

DLite Release Notes

4.00

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Dlite version 10.5R1 Release notes

May 2007

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Version Highlights - New Features

1.0 Active	
1.1 Filtering fixture selection	To select fixtures that are active in the editor or output from playbacks, use ACTIVE , ACTIVE ALL , and ACTIVE CALL .
2.0 Copy/Move	
2.1 Improved procedures	Simplified procedures for copying and moving single or multiple objects.
2.2 Copying parameter levels	Copy selected fixture levels from scenes, chase steps, and cues.
2.3 Confirmation request	When copying or moving an object to an existing object, Dlite requests confirmation before over-writing the existing object.
2.4 Moving active snaps	Attempting to move the active snap generates an error message.
3.0 Editing	
3.1 Editing objects on playbacks	Quick access to objects loaded on playbacks.
3.2 Restore editor contents	To restore the editor contents after pressing RESET or storing, press SHIFT + RESET .
4.0 Groups	
4.1 Locking context mode	Lock the UKs to remain in group mode.
5.0 Libraries	
5.1 Locking the touch screen	Lock the touch screen in library mode for rapid programming.
5.2 Removing fixtures from groups	New procedure
6.0 Loading show files	
6.1 Improved procedure	To load the show, double tap on the show file cell.
7.0 Loops and Links	
7.1 Improved editing procedures	Note: Older procedures have been cancelled

8.0 Patching

8.1 Improved scroller patching

When using the patch wizard to create new scroller fixtures, the dimmer's DMX address is set automatically.

9.0 Playbacks

9.1 LED display

When active, FREE and SOLO are displayed in the LED page display.

9.2 Improved load procedures

Load a range of objects to consecutive playbacks.

9.3 Lock FREE

Locking **FREE** allows freeing more than one playback.

9.4 Free a range of playbacks

To free a range of PB's

FREE, PB # → #, ENTER.

All the playbacks in the range are freed.

9.5 Global commands for playbacks

One press on /off commands for all or a range of playbacks

9.6 Enhanced function for playbacks as crossfaders

- Fade all scene parameters.
- Crossfade from cue 1 to cue 0 when the QList contains one cue.

10.0 Storing objects

10.1 New default for storing new objects

If there is a QList loaded on the crossfader, the editor is always stored as the next cue.

Fixed Bugs

1. When copying a library, group, snap, there was no indication to which number the object was pasted.
2. When overwriting a short QList (by copy and pasting) with a longer QList the extra cues were not automatically deleted.
3. Highlight and lowlight did not work correctly when applied to a selection of non-consecutive fixtures while storing groups.
4. When playback faders were not at their top end stop, incorrect levels were stored after grabbing the playback output to store a scene, chase step, or cue.
5. When patching one channel to more than one DMX address the dimmers did not go completely to zero.
6. Dlite Compact only! After start up, the playback display was upside down.
7. Help was improved.
8. Spots with a 16-bit dimmer parameter did not work with lowlight.
9. Not all playbacks that were active (on) prior to using solo mode, returned to their on status when exiting **SOLO** mode.

Known Issues

1. On the external monitor, spot names overflow beyond the grid lines in universal key displays.
2. There is a display issue when triggering cues via SMPTE.
3. After start up, Dlite does not remember the show's text tag. Workaround: retag the show before saving.
4. Parked channel information is not saved with the show.
5. The device list view is limited to 120 items.
6. Dlite Off line Editor - if the screen resolution is 1024 x 768 the UK grid is not displayed in its entirety.
7. When updating groups, it is impossible to select the group on the touch screen. Work around: Use the keypad
8. When moving a range of QLists or when moving cues within a QList, it is not possible to overwrite existing objects within the target range .

Operating New Features

1.0 Active

1.1 Filtering fixture selections

ACTIVE, **ACTIVE ALL**, and **ACTIVE CALL** are used to filter fixture selections.

Button	What it does
ACTIVE	Grabs all fixtures and parameters output from playbacks or the crossfader on the condition that the dimmer levels are greater than zero. This button is available on the touch screen in idle and in fixture mode (after pressing SPOT , CHAN , or EXTRA). See “grab all fixtures with dimmer output” page 5
ACTIVE ALL	Grabs all parameters for the selected fixtures. Access by pressing SHIFT + ACTIVE in fixture mode. See “grab all parameters in a selection” page 6
ACTIVE CALL	Grabs all fixtures and parameters with levels that are output from playbacks or the crossfader. Access by pressing SHIFT + ACTIVE when the editor is idle. See “select all output from the playbacks” page 6

To grab all fixtures with dimmer output

- 1 Tap **ACTIVE**.

All spots, channels, and extras that are output from playbacks and with dimmer levels greater than zero, are selected.

OR

- 1 Press **SPOT**.

- 2 Tap **ACTIVE**.

All spots that are output from playbacks and with dimmer levels greater than zero, are selected.

OR

- 1 Press **CHAN**.

- 2 Tap **ACTIVE**.

All channels that are output from playbacks and with dimmer levels greater than zero, are selected.

OR

- 1 Press **EXTRA**.

- 2 Tap **ACTIVE**.

All extras that are output from playbacks and with dimmer levels greater than zero, are selected.

To grab all parameters in a selection

- 1** Press **SPOT** and select spots (example: #→ # + #).
- 2** Press **SHIFT** + tap **ACTIVE ALL**.

All parameters in all spots that are output from playbacks are selected.

OR

- 1** Press **CHAN** and select channels.
- 2** Press **SHIFT** + tap **ACTIVE ALL**.

All channels that are output from playbacks are selected.

OR

- 1** Press **EXTRA** and select extras.
- 2** Press **SHIFT** + tap **ACTIVE ALL**.

All extras that are output from playbacks are selected.

Grabs all fixtures and parameters with levels that are output from playbacks or the crossfader.

To select all output from the playbacks

Press **SHIFT** + **ACTIVE CALL** in idle.

2.0 Copy/Move

2.1 Improved copying and moving procedures

When copying an object, you first select the source object and copy it to the target object.

When moving an object the source object is renamed, using the number of the target object.

To create a new object by copying

Example: Copy scene 1 to scene 10.

- 1** Press **COPY**.
- 2** Press **SCENE** and select scene 1.
- 3** Press **@**.
- 4** Press 10 on the keypad and press **ENTER** or **STORE**.

Or

Tap 10 on the touch screen.

Scene 10, a copy of scene 1, is stored.

Note: If you are overwriting an existing object, Dlite requests confirmation.

To copy a range of objects

Example: Copy scene 1 through 3 to scene 11 through 13.

- 1** Press **COPY**.
- 2** Press **SCENE** and select scenes 1 → 3.
- 3** Press **@**.
- 4** Press 11 on the keypad and press **ENTER** or **STORE**.

Or

Tap 11 on the touch screen.

Scenes 11 through 13 are stored.

Note: If you are overwriting an existing object, Dlite requests confirmation.

To move an object

Example: Move scene 1 to scene 10.

- 1** Press **SHIFT + MOVE**.
- 2** Press **SCENE** and select scene 1.
- 3** Press **@**.
- 4** Press 10 on the keypad and press **ENTER** or **STORE**.

Or

Tap 10 on the touch screen.

Scene 10, a copy of scene 1, is stored. Scene 1 is deleted.

Note: If you are overwriting an existing object, Dlite requests confirmation.

To move a range of objects

Example: Copy scene 1 through 3 to scene 11 through 13.

- 1** Press **SHIFT + MOVE**.
- 2** Press **SCENE** and select scenes 1 → 3.
- 3** Press **@**.
- 4** Press 11 on the keypad and press **ENTER** or **STORE**.

Or

Tap 11 on the touch screen.

Scenes 11 through 13 are stored.

Note: If you are overwriting an existing object, Dlite requests confirmation.

2.2 Copying parameters from scenes, chase steps, and cues

You can copy fixtures and their parameter levels from object to object.

Copy	Copy to
Levels in a range of spots or channels	A range of spots and channels
Levels in one spot or channel	A range of spots or channels
Levels for a parameter type (F, C, B)	The same bank for selected spots
Levels for selected parameters Note: When copying pan and tilt levels, the dimmer level is automatically included.	The same parameter

To copy parameter levels from a range of fixtures

Example: Copy levels from spots 1 → 3 in scene 2 and apply them to spots 4 → 6 in scene 5.

- 1 Press **COPY**.
- 2 Press **SCENE** and select scene 3.
- 3 Select spots 1 → 3.
- 4 Press **@**.
- 5 Select spots 4 → 6.
- 6 Press **SCENE** and select scene 5.
- 7 Press **ENTER** or **STORE**.

The copied parameter levels are applied to the selected range of spots and stored.

To copy parameter bank levels from one fixture and apply to a range of fixtures

Example: Copy the color settings from spot 1 in scene 2 to spots 1 → 10 in scene 5.

- 1 Press **COPY**.
- 2 Press **SCENE** and select scene 2.
- 3 Select spot 1.
- 4 Press **SHIFT + C**.

The levels for all parameters in the color bank are copied.

- 5 Select spots 1 → 10.
- 6 Press **SCENE** and select scene 5.
- 7 Press **ENTER** or **STORE** or **UPDATE**.

The copied levels are applied to the selected range of spots and stored.

To copy the level from a specific parameter and apply to a range of fixtures

Example: Copy the gobo setting from spot 1 in scene 2 to spots 1 → 10 in scene 5.

- 1 Press **COPY**.
- 2 Press **SCENE** and select scene 2.

- 3 Select spot 1.
- 4 Select the gobo parameter.
The level for all the selected parameter is copied.
- 5 Select spots 1 → 10.
- 6 Press **SCENE** and select scene 5.
- 7 Press **ENTER** or **STORE** or **UPDATE**.
The copied level is applied to the selected range of spots and stored.

2.3 Moving active snaps

It is illegal to move an active snap. Attempting to move the active snap copies the active snap.

3.0 Editing

3.1 Editing objects loaded on playbacks

Update scenes, chase steps, or cues output from on playbacks by loading them to the editor.

To edit objects on playbacks

- 1 Press **EDIT**.
- 2 Press the select key for the playback.
- 3 Press **ENTER**.
The scene, chase step, or cue is loaded to the editor.
- 4 Select the fixtures and set the new levels.
- 5 Press **UPDATE**.

3.2 Restore previous editor contents

Pressing reset or storing the editor as a scene, chase step, or cue clears the editor. The editor can be restored to allow programming using the same lighting look.

To restore the editor contents

Press **SHIFT + RESET**.

The editor contents is restored and ready for further programming.

4.0 Groups

4.1 Enhanced functioning in fader context mode

In context mode, the faders can be locked for groups. The dimmers for the fixtures in a group are output as long as the fader is off its bottom end stop and the faders are locked for groups.

To lock groups on faders

- 1 Press **MODE** until the LED next to context is on.
- 2 Double press **GROUP**.
The command line shows: >(G#) Group.

- 3 Press a UK to select a group or move a fader to raise the dimmer levels of the selected fixtures.

To unlock groups on faders

Press **SHIFT + GROUP**.

OR

Exit context mode.

>(G#) *Group* is no longer displayed in the command line.

5.0 Libraries

5.1 Locking the soft keys to display libraries

There is an option to lock the soft keys so libraries remain displayed on touch screen. Libraries remain available after each fixture selection, making it unnecessary to select the library type again. Pressing any other library type key (**F**, **C**, or **B**), shows the libraries in the selected bank.

An example of the use of the library lock	
Keys & buttons	Result
SPOT 1 → 5	Select spots 1 through 5.
LIB	Set the console for library selection.
COLOR	Select the type of library.
61	Tap color library 61 on the touch screen.
SPOT 6 → 8	Select spots 6 through 8. When the library lock is active the touch screen does not switch to the fixture screen and continues to display the libraries.
63	Tap color library 61 on the touch screen.
SPOT 1 → 5	Select spots 1 through 5 again. Color libraries are still displayed.
B	Now beam libraries are displayed on the touch screen

To lock the touch screen for libraries

- 1 Press **LIB**.
- 2 Tap **LOCK LIBS**.

The button is displayed on a dark field and the touch screen is locked for library selections only.

To unlock the touch screen for libraries

- 1 Press **LIB**.
- 2 Tap **LOCK LIBS**.

The button is displayed on a light field and the touch screen is unlocked.

6.0 Loading show files

6.1 Double Click

To load a show

Press **SETUP ▶ LOAD SHOW** and double click on the show file's cell on the touch screen.

7.0 Loops and Links

7.1 Improved editing procedures

To set loops

- 1 Select the range of cues in the loop: **CUE # → #**.
- 2 Tap **LOOP**.
- 3 Use the wheels to set the number of repeats.
- 4 Tap **OK**.

To clear a loop

- 1 Select the first cue in the loop **CUE #**.
- 2 Press and hold **SHIFT** and then tap **CLEAR LOOP**.

To set a link

Example: Link cue 2 to cue 10.

- 1 Press **CUE 2**.
- 2 Tap **LINK**.
- 3 Press **10**.
- 4 Tap **OK**.

To clear a link

- 1 Press **CUE #** to select the first cue in the link.
- 2 Press and hold **SHIFT** and then tap **CLEAR LINK**.

8.0 Patching

8.1 Improved scroller patching

To patch scrollers using the wizard

- 1 Press **SETUP**.
- 2 Tap **CREATE AND PATCH**.
- 3 Press **CHAN**.
- 4 Enter the number of channels in the Set no. of Chns [to add] field.
- 5 Tap **DEVICE** and **FROM DISK**.
- 6 Choose a scroller device: Ch+Scrl 11F, Ch+Scrl 16F, Ch+Scrl 20F, or Ch+Scrl 32F.
- 7 Tap **STORE**.

- 8 Select the scrollers by tapping their cells on the touch screen.
- 9 Tap **SCROLLER ADDRESS**.
- 10 Navigate to the address for the first scroller and tap that cell.
- 11 Tap **SET**.

9.0 Playbacks

9.1 LED display

When active, FREE and SOLO are displayed in the LED page display.

9.2 Load a range of playbacks

To load a range of playbacks

Example: Load chases 1 through 6 to consecutive playbacks starting from playback 11.

- 1 Press **CHASE 1 → 6** to select the range of chasers.
- 2 Press the SELECT key for playback 11.
Chase 1 is loaded to playback 11, chase 2 to playback 12, etc.

OR

- 1 Press **CHASE 1 → 6** to select the range of chasers.
- 2 Press **PB** and type the playback number on the keypad; for this example, type **11**.
- 3 Press **ENTER**.
Chase 1 is loaded to playback 11, chase 2 to playback 12, etc.

Note: Loading playbacks using this procedure overwrites the current contents on each playback. No warning messages are displayed.

9.3 Lock FREE

Lock **FREE** to free multiple playbacks.

To free playbacks

- 1 Press **FREE** twice.
This key is now locked and its LED is on.
- 2 Press the SELECT key for each playback you are freeing.
- 3 To unlock press **FREE**.
The key is unlocked and its LED is off.

9.4 Freeing a range of playbacks

Free all or consecutive playbacks.

To free a range of PB's

FREE, PB # → #, ENTER.

All the playbacks in the range are freed.

9.5 Global on/off commands for playbacks

Turn a range of playbacks on or off simultaneously.

To give global on/off commands to the playbacks

- 1 Press **PB**.
- 2 Select a range of playbacks, # → #.
- 3 Press **SHIFT + ON**.
The selected playbacks begin their fades.
- 4 Pressing **SHIFT + ON** stops the fades.

9.6 Playbacks as crossfaders

Playbacks can be set to behave as crossfaders for QLists and for scenes.

- For QLists containing a single cue: crossfade between cue to cue 0.
- For scenes: Fade all parameter values, as well as the dimmer.

10.0 Storing objects

10.1 New default rules when storing scenes and cues

Storing the editor using the sequence **STORE # ENTER**, always stores a cue to the Qlist loaded on the crossfader.

If there is no QList on the crossfader, the editor is stored as scene.