

SOFTWARE RELEASE NOTES



Product: V676 and V476 Control Consoles

Manufacturer: PRG

Subject: Vx76 Software Version 3.5

Bulletin No: VX76-007

Date: November 30, 2012

INTRODUCTION

Vx76 Software Version 3.5 Overview

Software version 3.5 is now available for the Vx76 Control Consoles.

New Features

- + **Global Cue Time** - A new cue attribute called "Cue Time" has been added to provide a simplified option for parameter timing. (Refer to "[Global Cue Time](#)" on page 3 for more information.)
- + **Dimmer Check Commands** - New commands are available on the command-line to perform dimmer checks. (Refer to "[Dimmer Check Commands](#)" on page 4 for more information.)
- + **Submaster Display: Palette View** - A new palette viewing area has been added above the submaster display. (Refer to "[Submaster Display: Palette View](#)" on page 5 for more information.)
- + **Dynamic Size/Rate Transition** - Fixture parameters will now use parameter time to perform transitions into or out of dynamic states, such as rocks or ballyhoos. (Note that the same time value is used for the parameter value transition and the dynamic transition. Also note that transitioning between different types of dynamics may not always be smooth.)
- + **Home Reset Changes** - Homing (using [Arm] [Reset]) on a fixture will now zero all parameter timing and clear any intensity Mark or Zero states.
- + **Framing Encoder Changes** - The operation of the Framing encoders has been updated to provide an in/out and angle method of operation instead of the former a/b control. A combination of the encoder and shift/option keys provide access to all controls. (Refer to "[Framing Encoder Changes](#)" on page 6 for more information.)
- + **Groups as Effect Sets** - A group can now be used instead of a set in effects. (Refer to "[Groups as Effect Sets](#)" on page 7 for more information.)
- + **Desktop Palettes Window** - Multiple instances of the front panel palettes may now be opened on the desktop. (Refer to "[Desktop Palettes Window](#)" on page 9 for more information.)
- + **New Snapshot Data Window / Cue Snapshots List** - The Snapshot Data window has been replaced with a more modern version, and now includes a list of Cue Snapshots. (Refer to "[New Snapshot Data Window / Cue Snapshots List](#)" on page 10 for more information.)
- + **Submaster Display: Stack and Effect Info** - Stack labels and effect information have been added to the submaster display to better identify the contents of a playback. (Refer to "[Submaster Display: Stack and Effect Info](#)" on page 10 for more information.)
- + **Palette Century Mode: Bank and Function Selects** - The standard palette's Century mode now provides Bank and Function selects. (Refer to "[Palette Century Mode: Bank and Function Selects](#)" on page 11 for more information.)
- + **Effect Tap-Sync** - An effect Step Time can now be set using tap-sync. (Refer to "[Effect Tap-Sync](#)" on page 12 for more information.)
- + **Preset Global Delete** - A preset can now be deleted for all channels using the command line. (Refer to "[Preset Global Delete](#)" on page 12 for more information.)

- + **Streaming ACN** - By using the DMX Setup window, each PRG Node Plus output port can be configured to send ANSI E1.31 Streaming ACN (sACN) format packets over the Ethernet port instead of Art-Net packets. (Refer to "**Streaming ACN**" on page 13 for more information.)
- + **USITT ASCII Show File Import** - A new ASCII Import application has been added. This stand-alone application provides a method for importing conventional patch, cues, submasters, and groups from show files built on Strand, ETC, and grandMA consoles. (Refer to "**USITT ASCII Show File Import**" on page 14 for more information.)
- + **Art-Net In - External Fader Control** - An external DMX console can now be used for controlling submaster faders via Art-Net input. A new "DMX In" tab has been added to the Settings window that can be used to configure this feature. (Refer to "**Art-Net In - External Fader Control**" on page 15 for more information.)
- + **Set Mark from Command Line** - To Mark a channel on the command line, use [Chan] n [At] [At] [Enter].

Corrected Issues

- + Sequence time entry now shows values in keypad when editing.
- + Windows on external screen do not come up under status bar.
- + Fixed possible preset data error with selective store of pan or tilt only.
- + Fixed crashes in media palette.
- + Fixed 3D entry and rotation in patch.
- + Exiting highlight will restore fixtures to previous state.
- + Patch tags and location will now suggest existing values when editing.
- + Cmd-A has been added to select all fixtures in Plan View.
- + DMX window updates in real time when patching fixtures.
- + System Configuration window is fully functional.
- + Partitioned channels follow Plan View actions.
- + HUDs can now be in snapshots.
- + Framing encoders show correct values.
- + User can pick fixture type before entering channel number when patching.
- + Function keys work with any window open.
- + Snapshot choose on a submaster stores to the proper cue.
- + Old style menus have been updated to new pop-over scrolling menus.
- + Fan Mode button appearance and behavior has been updated.

NEW FEATURE DETAILS

Global Cue Time

A new cue attribute called "Cue Time" has been added to provide a simplified option for parameter timing. If there is a Cue Time associated with a cue, any fixture parameter that has a zero (default) time value will use the cue time instead when the cue is recalled. If the parameter has a non-zero time, it will override the global cue time.

The [Out Time] key on the upper right of the command keypad has been repurposed to include Cue Time. The first click on the button will be Cue Time, a double-click will be Out Time. In addition, if Cue Time is already entered on a command, the second press of the button will automatically show as Out Time.



The cue time is also available in the Cue Sheet under the Time column:

The image shows a 'Cue Sheet' window with a table of cue data. An arrow labeled 'Cue Time' points to the 'Time' column header. The table has columns for Number, Effect, Label, Mac, Snap, Link, AF, Loop, Time, Out, and Max. The first row is highlighted in orange and shows a cue with a Time of 5.00 and an Out time of 0.00.

Number	Effect	Label	Mac	Snap	Link	AF	Loop	Time	Out	Max
1								5.00	0.00	
2									0.00	
3									0.00	
4									0.00	

Dimmer Check Commands

New commands are available on the command-line to perform dimmer checks.



The command syntax is:

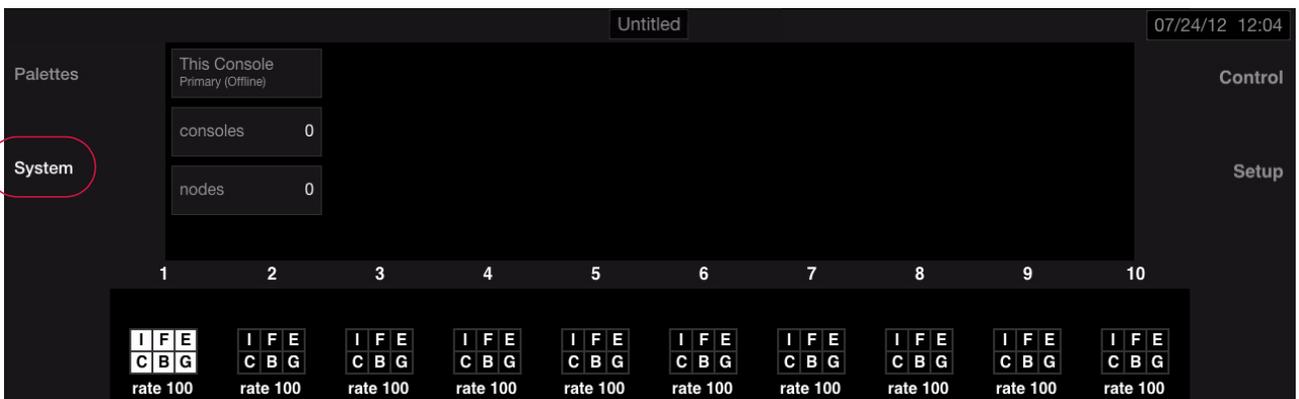
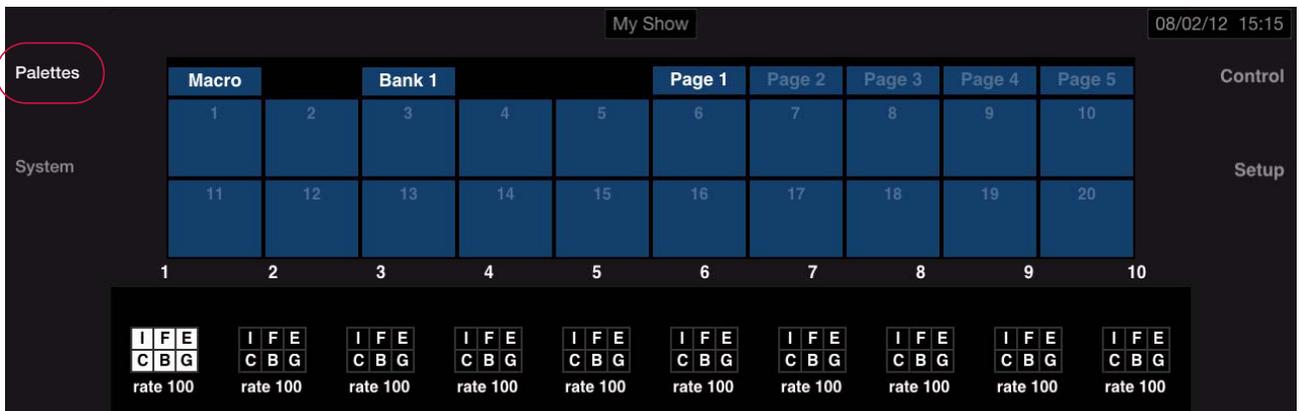
- + [Dimmer] universe/channel [At] value [Enter] - Set dimmer at universe/channel to value
- + [Dimmer] [+] - advance to next dimmer
- + [Dimmer] [-] - return to previous dimmer
- + [Dimmer] [Dimmer] - exit dimmer check

When dimmer check is active, the [Dimmer] key on the keypad will blink.

Submaster Display: Palette View

A new palette viewing area has been added above the submaster display.

- + The new <Palettes> and <System> buttons on the left switch between viewing the palette and the system overview.
- + Due to limited space, it will not switch to century or super palette mode, but it can be set to any function or bank.
- + This area is now controlled in the snapshot filter as the upper button in the top-right display, and may be snapped independently from the submasters area.



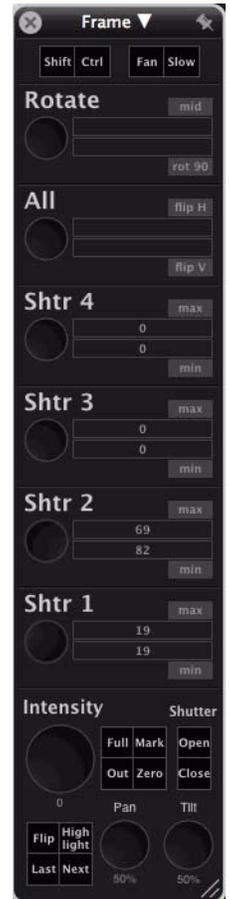
Framing Encoder Changes

The operation of the Framing encoders has been updated to provide an in/out and angle method of operation instead of the former a/b control. A combination of the encoder and shift/option keys provide access to all controls:

- + EncoderMove both parameters in or out
- + Shift-EncoderMove parameters in alternate directions
- + Option-EncoderMove first parameter up/down
- + Shift-Option-EncoderMove second parameter up/down

For a framing system with a/b control (such as Best Boy 4000), the standard encoders will provide in/out and angle controls.

For a framing system with a channel for in/out and another for angle, the Option and Shift-Option encoders will provide the same type of control.



Groups as Effect Sets

A Group can now be used as a Set within an effect.

Guidelines:

- + Groups must be chosen from the 20-up palette in the Effects screen.
- + How a group is arranged determines the parts of the effect, e.g. a group with an arrangement of 2 divisions with 5 channels in each division will transfer to the effect as 2 parts with 5 channels each.

To specify a group as a set:

- Step 1. At Effects super palette, access Group palette.
- Step 2. Select a group. (The chosen group will be associated with the effect instead of a set.)

The screenshot displays the 'Effect 1' control panel. At the top, there are tabs for 'Effect 1', 'Control', and 'Help'. The main area is divided into several sections:

- Direction:** Forward, Reverse, Oscillate, Random.
- Mode:** Break, Continuous, Cycle.
- Start:** Simult, Cascade.
- Action:** Run, Stop.
- Duration:** None, Cycles, Time.
- Effect Timing:** Fade In (0.0), Wave (0.0), Fade Out (0.0).
- Step Timing:** Step (0.0), Attack (0.0), Sustain (0.0), Decay (0.0), Duration (0 (None)).
- Set 1:** 'BB / 3K ALL', 1 Parts, 111 Channels, exactly 111 channels per part. Selecting parts 1 through 6. Includes a table for parts p1 through p7.
- Sequence:** '1', 0 Steps.
- Background State:** Set Null (decay to previous).
- Group Palette:** A grid of 20 groups. Group 1 is selected and highlighted in red. The groups are: 1 (ALL), 2 (BEST BOY), 3 (VL3K), 4 (VL3500 SPOT), 5 (3500 FX), 6 (3500 WASH), 7 (MAC 2K), 8 (SHARPY), 9 (VL5), 10 (LED PAR), 11 (13 copy), 12 (11 copy), 13 (12 copy), 14, 15, 16, 17, 18, 19, 20.

↑
Group Palette

To edit a group set:

Groups can be edited while associated to an effect.

Once a group is selected in the super palette, the <Set Channels> button will disappear and the <Edit Set> button will change to <Edit Group>. Pressing <Edit Group> will navigate to the group super palette where the arrangement can be changed. The [Edit Effect] button, located above the pile-on button, can be used to navigate back to the effect super palette.



The command line can also be used to associate a group to an effect. Use the following syntax:

+ [Effect] # [Group] # [Enter].



Desktop Palettes Window

The front panel palettes can now be viewed on the desktop by selecting **Palettes** from the **Operation** menu. These desktop palettes are fully functional and scalable, with the same 4x20, Century, and Super palette views found in the front panel.

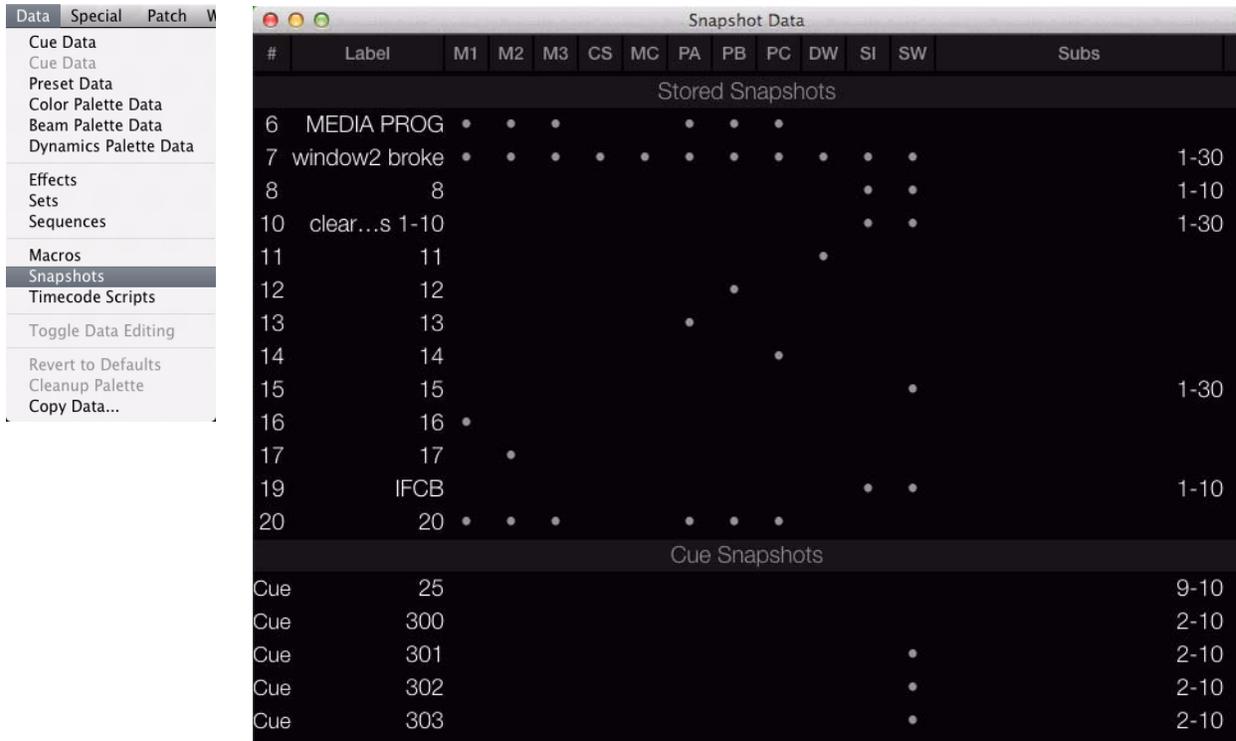
Guidelines:

- + Multiple instances of the palettes may be opened on the desktop.
- + Each instance is scalable by dragging the bottom-right corner, and snappable just like any other desktop window.



New Snapshot Data Window / Cue Snapshots List

The Snapshot Data window has been replaced with a more modern version, and now includes a list of Cue Snapshots.



Submaster Display: Stack and Effect Info

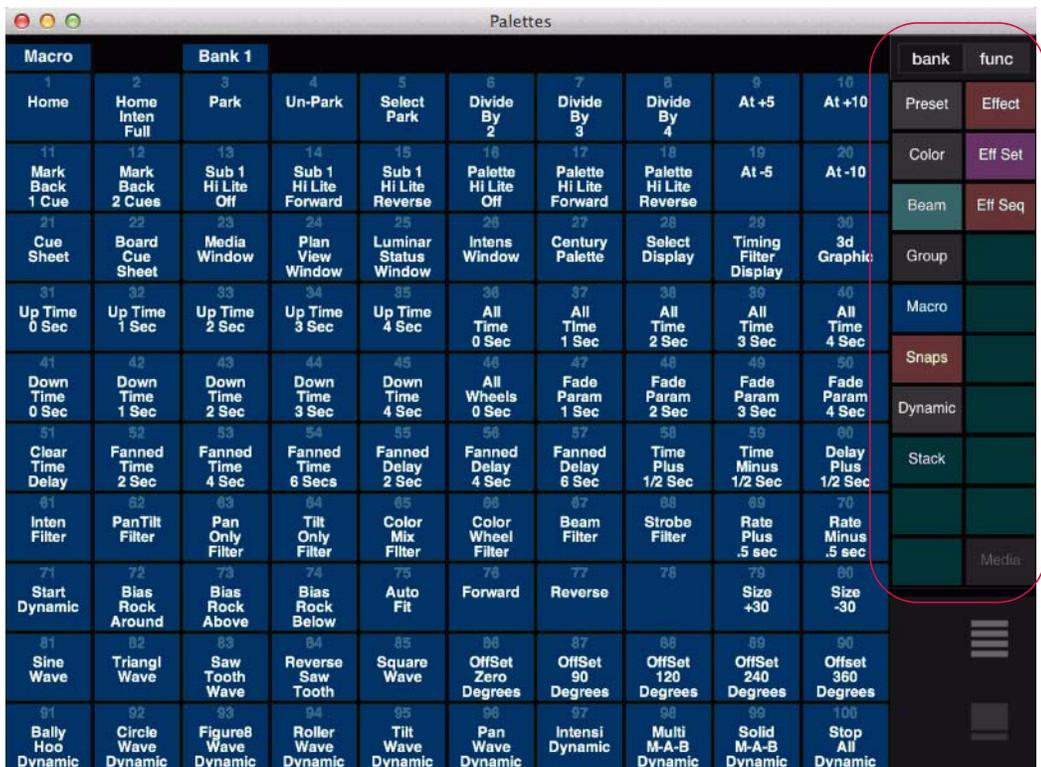
Stack labels and effect information have been added to the submaster display to better identify the contents of a playback.

- + The stack label is shown above the pending cue.
- + The effect set and sequence are shown below the active cue area.



Palette Century Mode: Bank and Function Selects

The standard palette's Century mode now provides Bank and Function selects. These are located at the right side of the window. Pressing <bank> displays the bank choices, while pressing <func> displays the various palette options.



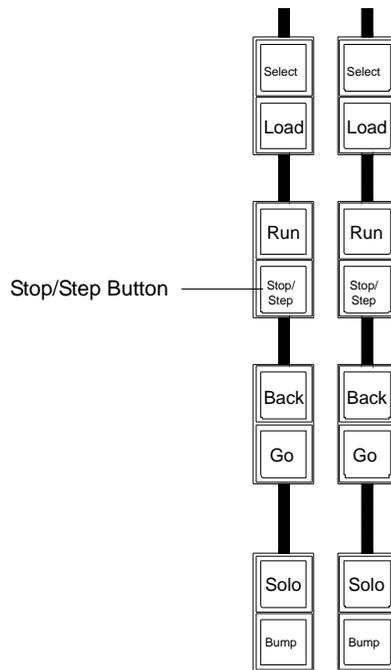
Effect Tap-Sync

An effect Step Time can now be set using tap-sync.

To tap-sync an effect:

- + Hold Cmd and repeatedly tap the Stop/Step button a few times at the desired rate on a submaster while running an effect. The average tap time, entered while the Cmd key is held down, will be applied live and stored to the effect.

A new tap sync average is calculated each time the Cmd key is held while tapping the Stop/Step button.

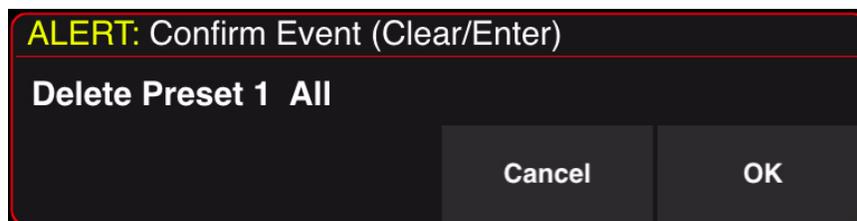


Preset Global Delete

A preset can now be deleted for all channels using the command line. Use the following syntax:

- + [Delete] [Preset] # [Delete] [Enter]

A confirmation screen will appear while using this command:



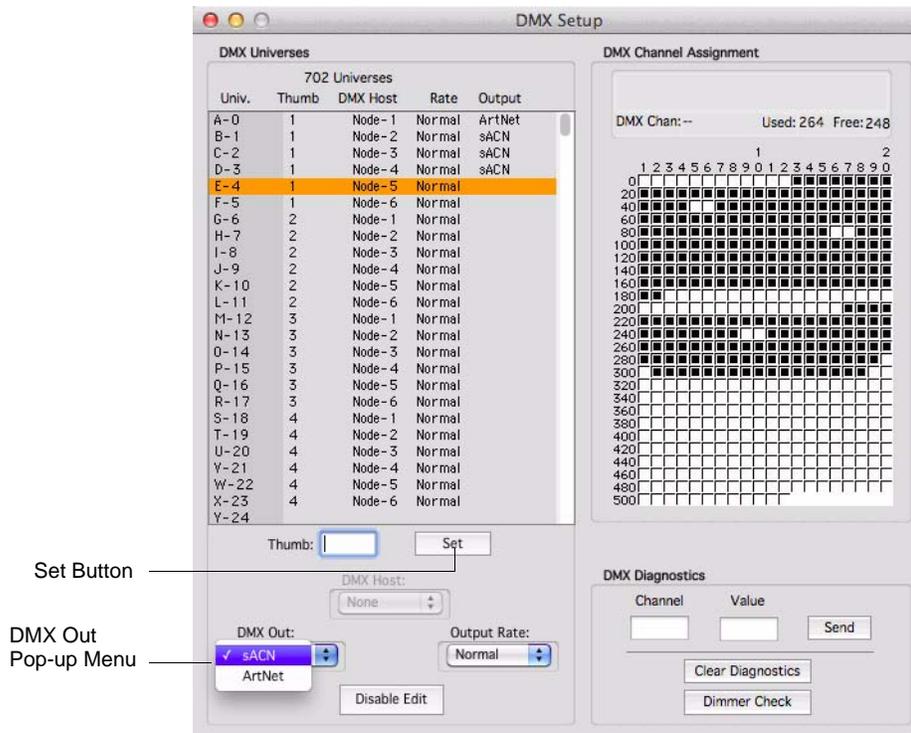
Note: If the preset is linked to a cue, an alert box will appear stating that the action is not allowed.

Streaming ACN

Each PRG Node Plus output port can be configured to send ANSI E1.31 Streaming ACN (sACN) format packets over the Ethernet port instead of Art-Net packets. This selection is made in the DMX Setup window by setting the **DMX Out** option to "sACN" and clicking the **Set** button. (The default output type is Art-Net.)

Also, the DMX Setup window now shows the universe number next to the letter.

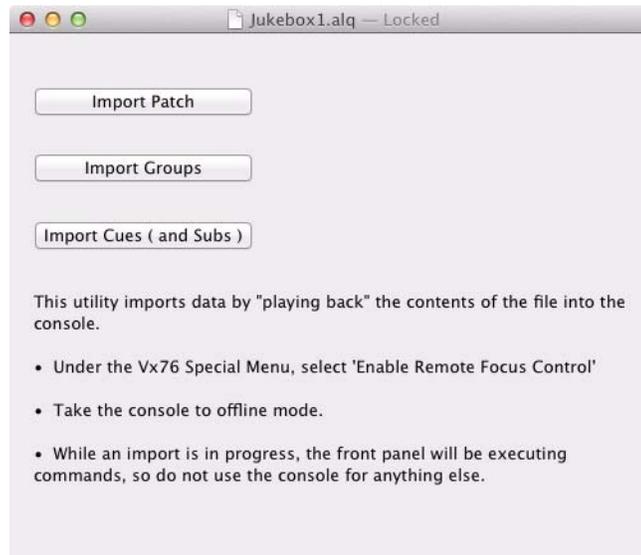
Note: E1.31 does not allow universe 0, so that universe cannot be used with sACN.



USITT ASCII Show File Import

A new ASCII Import application has been added. This stand-alone application provides a method for importing conventional patch, cues, submasters, and groups from show files built on Strand, ETC, and grandMA consoles. The ASCII Import application is located in the Support folder of the Vx76 application folder. (Note that the Vx76 software must be running on Mac OS X 10.7 or higher for this application to run.)

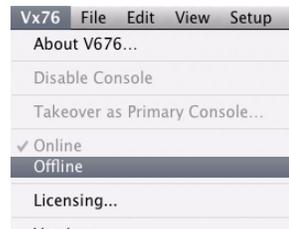
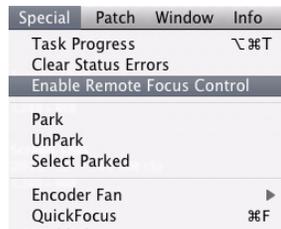
The interface window offers three buttons for importing data:



- + **Import Patch** - Imports patch data for the conventional fixtures in the show file.
- + **Import Groups** - Imports all groups to the Vx76 Group palettes.
- + **Import Cues (and Subs)** - Imports all cues to the main cue list. Submaster information will import to cue stacks; Sub page 1, 2, 3 to Stack 1, 2, 3 respectively. Individual submasters will convert to cues, one sub to one cue. For example: Sub page 1 Sub 5 = Cue 1-5.

To import show files:

- Step 1. Start with an empty Vx76 show file.
- Step 2. At main Vx76 application, select **Enable Remote Focus Control** from **Special** menu.
- Step 3. Place Vx76 console in offline mode by selecting **Offline** from **Vx76** menu.

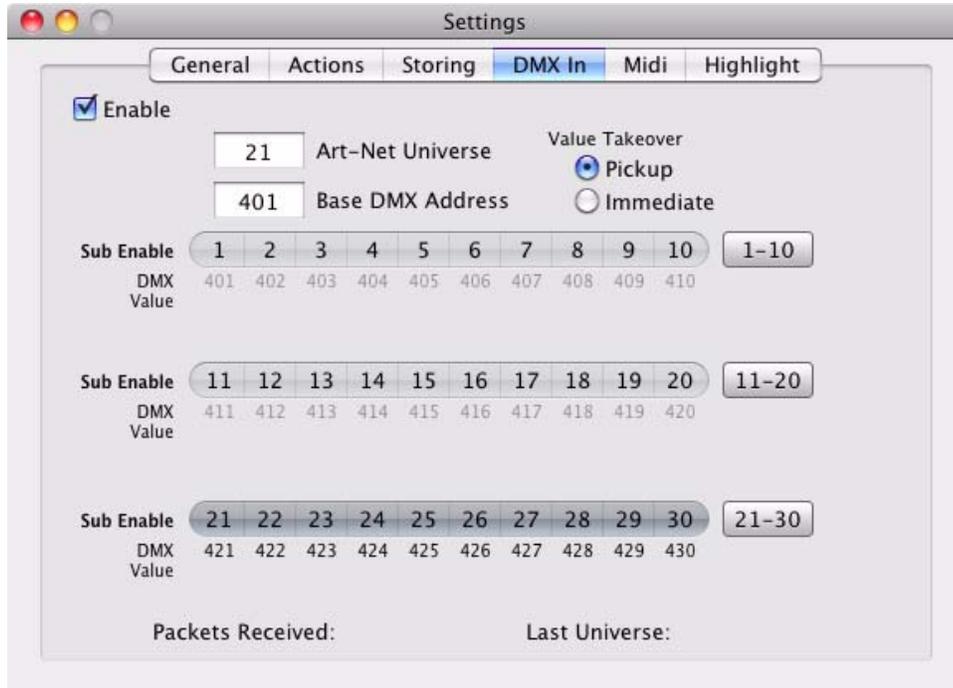


- Step 4. Open ASCII Import application (located in the Support folder in the Vx76 app folder).
- Step 5. Open show file as prompted by the file manager. Once the file is opened, the import interface will appear.
- Step 6. Use interface to import data as required.

Important! While an import is in progress, the front panel will be executing commands, so do not use the console for anything else during this time.

Art-Net In - External Fader Control

An external DMX console can now be used for controlling submaster faders via Art-Net input. A new "DMX In" tab has been added to the Settings window that can be used to configure this feature.



The settings tab includes an overall enable for the function, specification of Art-Net universe and base DMX address, and individual submaster control enable. The thirty DMX slots of the specified universe at the base address are mapped sequentially to the thirty Vx76 submasters. For each submaster that is enabled in the Settings window, a change in the incoming DMX value will be interpreted as a change in the fader position.

The Settings window shows the DMX slot assigned to each submaster, as well as the current value of that slot, and also indicates activity on the universe with the "Packets Received" field.

Note that the fader levels are last-takes-precedence; so moving the same fader on the console will override the DMX input until it changes. Also note that the console faders will not move to match the incoming levels, although when switching to another submaster bank the faders will go to the current levels. The Submaster HUD window will always show the current levels.

The top right of the Settings window allows you to set the "Value Takeover" behavior. This defines the logic in dealing with external fader levels that do not match the latest console fader positions. (Note that the console faders currently always work as Last Takes Precedence and do not use any pickup logic.) "Immediate" will set the submaster level to any incoming submaster value it receives as soon as it arrives. This may result in undesirable value jumps when the current position of a fader is different than that of the console. "Pickup" mode overcomes this issue by only applying a submaster level value once it has crossed the current value in the console.

For example: Sub 1 is currently at 50% with the console's fader at 50% and an external Art-Net controller's fader at 50%. The external fader is moved from 50% to 75%, making Submaster 1's level 75%.

- + With Immediate Value Takeover enabled, when the operator moves the console's fader, the value will immediately jump to 50% and continue adjustment as the fader is moved in either direction.
- + With Pickup Value Takeover, Submaster 1's value does not change until the console's fader passes 75%, at which point the submaster's value will follow as the console's submaster is moved in either direction.