEXT**.

5 Choose all or one of the following options:

- **INVERT PAN**
- **INVERT TILT**
- **SWAP PAN/TILT**

6 Tap **FINISH**.



Tip! You can also set the Pan/Tilt patch via the Editor toolbar outside the Patch manager.


Applying the patch and exiting the patch manager

Apply the patch when you want to save the patch, update the show, and continue working in the Patch Manager. Neglecting to apply the changes in the patch while continuing to work in the Patch Manager can cause anomalies. For instance, you have cleared the patch for a number of fixtures and now attempt to patch using the DMX addresses you just cleared. If you have not applied the patch after clearing, the system generates the message: *Patch Exists*. Applying the patch after the clear operation prevents this type of error.

To apply the patch

Click  .

To exit the Patch Manager

- 1 Click  . You are asked to save the patch data.
- 2 Click **YES** to save changes. Click **NO** to exit without saving.



Note: If you chose **YES**, exiting the patch manager automatically applies the patch.

Patching using console keys

Pressing **DIM** on the console or **PATCH** on the Editor tool bar puts the tool bar in patch mode.

The Editor toolbar buttons are:

- **CLEAR PATCH**
- **EXTERNAL PARAMETER** (patch address for an external dimmer)
- **PARK**
- **PROPORTIONAL LEVEL**
- **CLEAR PROPORTIONAL LEVEL**
- **FLASH**
- **INPUT PATCH TO**
- **DIMMER PROPERTIES**

When patching in live mode it is useful to view the patch sheet. Open the patch sheet through the Workspace tree. See [“Using the Workspace tree” page 17](#).



To patch channels or spots

Example: Patch channel fixture 5 to DMX address port 2 dimmer 24.

- 1** Select channel 5.
- 2** Press **DIM**.
- 3** Press **2** (the port) / (slash) **24** (dimmer) or use the direct dimmer number, in this example, 536.
- 4** Press **STORE**. The command line shows *Assigned* when the operation is successful.

OR

- 1** Press **DIM**.
- 2** Enter the dimmer number on the numeric keypad.
- 3** Press **CHANNEL** and **5**.
- 4** Press **STORE**.

To clear patching

Example: Clear the patch assignment for channel 5 which is patched to port 1, DMX offset 5.

- 1** Select channel 5.
- 2** Press **DIM**.
- 3** Press **DELETE**. The Delete dialog box opens.
- 4** Press **DELETE** again, or tap **DELETE** in the dialog box. The command line shows *Released* when the operation is successful.

OR

- 1** Press **DIM**.
- 2** Select the dimmer by pressing **1/5**.
- 3** Tap **CLEAR PATCH** (on the Editor toolbar). The Delete dialog box opens.
- 4** Tap **DELETE**.

To patch external dimmers

Example: Channel 8, patched to DMX channel 8, is a fixture with a scroller. Patch the external dimmer number, for the scroller, to DMX channel 108.

- 1** Press **DIM** and select the dimmer number, 108.
- 2** Tap **EXTERNAL PARAMETER**.
- 3** Select fixture channel 8.
- 4** Press **STORE**.

E

To patch channels or spots

Example: Patch channel fixture 5 to DMX address port 2 dimmer 24.

- 1** Press **DIM** or **PATCH**.
- 2** Enter the dimmer number on the numeric keypad.
- 3** Press **CHANNEL** and **5**.
- 4** Press **ENTER**.

OR

- 1 Select channel 5.
- 2 Press **DIM**.
- 3 Press **2** (the port) / (slash) **24** (dimmer) or use the direct dimmer number, in this example, 536.
- 4 Press **ENTER**. The command line shows *Assigned* when the operation is successful.

To patch external dimmers

Example: Channel 8, patched to DMX channel 8, is a fixture with a scroller. Patch the external dimmer number, for the scroller, to DMX channel 108.

- 1 Press **DIM** and select the dimmer number, 108.
- 2 Tap **EXTERNAL PARAMETER**.
- 3 Select fixture channel 8.
- 4 Press **ENTER**.

Chapter 3 Selecting and Controlling Fixtures

In this chapter you learn how to:

- Select fixtures and setting parameter values
- Reset the editor
- Clear the command line
- Set parameter values using the wheels
- Set parameter values using the numeric keypad
- Store Groups
- Store Libraries

About selecting fixtures and setting values

There are many ways to select fixtures and filter fixture selections. Parameter values are set using wheels, Editor tool bar options, the numeric keypad, or a combination of the parameter keys and the numeric keypad.

A

To select fixtures and set parameter values

Example: Select spot 1 → 12 set and set values.

- 1 Press **SPOT**.
- 2 Press **1 → 12** on the numeric keypad.
- 3 Use the wheels to set parameter values.
- 4 Press the parameter type keys to switch parameter wheel banks.
- 5 Save the lighting state as a cue. See [“Storing QLists and cues”](#) page 69.

E

To select fixtures and set parameter values

Example: Select spot 1 → 12 set and set parameter levels.

- 1 Press **SPOT**.
- 2 Press **1 → 12** on the numeric keypad.
- 3 Use the wheels to set parameter values.
- 4 Press **ENTER** to output levels
- 5 Press the parameter type keys to switch parameter wheel banks.
- 6 Repeat steps 3 and 4.
- 7 Save the lighting state as a cue. See [“Storing QLists and cues”](#) page 69

Live fixture display

Current fixture selections and values, as well as output from playback devices, are shown in the live fixture display. The live fixture display is in grid format.

To view the live fixture display

Go to the Workspace and choose Channel, Spot, Matrix, or Media Server under the Live node.

Live - Channel						
Fixture No	1	2	3	4	5	6
Dimmer	21%	24%	27%	30%	33%	36%
Fixture No	7	8	9	10	11	12
Dimmer	40%	43%	46%	49%	52%	55%
Fixture No	13	14	15	16	17	18
Dimmer	58%	61%	65%	67%	70%	74%
Fixture No	19	20	21	22	23	24
Dimmer	77%	80%	83%	86%	89%	92%
Fixture No	25	26	27	28	29	30
Dimmer	96%	99%	FL	FL	FL	FL

Figure 12: Live channel display with side headers





Tip! Use the tools in the LiveMode menu to control which fixtures are displayed in the Live displays.

Selecting fixtures

Fixtures are selected using console keys and the selection options available on the Editor tool bar.

Using console keys for fixture selection


Key Name	What it does
SPOT	Set the keypad for spot selection.
CHANNEL	Set the keypad for channel selection.
MATRIX / MEDIA SERVER	Set the keypad for selecting fixtures in the matrix set.  Note: SHIFT + MATRIX is used to access the Media server. If you do not have a Matrix set patched then the default is Media server.
GROUP / SET	Select fixtures using the set organizer by pressing SHIFT + GROUP Example: SET0/ 1 → 12 , selects channels 1 through 12. SET 1/ 1 → 12 , selects spots 1 through 12. SET 2/ 100 → 200 , selects fixtures in a matrix. SET 3/ 1 → 12 , selects media server devices 1 through 12.
0 - 9	Use for numeric entries.
→	‘Thru’ for range selections. Example: SPOT, 1, →, 24 ; selects all the spots in the range.
+ (plus)	Functions as an “and” key when used between fixture selections. Example: CHANNEL 1 + 3 + 7 + 11 , selects channels 1, 3, 7, and 11.

Key Name	What it does
— (minus)	Used to remove a channel/spot from a range selection. Example: SPOT 1 → 5 — 4 , selects channels 1, 2, 3, 5.
● (dot) or wheel	Makes the last selection available. Example: Before pressing RESET , the selection was spots 1, 3, 6, and 8. Press SPOT ● or move a parameter wheel to access the last fixture selection.
<i>Fixture</i>	<p> Note: This is not a key on the console panel.</p> <p>When fixture numbers in the various sets do not overlap, the command line numeric default is automatically set to <i>Fixture</i>. When using this setup, it is not necessary to select a set prior to selecting the fixture numbers.</p> <p>Example: Channels are numbered 1 → 100. Spots are numbered 101 → 164. To select (channel) 98, press 98 on the keypad; press 124 to select spot 124.</p>

Using the Editor tool bar to filter fixture selection

The Editor tool bar provides fixture selection filters. Tapping **EVERY** displays the selection filter options. The example shown here is especially useful for television studio cyc lights.

BUTTON	What it does	Console key equivalents
EVERY	Opens filter options	none
ODDS	<p>Selects every other fixture, within the designated range, starting with the first fixture.</p> <p>Example 1: The range 1 thru 8 is selected. Tap ODDS to select 1, 3, 5, and 7.</p> <p>Example 2: The range 2 thru 8 is selected. Tap ODDS to select 2, 4, 6, and 8.</p>	none
EVENS	<p>Selects every other fixture, within the designated range, starting with the second fixture.</p> <p>Example1: The range 1 thru 8 is selected. Tap EVENS to select 2, 4, and 6.</p> <p>Example 2: The range 2 thru 8 is selected. Tap EVENS to select 3, 5, and 7.</p>	2

BUTTON	What it does	Console key equivalents
3RD	Selects every third fixture, within the designated range, starting with the first fixture.	3
4TH	Selects every fourth fixture within the designated range, starting with the first fixture.	4
/	<p>Advance selection by a specified increment.</p> <p>Example: 4 / 2, selects the second fixture in each group of four fixtures. Therefore: CHANNEL 1 → 20 EVERY 4 / 2, selects channels 2, 6, 10, 14, and 18.</p> <p> Note: Even though the Tool bar buttons are only up to 4th (every fourth fixture), you can select 5th, 6th, etc. by choosing a number on the keypad Example: 6/2, selects the second fixture in each group of 6 fixtures.</p>	/

Storing Fixture Groups

Groups are selection shortcuts. Groups can be combined and manipulated like all other selection sequences. It is convenient to save groups of fixtures that are related by type, function, or hanging position.

Automatic groups

Through the Generate Groups and Libs dialog box, Vector automatically generates fixture groups.

The automatic fixture group options for spots per device, channels, scrollers, matrix set devices, and media server set devices, are:

- All
- Even
- Odd
- Every third - counting from the first fixture of a device type.
- Every fourth - counting from the first fixture of a device type.

You can choose to generate groups for some or all of the fixtures used in the show.

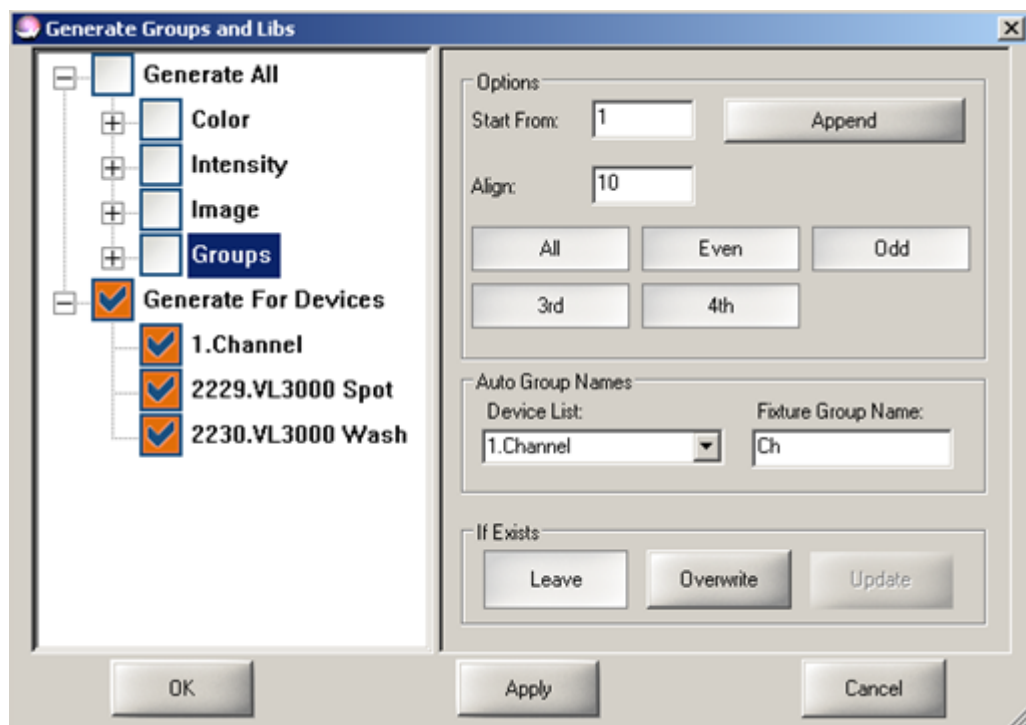


Figure 13: Generate libraries and groups dialog box

You can number groups to your convenience in the dialog box's numbering area. The numbering option fields are:

Start From	Store the first group to the number in this field and sequentially increment the libraries or groups.
Align	<p>Choose an offset to leave space for groups that will be stored later on. Generally, it is convenient to choose an offset that corresponds to your display set up.</p> <p>Example: Assume that you have sized the soft keys pane to show 5 soft keys per row. You choose to generate 5 groups for each fixture type. If the start number is 1 and the offset is 10, the generated groups will appear in every other row.</p>

If there are existing groups you can choose to:

- Leave them as is
- Overwrite them
- Update them

To generate groups automatically

- 1** Open the Tools menu and tap Generate Groups and Libs.
The dialog box opens.
- 2** Expand Generate All.
- 3** Make sure Groups is checked and selected.
When selected Groups appears on a dark field.
- 4** Expand Generate for Devices and make sure the devices you want organized into groups are checked.
- 5** Set the start number in the Start from fields and the offset in the Align field.
- 6** Select the type of group (Even, Odd, All, 3rd, 4th).
- 7** Select the behavior (Leave, Overwrite. or Update).
- 8** Tap **APPLY**.

User-defined groups

Groups can contain any number of fixtures and fixture types.

Groups retain the selection order. This is useful when planning groups to use in effects.

Example: you can select spots in reverse order, for instance spots 26, 24, 22, and 20, and

save as a group. When recalling this group to use in an effect, the first fixture selected

(spot 26) is the first fixture participating in the effect

A

To store groups

Example: Store group 9 containing all fixtures used in an audience sweep.

- 1** Select fixtures using any selection sequence.
- 2** Press **STORE**
- 3** Tap **9** on the group soft keys.

OR

- 1** Select fixtures using any selection sequence.
- 2** Press **GROUP** and enter a number on the numeric keypad.
- 3** Press **STORE**.

To add text tags to groups

- 1** Select the group.
- 2** Press **TEXT**.
The **Text** dialog box opens.
- 3** Use the keyboard to type the group's name.
- 4** Press **STORE** or tap **OK**.

The dialog box closes.

OR

Immediately after storing the group, press **TEXT** and follow steps 3 and 4.

To delete groups

- 1 Select the group or select more than one group: **GROUP # → #**.
- 2 Press **DELETE**.
The Delete dialog box opens.
- 3 Press **DELETE** again or tap **DELETE** in the dialog box.



To store groups

Example: Store group 9 containing all fixtures used in an audience sweep.

- 1 Press **STORE**
 - 2 Select fixtures using any selection sequence.
 - 3 Tap **9** on the group soft keys.
- OR**
- 1 Press **STORE**.
 - 2 Select fixtures using any selection sequence.
 - 3 Press **GROUP** and enter a number on the numeric keypad.
 - 4 Press **ENTER**.

To name a groups

- 1 Press **TEXT**.
- 2 Select the group.
- 3 Press **ENTER**.
The Text dialog box opens.
- 4 Use the keyboard to type the library name.
- 5 Press **ENTER** (on the console or the keyboard) or tap **OK**.
The dialog box closes.

OR

Immediately after storing the group, press **TEXT** and follow steps 4 and 5.

To delete groups

- 1** Press **DELETE**.
- 2** Select the group or select more than one group: **GROUP # → #**.
- 3** Press **ENTER**.

The Delete dialog box opens.

- 4** Press **DELETE** or **ENTER** again or tap **DELETE** in the dialog box.

OR

- 1** Press **DELETE**.
- 2** Tap the group soft key.
- 3** Press **ENTER**.

Clearing the command line

The command line can be returned to its idle state or regressively cleared, starting from the last entry.

To clear an entry (backspace)

Clear the command line entries in reverse order.

1 Press **CE**.

The last entry is cleared.

2 Continue pressing **CE**.

Each press clears the last entry in the command line.

To set the command line to idle

Press **SHIFT + CLEAR**.

All the entries in the command line are cleared.

Resetting the editor

To reset the editor

Press **RESET**.

All editor values are released in a 1 second fade (default) or according to the default release time. Set default release time in the System Settings ►Timing tab accessed through the Tools menu.

Press **RESET RESET** quickly.

All editor values bump out.



Note: The last fixture selection remains active.

To reset the editor and clear the last fixture selection


Press **SHIFT + RESET**.

To clear selection without resetting the editor values

Press **SHIFT + •** (dot key)

Output color code

The default color scheme for the console's output shows the output source:

Color	What it means
Yellow	Fixture numbers for fixtures that are active in the editor.
Red Background	Values active in the editor and currently under wheel control.
White Background	Values in the editor, but not currently under wheel control.
Blue	Output from Master PB values that are higher than those in the previous cue for the same fixtures.
Green	Master playback output values that are lower than those in the previous cue for the same fixtures.
Yellow	Output from the playback devices (faders and QKeys).
Purple	Tracking in Master PB.
Red	Redundant tracking in Master PB.
 Note: Values displayed in white and red are the values normally included when storing a cue. More specific store commands are available in the Store Options dialog box; see the Vector Reference Guide.	

Spot ignition

The Control picker allows access to all control features. The functions available in the picker depend on the type of spot.



Figure 14: Typical Control picker

To turn the lamp on

- 1 Select the spots.
- 2 On the Editor tool bar, tap **CONTROL**.
The Control picker opens.
- 3 Tap **LAMP ON** and **CLOSE**.

To turn the lamp off

- 1 Select the spots.
- 2 On the Editor tool bar, tap **CONTROL**.
The Control picker opens.
- 3 Tap **LAMP OFF** and **CLOSE**.

To reset the fixture

- 1 Select the spots.
- 2 On the Editor tool bar, tap **CONTROL**.
The Control picker opens.
- 3 Tap **RESET** and **CLOSE**.

Setting parameter values

The wheels, trackball, and console keys are used to set values for moving light parameters and channel levels.

Parameter values are displayed in the live displays. The parameter's display format options are found under the Format menu.

Using the wheels and wheel banks

The vertical wheel controls the dimmer for all fixtures. The trackball controls pan and tilt for moving devices. When fixtures do not have pan and tilt parameters, such as Channels, the trackball will also function as a dimmer wheel.

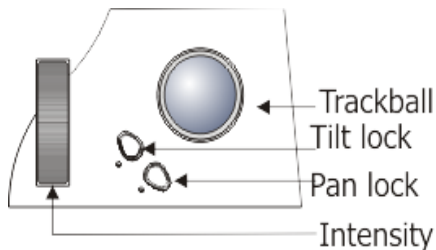


Figure 15: Vertical (intensity) wheel, trackball, pan and tilt locks

Parameters are organized, by type, into wheel banks. The five flat encoders control all parameters including the dimmer, pan, and tilt.



ATTENTION! The Vector Violet has a 6th wheel which acts as a dedicated dimmer wheel.

Wheel banks (Parameter types)	Possible parameters
<p>Figure 16: Parameter (type) bank keys</p>	
INTENSITY	Dimmer, strobe
POSITION	Pan, tilt, movement speed

Wheel banks (Parameter types)	Possible parameters
COLOR	Cyan, yellow, magenta, color wheels, color speed
BEAM	Focus, zoom, iris
IMAGE	Gobo wheels, prism, gobo spin.
SHAPE	Framing shutters, frost

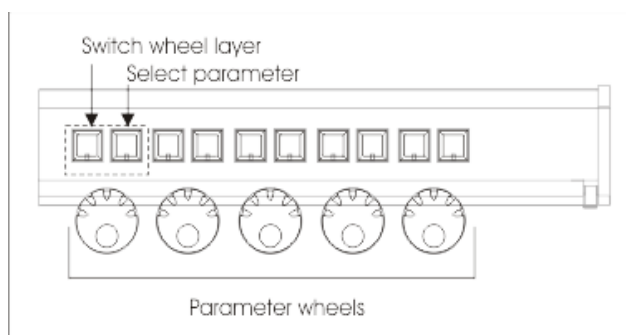


Figure 17: Parameter wheels, wheel layer keys, and parameter selection keys

Each parameter wheel has 2 associated keys:

Parameter wheel key	What it does
Left key	Pages the bank layers when the parameter bank includes more than 5 parameters.
Right key	Selects the parameter.

The diagram shows a single circular parameter wheel at the bottom. Above it are two square keys. An arrow labeled 'Switch wheel layer' points to the left key, and an arrow labeled 'Select parameter' points to the right key. The entire diagram is enclosed in a rounded rectangle.

Parameter wheel and the associated keys



ATTENTION! In **Vector Violet** you can select a parameter by clicking on the wheel itself
Double clicking on the wheel opens the picker for the parameters if the picker exists (for example color wheel picker).

To switch parameter banks

Press one of the parameter type keys: **INTENSITY**, **POSITION**, **COLOR**, **BEAM**, **IMAGE**, or **SHAPE**.

To set intensity

- 1 Select the fixtures.
- 2 Use the vertical wheel.

Or

When the wheels are set to the intensity bank, use the flat encoder that shows *Dimmer* on its local display.

To set position

- 1 Select the fixtures.
- 2 Use the trackball to set pan and tilt.

Or

When the wheels are set to the position bank, use the flat encoders that show *Pan* or *Tilt* on its local display.



Note: Keys for locking pan or tilt are adjacent to the trackball. See [figure 15, page 53](#).

To set color, image, beam, and shape values

Parameters are pre-defined as either continuous parameters or step parameters:

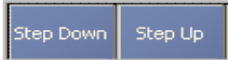
- Continuous parameters wheel up from 0 (zr) to 100% (FL) with no internal divisions.
- Step parameters are defined with internal divisions. There can be continuous control between steps or a step can transmit a preset value. Steps are commonly used for parameters controlling both dimmer intensity and strobe and with gobo wheels and color wheels.

Example: Set color and image values.

- 1** Select the fixtures.
- 2** Press **COLOR** to switch to the color wheel bank and use the appropriate wheel to set the color value.
- 3** Press **IMAGE** to switch to the image wheel bank and use the appropriate wheel to set the value.

To move parameter steps

For absolute moves from step to step:

Use , located on the Editor tool bar.

Setting values using pickers

Vector has preset pickers for gobo and color parameters. Pickers show bitmaps that logically correspond to the steps.

Some pickers have more than one page. Use the **PREVIOUS** and **NEXT** buttons that appear in the picker to page.

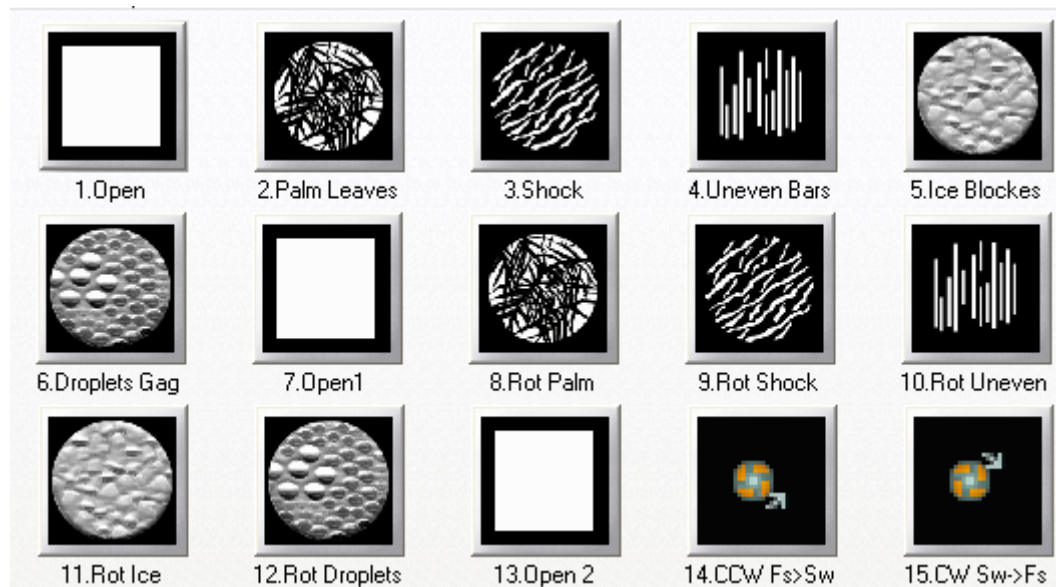


Figure 18: Gobo picker

In color pickers, you can design your own custom color or choose colors from the Roscolux and Lee Designers swatch book.

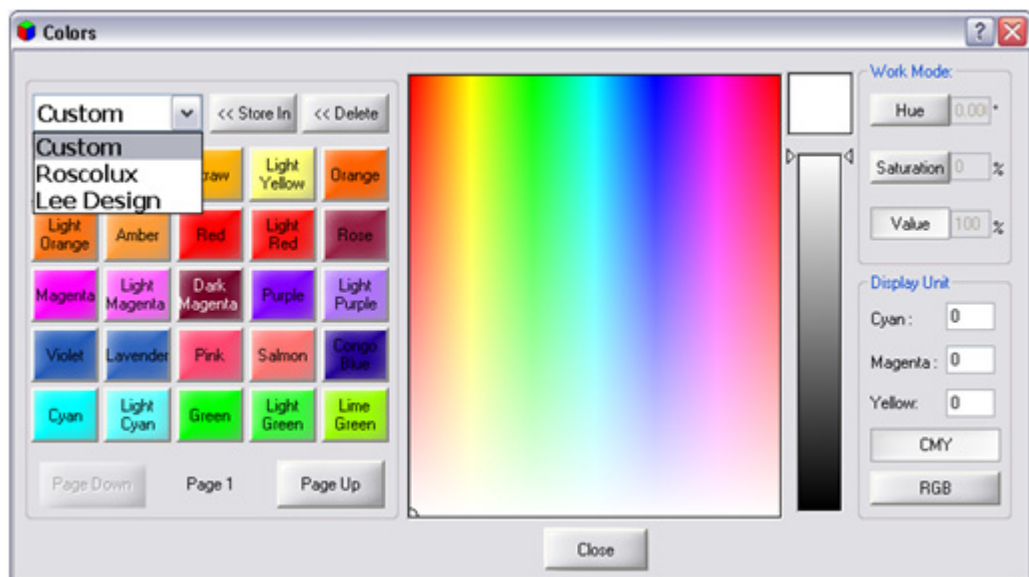


Figure 19: Color picker for designing custom colors or choosing colors from swatch books

To set values with pickers

Example: Set the gobo

- 1** Select fixtures.
- 2** Press **IMAGE** to switch to the gobo (image) bank
- 3** Double click **GOBO WHEEL** in the Wheel Assignments display.
The gobo picker opens.
- 4** Tap the gobo of your choice.
The selection is immediately applied to the fixtures.
- 5** Click **CLOSE** to close the Gobo Picker dialog box.

Or

Moving a wheel closes the picker.

Setting values using the keypad

Values can be set using the numeric keypad. Values are a percentage from 0 - FL depending on the Value input method.



Note: Value input method is as follows:

- European - Enter 1 digit for levels (**example:** 6 for 60%, 5.5 for 55%).
- American - Enter 2 digits for levels (**example:** 60 for 60%).

Absolute values for parameters with steps, is a recognized as a percentage value. **Example:** Step 1 (0% - 50%) is dimmer and step 2 (51% - FL%) is strobe, the value 65% is within the strobe step.



Note: The following examples relate to American value input.

A

To set values using the numeric keypad

Example: Set dimmer at 60%, pan at 40, tilt at 35, and cyan at 20.

1 Select the fixtures.

2 Press **@, 60**.

The dimmer intensity is set to 60%.

3 Press **POSITION, PAN, 40**.

Pan is set to 40%.

4 Press **TILT, 35**.

Tilt is set to 35%.

5 Press **COLOR, CYAN, 20**.

Cyan is set to 20%.

E

To set values using the numeric keypad

Example: Set dimmer at 60%, pan at 40, tilt at 35, and cyan at 20.

1 Select the fixtures.

2 Press **@, 60, ENTER**.

The dimmer intensity is set to 60%.

3 Press **POSITION, PAN, @, 40, ENTER**.

The position is updated with the new value.

4 Press **TILT, @, 35, ENTER**.

The position is updated with the new value

5 Press **COLOR, CYAN, @, 20, ENTER**.

The color is updated with the new value



Note: There are dedicated keys for **FULL** (100%), **ON** (50%), and **ZERO** (Zr).

Storing Libraries

Libraries are user-programmed or automatically generated presets of parameter values. The library database is used as building blocks when programming cues. Using libraries when programming cues makes global updating of cues quick and accurate.

Example: The piano's position has changed. Updating the piano position library updates all occurrences of the library in all the cues.

Automatic libraries

Vector can automatically generate:

- Color libraries
- Intensity libraries
- Image libraries

You can choose to generate some or all of these objects for some or all of the devices used in the show.

Automatic libraries are generated in the Generate Groups and Libs dialog box.

To generate common color or image libraries for multiple devices

- 1** Open the Tool menu.
- 2** Choose (tap) Generate Groups and Libs.
The Generate Groups and Libs dialog box opens.
- 3** Expand Generate All.
- 4** Make sure Color or Image are checked.
- 5** Tap Color or Image to select.
The item appears on a light field.
- 6** Set the start number in the Start from fields and the offset in the Align field.
- 7** Select the primary device from the drop down dialog menu.
- 8** Make sure the devices are checked under the Generate for Devices list.
- 9** Select the behavior (Leave, Overwrite, or Update).

10 Tap **APPLY** or **OK**.

The libraries are generated according to the primary device.



Note: You can also generate separate color or image libraries for different devices.

User-programmed libraries

A

To store a library

Example: Store color library 8.

- 1** Select the fixtures and set the color values.
- 2** Press **STORE**.
- 3** Tap color library soft key **8**.

OR

- 1** Select the fixtures and set the color values.
- 2** Press **COLOR** and **8**.
- 3** Press **STORE**.

To add text tags to libraries

- 1** Select the library.
- 2** Press **TEXT**.
The Text dialog box opens.
- 3** Use the keyboard to type the library name.
- 4** Press **STORE** or tap **OK**.

The dialog box closes.

OR

Immediately after storing the library, press **TEXT** and follow steps 3 and 4.

To delete libraries

- 1** Select the library.
- 2** Press **DELETE**.
The Delete dialog box opens.
- 3** Press **DELETE** again or tap **DELETE** in the dialog box.



To store a library

Example: Store color library 8.

- 1** Select the fixtures and set the color values.
- 2** Press **ENTER**.
The values are output.
- 3** Press **STORE**.
- 4** Tap an available space on the color library soft keys.

OR

- 1** Select the fixtures and set the color values.
- 2** Press **ENTER**.
The values are output.
- 3** Press **STORE**.
- 4** Press **COLOR** and **8**.
- 5** Press **ENTER**.

To add text tags to libraries

- 1** Press **TEXT**.
- 2** Select the library.
- 3** Press **ENTER**.
The Text dialog box opens.
- 4** Use the keyboard to type the library name.
- 5** Press **ENTER** or tap **OK**.
The dialog box closes.

OR

Immediately after storing the library, press **TEXT** and follow steps 4 and 5.

To delete libraries

- 1** Press **DELETE**.
- 2** Select the library.
- 3** Press **ENTER**.
The Delete dialog box opens.
- 4** Press **DELETE** or **ENTER** again.

Or

Tap **DELETE** in the dialog box.

OR

- 1** Press **DELETE**.
- 2** Tap the library soft key.
- 3** Press **ENTER**.

Using libraries for programming cues

Using libraries to build lighting looks makes cue editing easier, quicker, and more accurate.

Use of position libraries is particularly important since updating libraries globally updates the cues programmed with libraries. If your show moves to a new venue, updating your position libraries ensures that the positions in cues will be on the mark.

More than one library can be selected and then applied simultaneously to the fixtures.

To program a cue using libraries selected via soft keys

Example: Program a cue using position library 5.

- 1** Select the fixtures.
- 2** Switch to the position library tab.
- 3** Tap **5** on the position library soft keys.

The pan and tilt values are set according to the values stored in the library. The library icon is displayed in the pan and tilt cells.

- 4** Store the cue.

To program a cue using libraries selected on the keypad

Example: Apply position library 5, color library 3, and image library 1 to selected fixtures

- 1** Select the fixtures.
- 2** Press **POSITION** and enter **5** on the numeric keypad.
- 3** Press **ENTER**.

The pan and tilt values are set according to the values stored in the library. The library icon is displayed in the pan and tilt cells.

- 4** Press **COLOR** and enter 3 on the numeric keypad.
- 5** Press **ENTER**.

The color values are set according to the values stored in the library. The library icon is displayed in the relevant parameter cells. Press **IMAGE** and enter 1 on the numeric keypad.

- 6** Press **ENTER**

The image values are set according to the values stored in the library. The library icon is displayed in the relevant parameter cells.

- 7** Store the cue

To apply multiple libraries simultaneously

Example: Select position library 1, color library 3, and image library 5 and then apply them to the selected fixtures.

- 1** Select fixtures.
- 2** Press **POS** and **1** to select position library 1 (or use any other library selection procedure).
- 3** Press **COLOR** and **3** to select color library 3 (or use any other library selection procedure).
- 4** Press **IMAGE** and **5** to select image library 5 (or use any other library selection procedure).
- 5** Press **ENTER**.

All of the selected libraries are applied to the fixtures.

Chapter 4 Programming and Updating Cues

In this chapter you learn how to:

- Create QLists
- Store cues
- Delete cues
- Set cue fade times
- Update cues
- Blind Mode

QLists

All cues are organized into QLists.

QLists can be loaded to all playback devices - AB crossfader, playback faders, and QKeys.

All cues are stored to the default QList, which is the QList loaded on the master playback device, unless otherwise instructed. The default master playback is the AB crossfader, but any playback device can be designated as the master playback.

Cues

Cues are always organized in QLists. The values stored in cues are normally the editor values that are displayed in red or white. Cues can be numbered from 0.01 to 9999.99.

Programming cues consists of:

- Selecting fixtures
- Setting parameter values
- Setting the fade times
- Storing the resulting lighting state as a cue in a QList.

Storing QLists and cues

Use the **SELECT** key to create QLists and store cues. The lighting state can be stored as a cue in more than one QList. All that is necessary to do is to press **SELECT** for each QList.

Press Select to store cues directly
to a Qlist on the playback device.

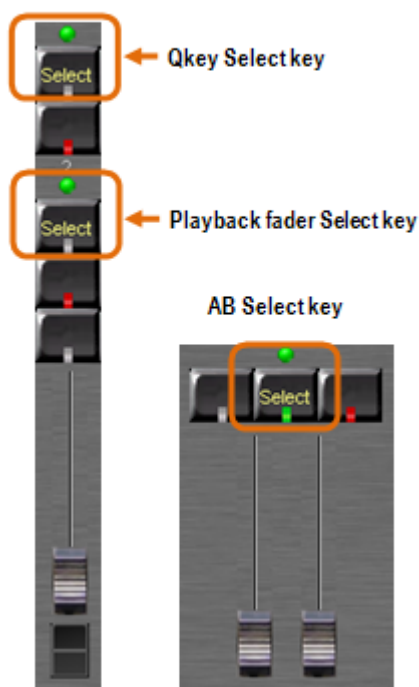


Figure 20: Select keys for playback devices

To create a new QList

Example: Create QList 1 on the AB crossfader.

- 1 Press **QLIST** and **1** on the numeric keypad.
- 2 Press **SELECT** for AB.

The command line shows: *Playback AB Assigned*. QList 1 is loaded to AB.

A

To store cues to the master playback device

Example: Store cue 1 to QList 1 that is loaded on the AB crossfader and is the default master playback device.

- 1 Select fixtures and set values.
- 2 Press **CUE** and enter a cue number on the numeric keypad.
- 3 Press **STORE**.

The cue is automatically added to the QList on the master playback.

The command line shows: *Playback AB Assigned: QList 1 Cue 1 Stored*.

- 4 Store the next cue by selecting fixtures, setting values, and pressing **STORE**, **SELECT**.

Or

Press **STORE+**.

The editor is stored as cue 2.

To store point cues

Example: Store cue 2.5 in QList 1 that is on the AB playback.

- 1 Select fixtures and assign values.
- 2 Press **STORE**.
- 3 Press **2 ● 5**.
- 4 Press **SELECT**.

The command line shows: *Playback AB Assigned: QList 1 Cue 2.5 Stored*. Cue 2.5 is output from AB.

E

To store cues to the master playback device

Example: Store a cue to the default QList (the QList loaded to the master playback).

1 Select fixtures and set values.

2 Press **ENTER**.

The values are output.

3 Press **STORE**.

4 Press **CUE** and enter a cue number on the numeric keypad.

5 Press **ENTER**.

The cue is automatically added to the QList on the master playback.

OR

1 Select fixtures and assign values.

2 Press **ENTER**.

The values are output.

3 Press **STORE +**.

The editor is stored to the next available cue number. It is displayed in the command line with the QList number for the cue on the master playback.

To add cues to the QList on the master playback device

Example: Store a new cue to the default QList (the QList loaded to the master playback).

1 Select fixtures and set values.

2 Press **ENTER**.

The values are output.

3 Press **STORE +**.

The editor is stored to the next available cue number. It is displayed in the command line with the QList number for the cue on the master playback.

OR

1 Select fixtures and set values.

2 Press **ENTER**.

The values are output.

3 Press **STORE**.

4 Press **CUE** and press **NEXT**.

The next available cue number is displayed in the command line with the QList number for the cue on the master playback.

5 Press **ENTER**.

The cue is automatically added to the QList on the master playback.

To store point cues

Example: Store cue 2.5 in QList 1 that is on the AB playback.

1 Select fixtures and assign values.

2 Press **ENTER**.

3 Press **STORE**.

4 Press **2 ● 5**.

5 Press **SELECT**.

The command line shows: *Playback AB Assigned: QList 1 Cue 2.5 Stored*. Cue 2.5 is output from AB.



IMPORTANT! In Compulite mode, storing a cue does not clear the editor and the cue is not output from the playback device.

In tracking mode, storing a cue clears the editor. The stored cue is immediately output from the playback device.

Deleting cues

Individual cues or a range of cues from a single QList can be deleted from the show.

A

To delete a cue

Example: Delete cue 9 from QList 1.

- 1** Select Qlist 1 cue 9.
- 2** Press **DELETE**.

The Object Exists dialog box is displayed.

- 3** Press **DELETE** again.

Or

Tap **DELETE** in the dialog box.

Deleted, displayed in the command line confirms a successful deletion.

E

To delete a cue

Example: Delete cue 9 from QList 1.

- 1** Press **DELETE**.
- 2** Select Qlist 1 cue 9.
- 3** Press **DELETE** or **ENTER**.

The Delete confirmation box is displayed.

- 4** Press **DELETE** or **ENTER** again.

Or

Tap **DELETE** in the dialog box.

Deleted, displayed in the command line confirms a successful deletion.

Assigning fade times to cues

If no fade times are set, the cue default time is automatically assigned.
The default cue time can be changed in Tools ► System Settings ► Timing.

If no time-out is set it defaults to the time-in setting.

Use **0** to set a cut (bump) time.

<i>Time settings</i>	<i>Function</i>
TIME	Sets the Editor tool bar to cue time mode. Prepares to set fade times for the current cue on the master playback device.
TIME IN	On Go, all the fixtures fading to higher values begin their fade. The fade takes place in the set time.
TIME OUT	On Go, all the fixtures fading to lower values begin their fade. The fade takes place in the set time.
DELAY IN	On Go, all the fixtures fading to higher values begin to count the delay time before beginning their fade.
DELAY OUT	On Go, all the fixtures fading to lower values begin to count the delay time before beginning their fade.
WAIT	Pressing WAIT opens two options on the Editor tool bar: FOLLOW ON and MANUAL . If you set a wait time (WAIT #), the cue is automatically tagged as a follow-on cue.
FOLLOW ON	Fade to the next cue without waiting for a Go command. "Follow on" of the next cue starts X second after current cue is entering
MANUAL	Wait for a Go command before fading to the next cue. Manual is the default setting for all cues.

A

To set fade times when programming a cue

Example: Add fade times when programming QList 1 cue 5.

<i>Time:</i>	<i>Time in</i>	<i>Time out</i>	<i>Delay in</i>	<i>Delay out</i>	<i>Wait</i>
Set to:	4.5	Default (4.5)	3.0	2.0	Manual

- 1** Select fixtures and set values.
- 2** Select QList 1 and cue 5.
- 3** Press **TIME**.
The Editor tool bar is now in time mode.
- 4** To set time-in, press **4.5** on the numeric keypad.
- 5** Press **DELAY IN** and **3** on the numeric keypad.
- 6** Press **DELAY OUT** and **2** on the numeric keypad.
- 7** Press **STORE**.

E

To set fade times when programming a cue

Example: Add fade times when programming QList 1 cue 5.

Time:	Time in	Time out	Delay in	Delay out	Wait
Set to:	4.5	Default (4.5)	3.0	2.0	Manual

1 Select fixtures and set values.

2 Press **ENTER**.

3 Press **STORE**.

4 Select QList 1 and cue 5.

5 Press **TIME**.

The Editor tool bar is now in time mode.

6 To set time-in, press **4.5** on the numeric keypad.

7 Press **DELAY IN** and **3** on the numeric keypad.

8 Press **DELAY OUT** and **2** on the numeric keypad.

9 Press **ENTER**.

To set time-in and time-out

Example: Set time-in to 5 and time-out to 10.

A

(QLIST #), CUE #, TIME, 5, / (slash), 10, STORE

E

(QLIST #), CUE #, TIME, 5, / (slash), 10, ENTER

To set delay-in and delay-out

Example: Set delay-in to 3 and delay-out to 5.

A

(QLIST #), CUE #, TIME, **DELAY-IN**, 3, / (slash), 5, STORE

E

(QLIST #), CUE #, TIME, **DELAY-IN**, 3, / (slash), 5, ENTER

To set a follow on cue

Example: The fade to cue 3 automatically begins when cue 2 completes its fade.

A

(QLIST #), CUE 2, TIME, **WAIT**, **FOLLOW-ON**, STORE

E

(QLIST #), CUE 2, TIME, **WAIT**, **FOLLOW-ON**, ENTER



Note: The follow-on setting, which begins an automatic fade to cue 3, is set in cue 2.

To set a counted wait time

Example: Set a wait time of 3 seconds for cue 5. The fade from cue 5 to cue 6 will be automatic.

A

CUE 5, TIME, **WAIT**, 3, STORE.

E

CUE 5, TIME, **WAIT**, 3, ENTER.

Cue 6 automatically becomes a follow-on cue. When cue 5 **starts** there is 3 second wait and cue 6 begins its fade.

Multiple QLists

While programming a show, you may have a number of QLists loaded to different playback devices. Storing cues to the different QLists is done as described in [Storing QLists and cues \(see page 69\)](#).



Note: The QList located on the master playback device is the default QList. This means that unless you specify a QList when storing a cue, the new cue is stored to the default QList. See [“Master Playback” page 96](#).

A

To store a cue to any playback device

Example: Store cue 1 in QList 11. QList 11 is resident in fader 6.

- 1 Select fixtures and assign values.
- 2 Press **STORE**.
- 3 Press **SELECT** for fader 6.

The command line shows: *Playback 1/6: QList 11 Cue 1 Stored.*

OR

- 1 Select fixtures and assign values.
- 2 Press **QLIST 11**.
- 3 Press **CUE 1**.
- 4 Press **STORE**.

The command line shows: *Playback 1/6: QList 11 Cue 1 Stored.*

To add cues to the QList on any playback device

Example 1: Store cue 2 (the next available cue number) in QList 11, loaded on fader 6. The next cue number is the current cue incremented by one.

- 1** Select fixtures and assign values.
- 2** Press **STORE**
- 3** Press **SELECT** for fader 6.

The command line shows: *Playback 1/6: QList 11 Cue 2 Stored.*



To store a cue to any playback device

Example: Store cue 1 in QList 11. QList 11 is resident in fader 6.

- 1** Select fixtures and assign values.
- 2** Press **ENTER**. The values are output.
- 3** Press **STORE**.
- 4** Press **SELECT** for fader 6.

The command line shows: *Playback 1/6: QList 11 Cue 1 Stored.*

OR

- 1** Select fixtures and assign values
- 2** Press **ENTER**. The values are output.
- 3** Press **STORE**.
- 4** Select **QLIST 11**. Skip this step if you are storing this cue to the master playback.
- 5** Press **CUE, 1**.
- 6** Press **ENTER**.

The command line shows: *Playback 1/6: QList 11 Cue 1 Stored.*

To add cues to the QList on any playback device

Example 1: Store cue 2 (the next available cue number) in QList 11, loaded on fader 6. The next cue number is the current cue incremented by one.

- 1** Select fixtures and assign values.
- 2** Press **ENTER**. The values are output.
- 3** Press **STORE**.
- 4** Press **SELECT** for fader 6.

The command line shows: *Playback 1/6: QList 11 Cue 2 Stored.*

Updating cues

Edit cues using the **UPDATE** or **STORE** keys. As a rule of thumb, use **UPDATE** to edit cues that are output from one of the playback devices. Use **STORE** for cues that are not output on a playback device.

Pressing **UPDATE** when editing cues, opens the Update Items dialog box.

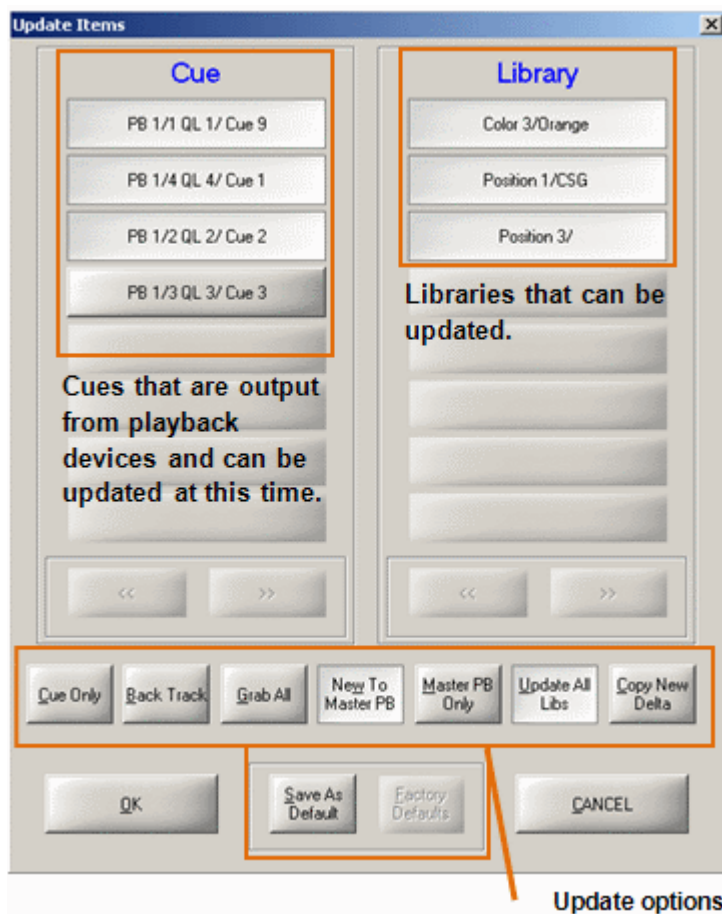


Figure 21: Update Items dialog box

The cues, which are currently output from a playback device and will be changed by completing the update command, are listed in the Cue column. Libraries that can be updated are listed in the Library column.

The buttons at the bottom of the dialog offer options to filter the update command.

Using the Update dialog box options

Option	What it does
GRAB ALL	New values can be stored to cues currently output from playback devices, on the condition that the cues are selected in the Cue column.
NEW TO MASTER PB	New values are stored in the cue output from the master playback. This is the default.
MASTER PB ONLY	Updates the cue on the master playback only.
UPDATE ALL LIBS	Updates all libraries where appropriate. The relevant libraries are displayed in the library column.
COPY NEW DELTA	Copy the values active in the editor to the clipboard and use as a delta..
CUE ONLY (TRACKING MODE)	The updated value(s) are for the current cue only. When fading to the next cue the updated values return to the tracked value.

Option	What it does
BACK TRACK (TRACKING MODE)	<p>Change the value(s) in all the previous cues.</p> <p><i>To update cues using back track</i></p> <p>Example: Channel 1 is tracking through the cues at 70%. Update cue 5 for channel 1 at 35% and update the previous cues (cues 1 - 4) with same value.</p> <ol style="list-style-type: none"> 1 Select channel 1 and set the intensity to 35%. 2 Press UPDATE. The update items dialog box opens. 3 Tap BACK TRACK. 4 Tap OK. The value for channel 1 is updated in cues 1 - 5.
SAVE AS DEFAULT	By using this option you are guaranteed that the Item selected from the Update Items box remains saved as the Default.
FACTORY DEFAULTS	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.

To update cues

1 Select the fixtures and adjust the values.

2 Press **UPDATE**.

The Update Items dialog box opens.

3 Press **SELECT** for the playback device where the cue is output.

OR

1 Select the cue, select the fixtures, (**CUE #, CHANNEL/SPOT #**) and adjust the values.

2 Press **STORE**.

The cue is stored with the new values.



ATTENTION! Using **UPDATE** also, by default, updates libraries. If you do not want to update libraries now, deselect **UPDATE ALL LIBS** in the Update dialog box

Blind Mode

You can program and update cues in the blind Mode. When the blind mode is active, the fixture values in the live editors are not output.

When **BLIND** is active it is indicated in the command line:



[BLIND]>>Blind Editor

Using the blind editor

To activate the blind editor

Press **BLIND**.

The key's LED is on.

To store cues in blind mode

- 1** Press **BLIND** to switch to the blind editor.
- 2** Select fixtures and assign values.
- 3** Use any store sequence, including **STORE**, **SELECT**.



Note: When storing a cue in blind mode, the playback device does not advance to the new cue.

To exit the blind editor

Press **BLIND**.

The key's LED turns off and the blind editor indication is removed from the command line.

Blind editing for incoming cues

This feature provides quick, blind editing of the incoming cue. When editing is completed, exiting the blind editor is automatic.

A

To edit the incoming cue in the blind editor

- 1 Tap **BLIND PB PREVIEW EDIT**.

The blind editor is now active.

- 2 Press **SELECT** for the playback outputting the cue.

The contents of the next (incoming) cue are active in the editor.

The command line shows the QList, cue number, and fixtures in cue. **Example:** *QList 3, cue 6, channel 3 → 14, spot 1 → 12.*

- 3 Select fixtures and set parameter levels.

- 4 Press **STORE**.

E

To edit the incoming cue in the blind editor

- 1 Tap **BLIND PB PREVIEW EDIT**.

The blind editor is now active.

- 2 Press **SELECT** for the playback outputting the cue.

The contents of the next (incoming) cue are active in the editor.

The command line shows the QList, cue number, and fixtures in cue. **Example:** *QList 3, cue 6, channel 3 → 14, spot 1 → 12.*

- 3 Select fixtures and set parameter levels.

- 4 Press **UPDATE**, then **ENTER**

The incoming cue is updated and the blind editor closes.

Chapter 5 Playback

In this chapter you learn how to:

- Load QLists to playback devices
- Free playback devices
- Use the Master Playback device
- Release playback devices
- Use snaps
- Convert temporary cues to cues in QLists

Playback devices

Vector's playback devices are:

- AB crossfader
- Faders
- QKeys

Faders

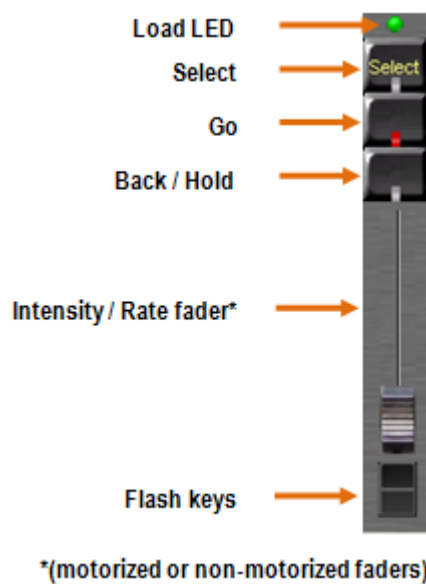


Figure 22: Playback fader and its function keys. Default functions are shown in this illustration.

Fader playback controls

Fader control	Function options
Programmable keys	Go, Back, and Flash
Slider (fader)	Default function is intensity master
Key and slider functions can be changed in Playback Properties dialog box ► PBD tab.	

Fader modes

Faders also have different working modes.



Figure 23: Mode keys are located to the left of the faders

Mode	What it does
PB (Playback)	The faders are intensity masters.
RATE	The faders are rate masters.
CHN (Channel)	Each fader controls one channel. Channel pages are unlimited.



ATTENTION! Fader modes are global, affecting all the faders.

Qkeys

Qkeys, located below the touch screens, are playback devices without a fader. Each QKey has an associated select key and one program-mable control key. The default control key command is Go. This can be changed in the Playback dialog box ► Playback Definitions tab.

For Vector Violet - please see [Vector Violet Playback and Q-Key functionality \(see page 93\)](#)

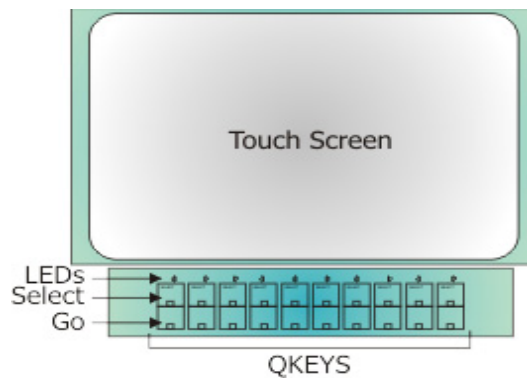


Figure 24: Qkeys

Paging faders and Qkeys

There are 5 fader pages and 5 Qkey pages for Vector Red and Vector Violet. There are 10 fader pages and 10 Qkey pages for Vector Blue, Green and Vector Orange and Vector PC.

This comprises 100 playback faders and 100 Qkeys per snap.

To page faders

Arrow **UP** to page up; the page number appears in the faders' LCD display and on the playback wing displays.

Arrow **DOWN** to page down; the page number appears in the faders' LCD display and on the playback wing displays.

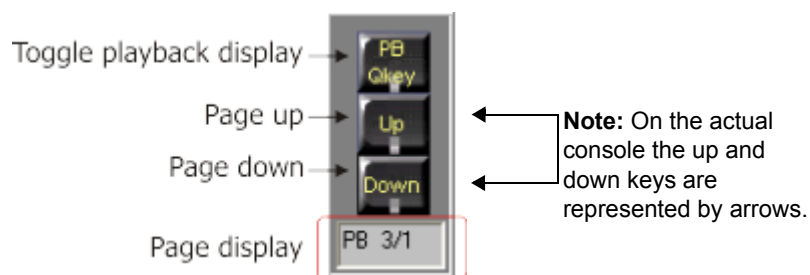


Figure 25: Playback device (faders and QKeys) paging controls



Note: When paging the playback wing faders, the QKeys are also paged in the background.

To page Qkeys

Press **PB/QKEY DISPLAY** to toggle the playback wing and use the arrow keys. The page number appears in the LCD display and on the playback wing displays.

Loading and releasing playback devices

All playback devices have a **SELECT** key. This key allows loading a Qlist or a temporary cue and also serves to commission the master playback device. Each **SELECT** key has a green LED. When the playback device is the master playback the LED is on.



Note: There can be only one (1) master playback.

Each playback device has a LED above the **SELECT** key. The LED color represents assignment types.

LED Color	Assignment Type
Green	QList
Red	Chaser
Orange	Temporary cue Temporary Cues (see page 105)

To load a QList to a playback device

- 1 Choose the QList: **QLIST #**.
- 2 Press **SELECT** for a playback device. The QList is loaded to the selected device. The LED above **SELECT** is lit.

To load a range of QLists

Select the QLists (**QLIST # → #**) and press **SELECT** for a playback device.

The selected QLists are loaded to consecutive playbacks.



ATTENTION! If the selected range contains more QLists than the playback devices available on the current page, the remainder is loaded to the next page.

Example: The selected range of QLists is 1 through 15 with QList 1 loaded to playback 1 on page 1; QLists 11 through 15 will be loaded to playbacks 1 through 5 on page 2.

To free playback devices

To free one playback:

FREE, SELECT; the LED above the **SELECT** key is extinguished.

To free all the playback devices:

Press **SHIFT + FREE**



Note: A double hit on **FREE** locks the key. When the key is locked, press as many **SELECT** keys as needed.

To free all playback devices except the Master PB

FREE + →(Arrow key)

Vector Violet Playback and Q-Key functionality



IMPORTANT! This section applies only to Vector Violet and Ultra Violet consoles.

The Vector Violet and Ultra Violet do not have their own physical Q-Keys, instead they have a “Q-Key” mode key that can 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.

The Vector Violet has 2 additional keys:

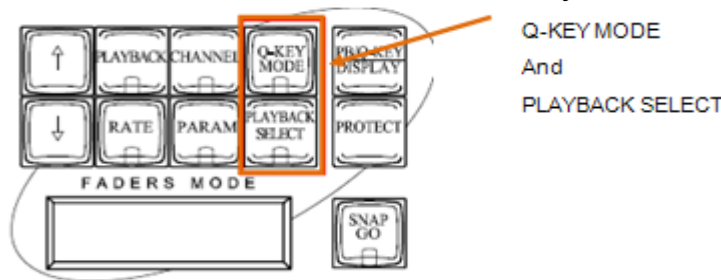


Figure 26: Q-KEY MODE and PLAYBACK SELECT keys

- **Q-KEY MODE** is a toggle to switch the Playback keys to function as either PB or QKeys. When the **Q-KEY MODE** is ON the LED is Red and the Command line displays *[Q-Key]*.
- **PLAYBACK SELECT** when pressed enables all PB keys to become the Select keys.

The Q-Key Mode key

When **Q-KEY MODE** is ON:

- When the **Q-KEY MODE** is ON the LED is Red and the Command line displays *[Q-Key]*.
- 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.

When **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.

The Playback Select key

PLAYBACK SELECT key has a green LED that turns on whenever the key is pressed. e.g **STORE**, **PLAYBACK SELECT**, (LED turns green), **SELECT** for Playback # (After the assignment -the LED turns off)

The Playback/Q-Key LEDS

Each Playback/QKEY has 2 LEDS indicating whether this control is assigned. The Left LED is for Playback assignment and right LED is for QKey assignment. The color of these 2 LEDS is the same as in all Vectors models. (green for QList, orange for Temporary cue, red for Chaser).

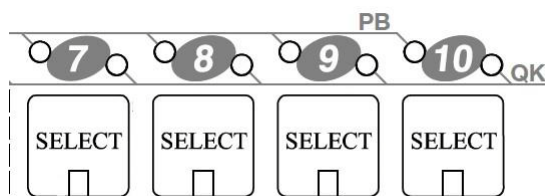


Figure 27: Each PB/Qkey has 2 LEDS



IMPORTANT! When a show is loaded from a Vector with Qkeys assigned, the Qkey assignments will be loaded to the virtual Qkeys. The right (Q-Key) LED of the PB will be ON according to the assigned object (Qlist, Chaser or temporary cue) which helps you see what assignments are on the Qkeys. Pressing the Qkey Mode key will give you physical access to the Qkeys.

To assign QLIST 2 to Q-Key 19

Q-KEY-MODE is on (red LED is on)

- 1** Press **QLIST**, select number 2
- 2** Press **PLAYBACK SELECT**
- 3** Press Select for a Qkey device 19.

Qkey 19 LED (above the SELECT key) is lit green

To free QKEY 19

- 1** Press **Q-KEY-MODE**
- 2** Press **FREE**
- 3** Press **PLAYBACK SELECT**
- 4** Press Select for a QKEY device 19

QKey 19 led (above the SELECT key) is turned off

To play QKEY 19

- 1** Press **Q-KEY-MODE**
- 2** Press [Top Key] (below the SELECT key)



Tip! All playback control keys (such as FREE, SOLO, PAUSE etc) operate in similar sequence order in QKey mode. Please look at sequences for **PB RELEASE** to operate any one of them.

Master Playback

AB is the default master playback, but any playback device can be used as the master playback. When a playback device is acting as the master playback its **SELECT** key's LED is on.

There are dedicated control keys and an LCD display for the master playback device. The Qlist resident on the master playback is the default Qlist. See “Multiple QLists” page 78.

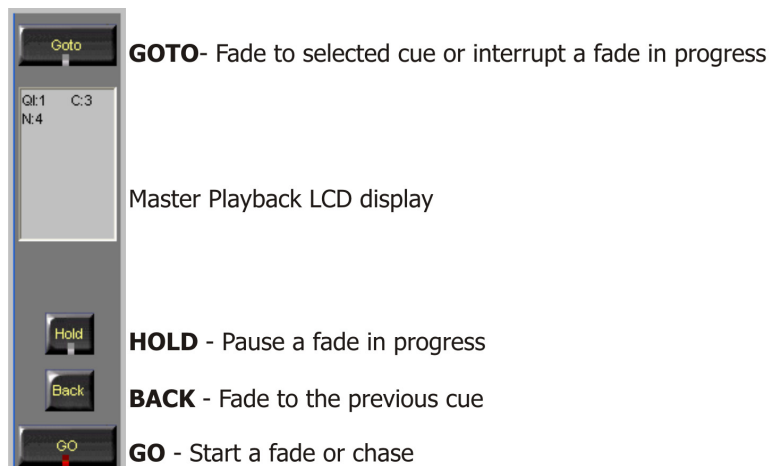


Figure 28: Master playback LCD and control keys

To designate the master playback device

Press **SELECT** twice; the key's LED is lit.

Running a QList on the master playback

The master playback has a set of dedicated controls and an LCD display that shows the current and next cue.

To fade to the next cue

Press **GO**.

To fade to the previous cue

Press **BACK**.

To pause the fade

Press **HOLD**.

Master playback color code

Color coded parameter values are shown in the live fixture displays.

<i>LED Color</i>	<i>Parameter values</i>
Red	<ul style="list-style-type: none">• Compulite mode: Levels remain unchanged from the previous cue.• Tracking mode: Levels saved in the current cue, that have the same values as in the previous cue.
Blue	Levels fading to a higher value.
Green	Levels fading to a lower value.
Purple	Tracked levels. (Tracking mode only)


Releasing Playback Devices

Releasing a playback device releases the output; it does not remove the QList from the playback device.

Key	What it does
PB RELEASE + SELECT	Release the playback device's output without freeing the playback device
SHIFT + PB RELEASE	Release all playback devices. Example: Stop all chasers that are running, but don't free the faders
PB RELEASE, →	Release PB devices except Master PB.
A double hit on PB RELEASE	Lock the key. When the key is locked, press as many SELECT keys as needed.

Viewing the Playback Displays

Playback device displays are opened from the Workspace tree (See “Using the Workspace tree” page 17). Playback displays include:

■ Wing 1	■ Individual playback 1 devices
■ Wing 2	■ Individual playback 2 devices
■ Qkeys 1	■ Individual QKey 1 devices
■ Qkeys 2	■ Individual QKey 2 devices
■ AB Playback	■ AB playback device
■ Master PB	■ Master playback device
 Note: PB Q-KEY/ DISPLAY toggles between Fader Wing and QKey displays.	

To open a playback display

- 1 Make sure the active pane is the pane where you want the playback display to appear.
- 2 Open the Workspace tree.
- 3 Expand the Playback node and tap the playback you want to view.

Playback - Wing 1				
PB	PB 1/1	PB 1/2	PB 1/3	PB 1/4
Qlist	Ql: 1.0	Ql: 4.D	Ql: 4.D	Ql: 4.D
Current Cue		1.Cue 1	3.Cue 3	4.Cue 4
Next Cue	1.Cue 1			
Next Cue Time	2			
Type/Rate	Nrm,R:	Nrm,R:	Nrm,R:	Nrm,R:
Top Key/Prio	Go,Pr:	Go,Pr:	Go,Pr:	Go,Pr:
Mid Key	Hld/Bcl	Hld/Bcl	Hld/Bcl	Hld/Bcl
Fader/Level	Intens I	Intens I	Intens I	Intens I
Bottom Key	Flash	Flash	Flash	Flash

Figure 29: Playback wing 1 display (partial)

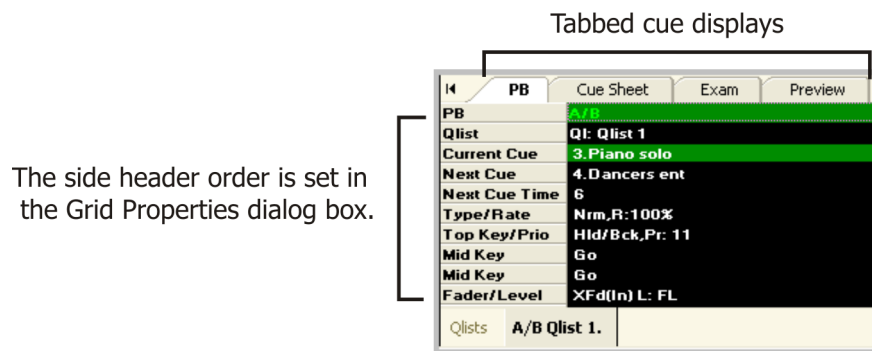


Figure 30: Master playback or AB display - PB tab

	PB	Cue Sheet	Exam	Preview
Cue #	Cue Name	Time In	Time Out	Param Time
8	Cue 8	2	2	
9	Cue 9	2	2	
10	Cue 10	2	2	
11	Cue 11	1.94	1.94	5.94

Param Time shows the fade progress for the parameter with the longest fade-in time

Figure 31: Cue sheet

Snaps

A snap is a snapshot of the playback devices' state; it is analogous to a page. Vector stores up to 9999 snaps. Triggering a snap loads playback devices with the contents of the snap. Snaps can be attached to cues and automatically triggered when the fade to that cue begins.

Snaps include:

- QLists, temporary cues, and single cues loaded on each fader page, on QKeys, and on AB.
- Fader mode on each page
- Fader levels on each page
- Load (assignment) properties
- Run mode
- Priority values
- Playback device setup as configured in the Playback Properties dialog box

Active snaps

There is always an active snap. The active snap's number is displayed in the master playback's LCD display and on the indications bar.


Whenever you press **SNAP**, the active snap's number is displayed in the command line.

To save run modes, rate changes, fader levels, and playback modes it is necessary to update the active snap.

Updating snaps

There is always an active snap. When you start programming a new show, snap 1 is active and all objects loaded to the playback devices are added to snap 1.

In Tools ► System Settings ► Editing ► Auto Snap Update, you can set a default for the way Vector updates snaps. The following options are available:

<i>Option</i>	<i>What happens</i>
No auto update	<p>Snaps are never updated automatically. You must update the snap manually.</p> <p> Note: When this option is the default behavior, make sure you have stored your snap before using SHIFT + FREE to unload all playback devices.</p>
On new assignments only	<p>The snap is updated only when objects are loaded to empty playback devices. Freeing a playback device and loading a new QList does not update the snap. You must update the snap manually.</p>
On any change	<p>Snaps are always and under all conditions automatically updated.</p> <p>When this option is the default behavior, be careful when using SHIFT + FREE to unload all playback devices.</p>

A

To update snaps manually

- 1** Make the modifications to the snap.
- 2** Enter the snap number using the numeric keypad.
- 3** Press **STORE**.
- 4** Tap **OVERWRITE** in the Store Options dialog box.

E

To update snaps manually

- 1** Make the modifications to the snap.
- 2** Press **STORE**.
- 3** Enter the snap number using the numeric keypad.
- 4** Press **ENTER**.

The Store Options dialog box opens.

- 5** Tap **OVERWRITE** in the Store Options dialog box.

Storing a new snap

A

To store snaps

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

OR

- 1** Press **SNAP** and enter a number on the numeric keypad.
- 2** Press **STORE**.

E

To store snaps

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

OR

- 1** Press **STORE**.
- 2** Press **SNAP** and enter a number on the numeric keypad.
- 3** Press **ENTER**.

Snap Trigger modes

Snaps work in two modes:

- Forcing snap mode - All current loads are replaced by those in the snap.
- Hold-over snap mode - The snap loads only playback devices that are released. Loads for active playback devices are held over; the load “waits in the wings”. When the playback device is released the waiting it is then loaded with the QList or other object that was held over.

Triggering snaps

To trigger snaps in forcing mode

Tap a snap in the snap soft key view tab.

OR

Press **SNAP**, type the snap number on the numeric keypad, and press **ENTER**.

OR

You can use the **SNAP GO** key to trigger the next available snap.



Note: If you perform **SHIFT + SNAP GO**, the system will load the previous snap.

To trigger snaps in snap-add mode

Press and hold **SHIFT** and tap a soft key in the snap tab.

OR

- 1** Select a snap.
- 2** Press and hold **SHIFT** and press **ENTER**.

Temporary Cues

Temporary cues are editor groups loaded to an empty playback device. Temporary cues can be used, in conjunction with the Active feature, as building blocks for cues. Temporary cues can easily be stored as cues in QLists.

Temp cues need to be turned ON in the Editing tab (Tools ► System Settings ► Editing) otherwise it will create a Qlist instead of a temp cue.

There are two methods for loading the fixtures for temporary cues:

- Load fixtures without setting parameter levels. The fader controls the output level from zr - FL, ignoring the values in the editor.
- Load fixtures with parameter levels. The fader controls the output level from zr to the highest specified level.



ATTENTION! Temp cues are stored *ONLY* in the Snap. To avoid losing data please update the snap.

To load a temporary cue

Example: Load selected fixtures to fader 6.

- 1 Select fixtures.
- 2 Optional: Set values.
- 3 Press **SELECT** for fader 6.

The command line shows: *Playback 1/6: Temporary Cue Assigned*. The fader controls the output level from zr - FL (or up to the set value).

To add fixtures to a temporary cue

Example: Add the editor group to the temporary cue on fader 6.

- 1 Select fixtures.
- 2 Press **STORE**.
- 3 Press **SELECT** for fader 6.

The Object Exists dialog box opens.

- 4 Tap **UPDATE**.

The new fixtures are added to the temporary cue.

To release fixtures from a temporary cue

Example: Release the fixtures in the editor from the temporary cue on fader 6.

- 1** Select fixtures.
- 2** Press **STORE**.
- 3** Press **SELECT** for fader 6.
The Object Exists dialog box opens.
- 4** Tap **RELEASE**.
- 5** The fixtures are removed from the temporary cue.

To convert a temporary cue to a cue in a new QList

Scenario: The show already contains QLists 1- 3. Covert the temporary cue, on fader 10 to cue 1 in a new QList (Qlist 4) and store the active editor content as cue 2 in the same QList.

First, assign a temporary cue:

- 1** Select fixtures and assign values.
- 2** Press **STORE**.
- 3** Press **SELECT** for fader 10.

Now, create a new lighting state:

- 1** Select fixtures and assign values.
- 2** Press **STORE**.
- 3** Press **SELECT** for fader 10. The Object Exists dialog box opens.
- 4** Choose Create New QList. The dialog box closes. The command line shows: QList 4 Cue 2 Assigned. QList 4 now has two cues; the original temporary cue (group) is now cue 1.

Chapter 6 Chasers, Loops, and Fans

In this chapter you learn how to:

- Turn QLists into chasers
- Program loops within QLists
- Control chaser rates
- Use Fan

Programming chasers

Chasers are QLists that sequence automatically according to the chaser attributes in the Playback Properties dialog box.

The chaser designation and all chaser attributes are saved with the QList.

Chaser attributes include:

- Chaser pattern
- Chaser behavior when stopped
- Chaser direction

To designate a QList as a chaser

- 1 Load the QList to a playback device.
- 2 Press **SETUP**.
- 3 Press **SELECT** (where the QList is loaded).
The Playback Properties dialog box opens.
- 4 Choose chaser from the QList Mode drop down menu.
- 5 Tap **STORE** or **CLOSE**.

The QList will run as a chaser. The fader LED is red.

The chaser control keys are:

Key	What it does
GO	Start the chaser.
HOLD	Stop or pause the chaser.
STEP	Manually bump from cue to cue.
↔	Reverse the direction of the chaser.

chaser attributes can be controlled on-the-fly or preset in the Playback Properties dialog box.

- Chaser rate - controls the speed of the chaser.
- XFade - controls the chaser's look. Set to 0 (zero) for a hard chaser (bump from step to step). Values above zero run a soft chaser (fade from step to step). The higher the value the longer the fade from step to step.

- Int.(ensity) Limit - sets the maximum dimmer output level.

To control chaser rate on-the-fly

Change the fader function to rate by pressing **RATE** and use the fader to control the chaser rate.

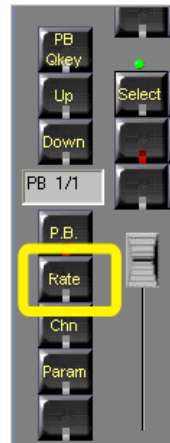


Figure 32: Enable faders for rate control

Or

- 1 Press the large **RATE** key.



Figure 33: Enable the Rate wheel

- 2 Press **SELECT** for the playback device that is running the chaser.
- 3 Use the rate wheel to adjust the chaser speed.

To preset the chaser rate

- 1 Press **SETUP**.

The Playback Properties dialog box opens.

- 2 Press **SELECT** for the fader hosting the chaser.
- 3 Set the Chaser Rate field, using the field arrows or the parameter wheels.
- 4 Press **OK**.

The chaser rate is saved as an attribute of the QList.

Programming loops in QLists

Ranges of cues can be used as loops (chasers) within QLists. Program an loop by linking the last cue of the planned sequence to the first cue of the sequence and setting the number of repeats (loops). Cues in loops fade according to their set fade times. Loop information is displayed in the cue sheet, the playback displays, and the playback displays.

To program an infinite auto loop

Example: Program cues 5 through 10, in QList, to automatically loop an infinite number of repeats.

- 1 Select QList 1. Skip this step if QList 1 is on the master playback.
- 2 Select cues 5 through 10: **CUE, 5, →, 10.**
- 3 Tap **LOOP** on the Editor tool bar.
- 4 Press **STORE** or **ENTER**.

To program a finite auto loop

Example: Program cues 5 through 10, in QList, to automatically loop three times.

- 1 Select QList 1. Skip this step if QList 1 is on the master playback.
- 2 Select cues 5 through 10: **CUE, 5, →, 10.**
- 3 Tap **LOOP** on the Editor tool bar.
- 4 Press **3** on the numeric keypad.
On the Editor tool bar, the loop count is displayed in orange.
- 5 Press **STORE** or **ENTER**.

A

To delete loops

- 1 Select the first cue in the loop.
- 2 Tap **LOOP**.
- 3 Press **DELETE**.

E

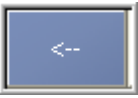



To delete loops




- 1** Press **DELETE**.
- 2** Select the first cue in the loop.
- 3** Tap **LOOP**.
- 4** Press **ENTER**.

Fan

The fan feature applies spread values to spot parameters, channel intensity, and scroller values according to their selection order. The parameter wheels are used to set the spread. Spot parameters, scrollers, and channels can be fanned from the side, center, or mirrored.

Fan direction is selected on the Editor tool bar in fan mode:

<i>Fan toolbar</i>	<i>What it does</i>
	Left - Spread parameter values from the first fixture in selection. The base value is taken from the first fixture in the selection. The offset values decrease from the base value (the first fixture) to the last fixture.
	Right - Spread parameter values from the last fixture in selection. The base value is taken from the first fixture in the selection. The offset values increase from the base value (the first fixture) to the last fixture.
	Center mirror - Fan equally from center. The base value is taken from the center fixture. Parameter values are fanned from the selection's center fixture to the last fixture and from the center fixture to the first fixture. The offset values increase from the middle to the ends.
	Center diagonal - Fan from the center. The base value is taken from the center fixture. Fan from the center fixture to the last fixture in the selection with ascending values and from center to the first fixture in the selection with descending values. This can be used to create a seesaw effect with pan or tilt.

Fan toolbar	What it does
	Flip the direction of the fan offset.
	When fixture selection is through groups, fan values according to the groups.
	Create ad hoc blocks of sequential fixtures and fan parameter values accordingly.

When fan is active the key's LED is on. Selecting another parameter turns off the fan feature. Press **FAN** again to reactivate.

The fan feature can also be applied in the Effect Editor.

Examples of fan use:

- Colors - Apply fan to cyan. The result is light cyan to dark cyan according the selection order. You can add a fan applied to yellow and get graduated shades of green.
- Iris - Applying fan to the iris, when the starting value of the first spot in the selection is a small iris, gives you beams that ascend or descend in size.

Setting the fan spread

A

To choose the fan type and set the fan spread

- 1 Select a range of fixtures.
- 2 Optional - Select a parameter.
If no parameter is selected, the fan defaults to the dimmer parameter.
- 3 Press **@** and enter a value range. **Example: SPOT 1 → 6 @ 25 → 85.**
The Editor tool bar is now fan mode.
Fan right is the default selection.
- 4 Optional - change the fan type.

5 If necessary, adjust the value offset using the appropriate parameter wheel.

6 Store as a cue.

OR

1 Select a range of fixtures and set values.

For spots, select a parameter and set the start or base value.

For channels, set the start or base value.

Base values are the value reference for the fan offset.

2 Press **FAN**.

The Editor tool bar is now fan mode.

3 Optional - change the fan type.

4 Use the appropriate parameter wheel to fan the selection. Vector sets the offset according to the selected fan type and the fixture selection order.

5 Store as a cue.



To choose the fan type and set the fan spread

1 Select a range of fixtures.

2 Optional - Select a parameter.

If no parameter is selected, the fan defaults to the dimmer parameter.

3 Press **@** and enter a parameter value range. **Example: SPOT 1 → 6 @ 25 → 85.**

The Editor tool bar switches to fan mode. Fan right is the default selection.

4 Press **ENTER**.

5 Optional - change the fan type.

6 Optional - adjust the value offset using the appropriate parameter wheel

7 Store as a cue.

Fan timing

Use fan timing to create a quick and simple effect.



Tip! To view fan time, set display format to settings:
Format menu > Time.

A

To set fan timing

- 1 Select fixtures.
- 2 Select a parameter and assign values.
- 3 Press **TIME**.
The tool bar is in time mode.
- 4 Optional - choose **DELAY**.
- 5 Press **FAN**.
- 6 Choose the fan type.
- 7 Use the parameter wheel to set the spread.
- 8 Store as a cue.

E

To set fan timing

- 1 Select fixtures.
- 2 Select a parameter and assign values
- 3 Press **ENTER**.
- 4 Press **TIME**.
- 5 Optional - choose **DELAY**.
- 6 Press **FAN**.
- 7 Choose the fan type.
- 8 Use the parameter wheel to set the time.
- 9 Store as a cue.

Chapter 7 Programming Effects

In this chapter you learn how to:

- Program effects
- Store effect libraries

About Effects

Effects are continuously running fades of parameter levels, spread among a number of fixtures. Effects on the pan and tilt parameters can be used, for example, to create circles and figure 8s. Effects running on color parameters can be used to create a rainbow effect. The use of effects is as unlimited as your imagination. An effect be applied to any number of fixtures.

Effects editor

Effects are programmed and edited in the Effect Editor dialog box. When the Effect Editor is open, the parameter wheels are set to the effect wheel bank. Offset, size, rate, and duty cycle attributes can be set using the wheels or the fields in the Effect Editor. Base values for the selected parameter are controlled with the wheel labelled **BASE**. The vertical wheel controls the dimmer intensity. The trackball controls pan and tilt.

Effects can be programmed for all fixture types and all parameters. Effects can be played back on all playback devices and in the editor.

The default position for the Effect Editor dialog box is aligned left, so the Offset, Size, Rate, and Duty attributes appear above their control wheels.

Vector remembers the dialog box's last position, therefore if it was moved it will not be aligned with the wheels next time it opens.

Fixture selection order

The fixture selection order determines the order in which effects with offsets are executed. Example: If the spot selection was 1 → 12, spot 1 is the first spot to respond, spot 2 is the next, etc. If the spot selection was 12 → 1, spot 12 is the first spot to respond, spot 11 is the next, etc. This is also valid for non-sequential spot selections, such as spot 5, spot 7, spot 4, spot 8, etc.

Effects are programmed and edited in the Effect Editor dialog box.

Pre-built effects

Vector is supplied with prebuilt effects. Prebuilt effects can be edited. You can also build effects from scratch using the primitives and attributes that appear on the Effect Editor's Basic tab.

To use prebuilt effects

- 1** Select fixtures.
- 2** Press **EFFECT**.
The Effect Editor dialog box opens. The wheel assignments jump to the effect wheel bank.
- 3** Tap the Pre-built tab. Choose an effect.
The effect begins running.
- 4** If necessary, adjust the effect using the wheels.
- 5** Store the effect as a cue or store it as an effect library.

Working with effects

Once an effect is working to your satisfaction, you can store it as a cue or a library.

An effect library is never specific to a device. It can be applied to all fixtures and is not limited to the fixtures that were active when the effect library was stored.

Effect libraries are applied as patterns. Example: Originally the effect was running 3 spots. Apply it to 9 spots and it runs as 1, 2, 3, 1, 2, 3, 1, 2, 3.

Storing effects

To store an effect in a cue

The procedure is the same as storing any cue. See “[Storing QLists and cues](#)” page 69.

To store an effect library

- 1 Designate a soft key set for effect libraries.
- 2 Press **STORE**.
- 3 Tap a number in the effect library soft keys tab.

Releasing effects from cues or from the editor

You can release effects from all parameters, from selected parameters, or from generic parameter types.

A

To release effects from cues

- 1 Select the cue.
The cue loads to the master playback.
- 2 Optional - select fixtures.
If no fixtures are selected, effects are released from all fixtures.
- 3 Optional - select parameters.
If no parameters are selected, then effects are released from all parameters.

4 Press **EFFECT**.

The Effect Editor opens.

5 Press **RELEASE**.

The selected fixtures and parameters are released from the effect.

The Effect Editor closes.

6 Press **UPDATE**.

To release all active effects from all fixtures

1 Press **EFFECT**.

The Effect Editor opens.

2 Press **RELEASE**.

All effects are released from all parameters.



To release effects from cues

1 Tap **EDIT CUE**.

2 Choose the cue.

3 Press **ENTER**.

4 Press **RELEASE**.

5 Select the fixtures.

6 Optional - select the parameters. If no parameters are selected, then all parameters are released from the effect.

7 Press **EFFECT**.

The Effect Editor opens.

8 Press **ENTER**.

To release effects from fixtures in the editor

- 1** Select the fixtures.
- 2** Optional - select parameters.
If no parameters are selected, all parameters are released.
- 3** Press **EFFECT**.
The Effect Editor opens.
- 4** Press **RELEASE**
The selected parameters are released from the effect.

To release all effects from all fixtures

- 1** Press **EFFECT**.
- 2** Press **RELEASE**.
The Effect Editor opens.
All effects are released from all parameters.

Chapter 8 Opening and Saving Show Files

In this chapter you learn how to:

- Save a show
- Open a show file
- Save and load display layouts

Saving Shows

Show files include all show data, all patch information, and display layouts. The default location for saved shows is D:/Program Files/Compulite Vector/Vector Shows. The file extension for show files is *.cvs.

Although you can save a show by repeatedly saving to the same file name, we recommend that you use the **Save As** option, so you can always return to a previous version of the show if necessary.



IMPORTANT! Make it a habit to frequently save your work!

Vector has an automatic save feature, that if there have been changes in the show data or a certain number of modifications to the show, saves your show every 10 minutes.

To save a show

- 1** Go to the File menu.
- 2** Choose Save AS.
The Save dialog box opens.
- 3** If necessary, browse to your show directory.
- 4** Type the show file name in the File Name field.
- 5** Click **SAVE**.



IMPORTANT! It is recommended to use Save As and not Save in order to ensure that you always have a back up show file.

Opening a show file

To open a saved show

- 1** Go to the File menu.
- 2** Choose Open.
The Open dialog box opens.
- 3** If necessary, browse to your show directory and select your show.
- 4** Tap **OPEN**.
The show loads. A progress bar is displayed while the show is loading.

Importing objects and patch

You can import selected objects or patch information from saved shows. This is useful, for example, if you want to reuse the patch or libraries from a previous show.

The objects you can import are:

<i>You can import</i>	
<i>Objects</i>	<i>Patch</i>
QLists	Devices
Libraries	Sets
Groups	DMX Out patch
Snapshots	DMX In patch
Macros	Matrix List
	Topo view

To load specific objects

- 1** Open the File menu.
- 2** Choose (tap) Import.
- 3** If necessary, browse to your show directory and select your show

The Import Options dialog box opens.

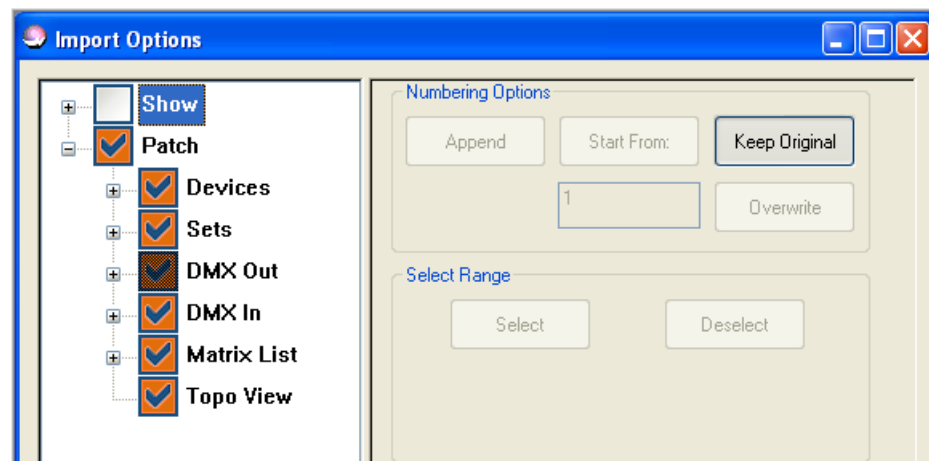


Figure 34: Import Options dialog box

- 4** Tap the object you want to load.
- 5** Select the numbering option.
- 6** If required, tap **SELECT** or **DESELECT** in the Select Range group, and select the range of cues or libraries, etc.
- 7** Tap **OK**.

