

SOFTWARE RELEASE NOTES



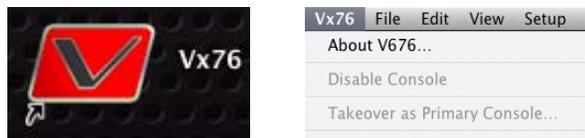
Product: V676® Control Console
Manufacturer: PRG
Subject: Vx76 Software Version 2.0
Bulletin No: VX76-001
Date: April 4, 2011

INTRODUCTION

Vx76 Software Version 2.0 Overview

Software version 2.0 is now available for the V676 Control Console.

Note that the icon, splash screen, menus, and windows have been modified to say Vx76 instead of V676. This change was made because the software will apply to multiple consoles and the online version.



To incorporate the new Grab feature, it will be necessary to replace the currently unused "Fan Type" button key cap with a new "Grab" key cap. A procedure for changing the button is provided on [page 20](#).

Parts

74.9814.0700.224 1 EA KEY CAP, GRAB

New Features

- + **Highlight** - Highlight provides a method for identifying a particular fixture or set of fixtures by putting them into a predefined state which distinguishes them from the rest of the system. (Refer to "[Highlight](#)" on page 4 for more information.)
- + **Grab** - Grab provides the capability to withhold functions of a channel from playback. (Refer to "[Grab](#)" on page 5 for more information.)
- + **IFCB Faders** - The console now includes IFCB fader capability. The IFCB faders use existing submaster priority concepts to allow manual crossfading between an IFCB fader cue and a lower priority state. (Refer to "[IFCB Faders](#)" on page 7 for more information.)
- + **Encoder Value Display** - The console now provides parameter status feedback for each encoder on the front panel. (Refer to "[Encoder Value Display](#)" on page 8 for more information.)
- + **Luminaire Status Manual Change Filter** - The Luminaire Status window now provides a method for displaying only channels and parameters that have been modified manually. This provides a quick way to see which channels have been modified from recalled cues. (Refer to "[Luminaire Status Manual Change Filter](#)" on page 8 for more information.)
- + **Intensity Window Additional Parameter Display** - The Intensity window can now display an additional parameter below the intensity level. This can be used for scrollers to show the color value, or for any other single parameter. (Refer to "[Intensity Window - Additional Parameter Display](#)" on page 9 for more information.)

Enhancements

- + **Expanded Color and Beam Palettes** - Increased capacity of recordable locations for Colors and Beams:
 - Beam Palette: From 200 to 1000
 - Color Palette: From 300 to 1000
- + **Copy/Paste and Label Shortcuts on Soft Keyboard** - Buttons for Copy and Paste have been added to the soft keyboard. These can be used to copy the entire label to the clipboard or paste the clipboard to the label. The function also allows copy/paste from other sources. The ability to save data as shortcuts has also been added. These shortcuts can be quickly pulled into new labels. (Refer to "[Soft Keyboard Copy/Paste](#)" on page 10 for more information.)
- + **Selected Cue Info Display** - The cue data area of the central touchscreen has been updated to include information for the selected cue attributes, cue stack, macros, etc. The display can also show board cue or effect information. (Refer to "[Selected Cue Info Display](#)" on page 12 for more information.)
- + **Resync Direct Submasters** - A new Resync feature has been added to the central touchscreen which resets the current cue to the current "D1" submaster value. (When in submaster "Direct" mode, it is sometimes useful to bring the submaster cue back as the current cue *after* other cues have been selected.) Also, "D1" is no longer displayed on the screen while in Submaster Direct mode. Instead, the cue title will show "Synced to sub n" - where n is the applicable submaster. (Refer to "[Resync Direct Submasters](#)" on page 13 for more information.)
- + **Utilities: Show File Import** - Import and Selective Import buttons/features have been added to the Show File dialog in the Utilities area of the central touchscreen. (Refer to "[Utilities: Show File Import](#)" on page 14 for more information.)
- + **Patch Fixtures in Plan View** - A new Add Fixture button is now available in the Plan View while patch is enabled. This feature provides an alternate method for patching fixtures which sets the 2D and/or 3D location when the fixture is placed. (Refer to "[Patch Fixtures in Plan View](#)" on page 16 for more information.)
- + **3D Orientation** - 3D orientation can now be displayed and set up in the Patch dialog. (Refer to "[3D Orientation](#)" on page 17 for more information.)
- + **Event Log Expansion / Log Window Update** - The size of the event log has been expanded and logging of additional events (such as window and show file actions) has been added. Also, the Log window has been updated to the darker color scheme which uses color coding to highlight error messages, and font, sizing, and search tools have been added. As well, all error messages now scroll up along with the other messages. (Refer to "[Event Log Expansion / Log Window Update](#)" on page 18 for more information.)
- + **3D Window Updates** - The 3D Graphic window has been updated to support CMY and RGB color mixers, color wheels including split colors, beam angles via beam size iris and zoom functions, and short beam throws for use with visualizing LED arrays. (Refer to "[3D Window Updates](#)" on page 19 for more information.)
- + **Command Line Label Syntax** - The [Label] button is now active on the command line, enabling label commands such as [Label] [Effect] [1] [Enter].
- + **Century Palette Window** - The Century Palette window is now color coded like the front panel palettes.
- + **Submaster Freeze Indicator** - Frozen submasters are now indicated with "Frozen" text.
- + **Load Partitions in Macros** - Load Partition actions can now be recorded in macros.
- + **Plan View Updates** - Added patch address as a Plan View Attribute. Plan View now allows movement of fixtures outside the drawing size.
- + **Patch Enhancement** - Fixture icon and preheat now updates in patch dialog.

Corrected Issues

- + Fixed value/range labels in Cue Data window.
- + Fixed issues with cue data printing.
- + Fixed issues with selecting fixture types in the patch dialog.
- + Fixed issue with the physical keyboard not working properly during label entry.
- + Fixed potential crash and other issues with the Plan View settings dialog.
- + Fixed issue where time/delay values less than one (1) could not be entered in the Cue Data window.
- + Snapshots now work properly with the central touchscreen.
- + Fixed crash when cue number copy goes out of range (past 9999.99).
- + Fixed issues with Luminaire Status window status coloring.
- + Fixed Clear All Submasters in bank function.
- + Fixed labeling of inhibitive submasters.
- + Fixed issue where cues moved to an empty stack and seemed to disappear.
- + Parked channels no longer incorrectly respond to home command.
- + Repeated snapshot recall no longer duplicates windows unnecessarily.

NEW FEATURE DETAILS

Highlight

Highlight provides a method for identifying a particular fixture or set of fixtures by putting them into a predefined state which distinguishes them from the rest of the system. When the [Highlight] button is pressed (or **Highlight** is selected from the **Special** menu), all selected channels will go into the defined highlight state. The [Highlight] button will flash to indicate that highlight is active. Pressing [Highlight] again will exit the highlight state.



Special	Patch	Window	Info
Task Progress			⌘⌘T
Clear Status Errors			
Enable Remote Focus Control			
Park			
UnPark			
Select Parked			
Encoder Fan			▶
QuickFocus			⌘F
Highlight			
Select			▶
Manual Timing			

If there are multiple channels selected and the [Next] or [Last] button is pressed, all highlighted channels but one will go to the defined "lowlight" state, and the single (selected) channel will be highlighted. As long as highlight is active, selected channels will go to the highlight state.

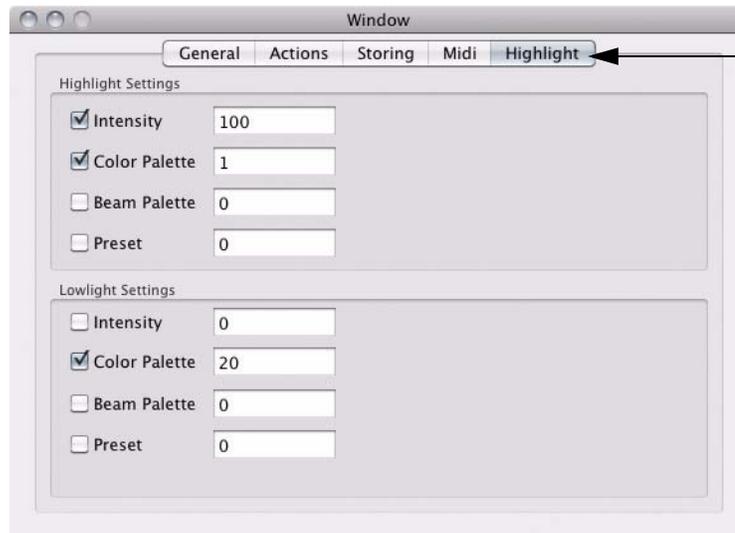
Pressing [Next] + [Last] will highlight all fixtures in the selection.

The highlight and lowlight states are defined in the new Highlight tab of the Settings window. The states can include an intensity level, a Color palette item, a Beam palette item, and/or a Preset.

Guidelines:

- + The settings are applied in sequence and can overwrite each other.
- + Items that are not checked will be ignored.
- + The default states are full intensity for highlight and no action for lowlight.
- + The user-defined highlight and lowlight states are also used for QuickFocus.

Setup	Operation	Data
System Config		⌘K
Settings		
Calibrate Screen		
Ethernet & Front Panel		
Plan View		⌘B
Patch		⌘T
3D Location		
DMX Setup		
Log		⌘L
Media Setup		

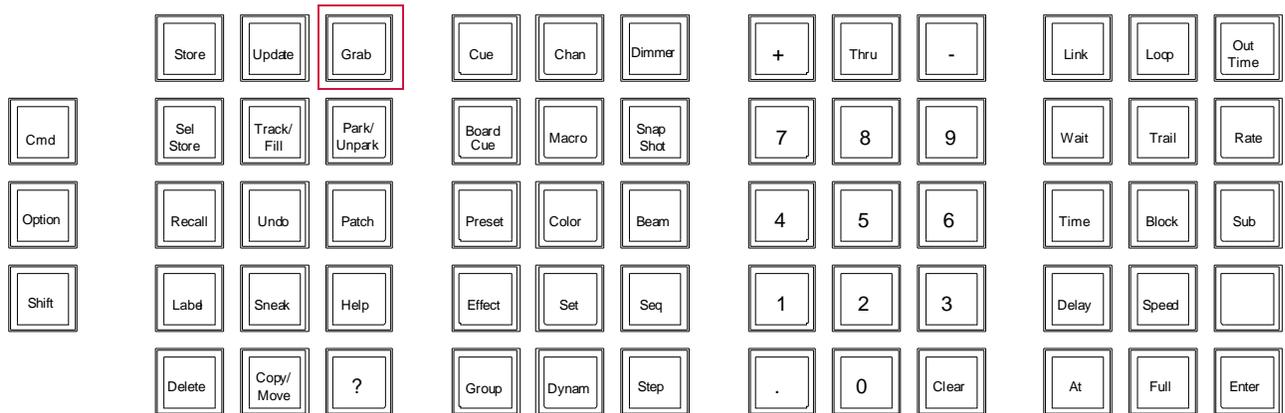


Highlight Tab

Grab

Grab provides the capability to withhold functions of a channel from playback. When a channel is "grabbed," the current function filter will determine which parameters are affected. These parameters will respond normally to all manual commands, but will not respond to any submaster control.

For existing consoles, the unused [Fan Type] button on the command keypad will be replaced with a [Grab] button. (Refer to "Installing New "Grab" Key Cap" on page 20 for replacement procedure.)



Grab is initiated from the command line. When the [Grab] button is pressed, the function filter will automatically open (as with Selective Store), to highlight the fact that the filter applies to Grab and to allow setting of the desired state.

The Grab selection can be set in various ways, including command line and control key combinations. All normal selection rules apply in terms of additive and exclusive selects. For example, [Grab] [1] [Thru] [5] [Enter] will result in channels 1-5 being the only grabbed channels (just like selection would work). [Grab] [+] [1] [Thru] [5] [Enter] would add channels 1-5 to the grab selection.

Using with the command line:

- + [Grab] [Enter] - Sets the grab selection to current selection (all others ungrabbed). If no channels selected, it would ungrab all.
- + [Grab] (channel select expression) [Enter] - Sets grab selection to expression (all others ungrabbed)
- + [Grab] [0] [Enter] - Sets grab selection to none (ungrabs all).
- + [Grab] [+] (channel select expression) - Grabs additional channels (others are unaffected).
- + [Grab] [-] (channel select expression) - Ungrabs specified channels (others are unaffected).

When channels are grabbed, the channels specified by the grab command will become the *current selection*. For example, if channels 1-10 are selected and [Grab] [20] [Enter] is input on the command line, then Channel 20 will be selected and channels 1-10 deselected.

Using with other keys:

- + [Grab]+[submaster choose] - Grabs channels controlled by the submaster (all others ungrabbed). ("Choose" is activated by touching the specific submaster on the touchscreen.)
- + [Grab]+[group select] - Grabs channels in group (all others ungrabbed).

When Grab is used as a control key, it will be automatically dismissed on the command line as with other control keys like [Store]. For example, [Grab]+[group select].

Showing the grab selection:

- + [Group] [Grab] [Enter] - Sets selection to current grab selection.

Other guidelines:

- + When a channel is grabbed, the current function filter will be applied. In order to change the function filter, grab it again with a different filter. A grab command with the function filter empty will be ignored.
- + When the grab selection is not empty, the [Grab] button will slow-blink.
- + The Luminaire Status window will indicate grabbed parameters by setting the background color of parameter cells to dark green, as shown below:

Channel	Device	Strobe	Focus	Tilt	Pan	Inten	Blue	--	--	Color	--	Amber	3D	Magenta	Wt
1	VL2000W	0.0%		---	3.2°	7.7°	66	0.0%		---		0.0%	0'4 -3'8 -11'7	0.0%	
2	VL2000W	0.0%		---	3.2°	7.7°	66	0.0%		---		0.0%	1'10 -3'8 -11'7	0.0%	
3	VL2000W	0.0%		---	3.2°	7.7°	66	0.0%		---		0.0%	3'4 -3'8 -11'7	0.0%	
4	VL2000W	0.0%		---	3.2°	7.7°	66	0.0%		---		0.0%	4'10 -3'8 -11'7	0.0%	
5	VL2000W	0.0%		---	3.2°	7.7°	66	0.0%		---		0.0%	6'4 -3'8 -11'7	0.0%	
6	VL2000W	0.0%		---	0.0°	0.0°		0.0%		---		0.0%	7'7 -4'4 -11'7	0.0%	

IFCB Faders

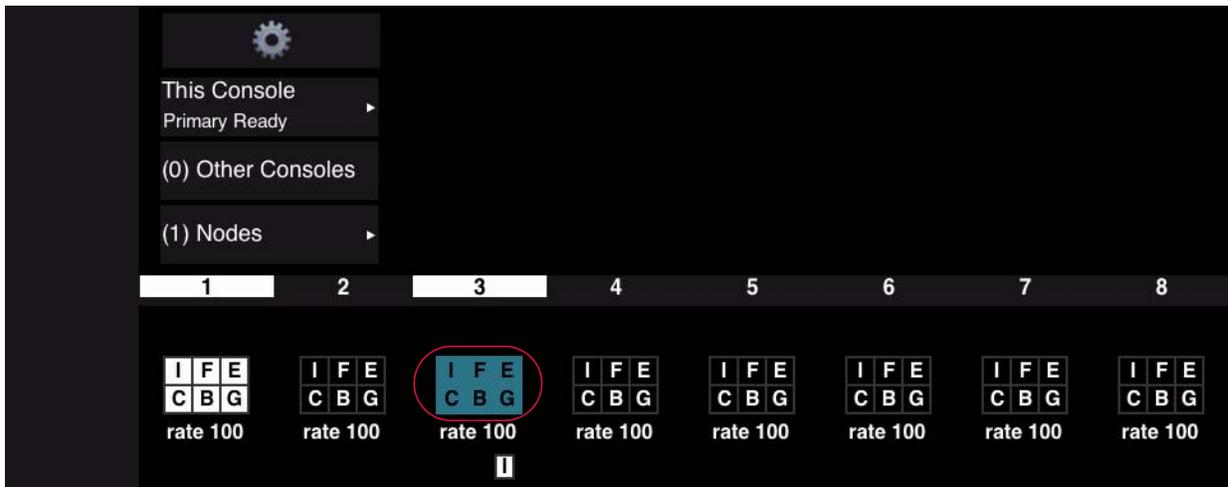
The console now includes IFCB fader capability. The IFCB faders use existing submaster priority concepts to allow manual crossfading between an IFCB fader cue and a lower priority state.

While in IFCB mode, all controlled parameters (as defined by the normal channel and function filter) in the active cue will interpolate their positions between the current submaster state and the next lower priority state (as defined by normal priority rules).

For example, Sub 1 is running at priority 0, and Sub 2 is set up as an IFCB fader at priority 10 (all parameters, all channels). If Sub 2 is selected with its fader all the way down, there is no change on stage. As the Sub 2 fader is raised, all affected parameters will move towards the goal of the active cue in Sub 2. Once the Sub 2 fader is all the way up, the lower priority data is no longer used.

Note: Timing is ignored unless the fader is at full or zero, in which case the higher priority or lower priority values are used, respectively.

When IFCB mode is active, the function filter grid on the Submaster display will be highlighted in blue:

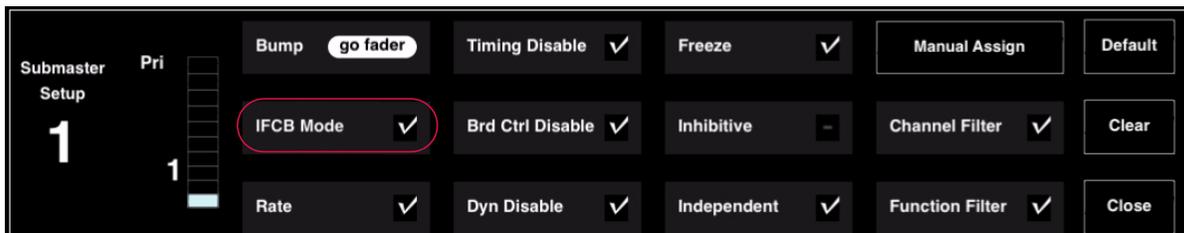


To set IFCB mode using submaster touchscreen:

- Step 1. Choose a submaster to bring up its Setup options. ("Choose" is activated by touching the specific submaster on the touchscreen.)
- Step 2. Select <IFCB Mode> checkbox.
- Step 3. Press <Close> to close Setup screen.

To release a submaster from IFCB mode using submaster touchscreen:

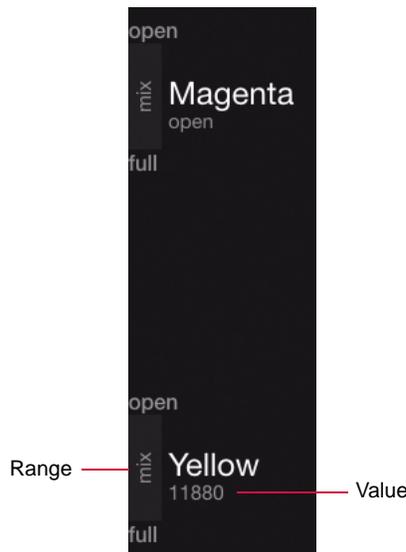
- Step 1. Choose a submaster to bring up its Setup options. ("Choose" is activated by touching the specific submaster on the touchscreen.)
- Step 2. Deselect <IFCB Mode> checkbox *or* press <Clear> to clear *all* submaster settings.
- Step 3. Press <Close> to close Setup screen.



Encoder Value Display

The console now provides parameter status feedback for each encoder on the front panel. When an encoder function is selected (i.e., Color, Beam, Image, 3D, Dynamics, or Frame), the current value will be displayed in the touchscreen area.

The value to the left of the encoder label shows the title of the range, while the value below the encoder label shows the parameter value or label (such as 'open' or 'full'). The range labels and defined values are set in the fixture profile. The displayed value will come from the lowest selected channel.



Luminaire Status Manual Change Filter

The Luminaire Status window now provides a method for displaying only channels and parameters that have been modified manually. This provides a quick way to see which channels have been modified from recalled cues.

To use the Manual Filter:

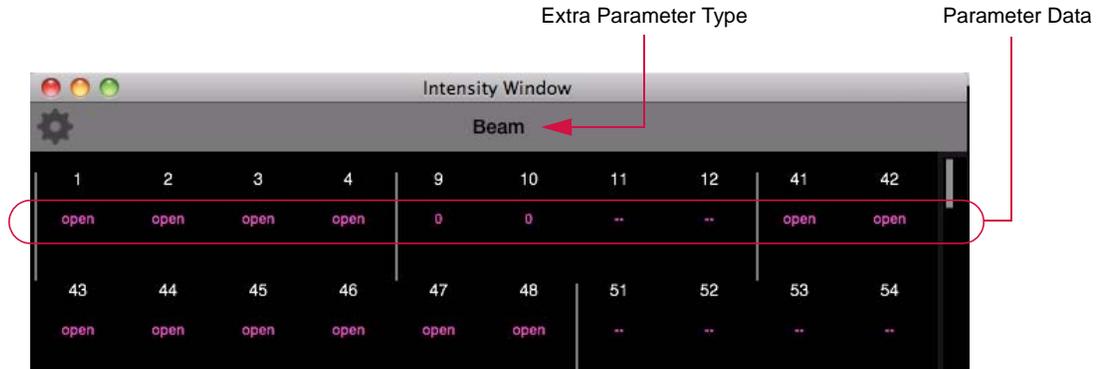
- + At Luminaire Status window, click **Enable Manual Filter** icon to display manually modified channels.
- + To disable Manual Filter, click **Disable Manual Filter** icon.

Channel	Device	Focus	Pan	Y Index	Tilt	Color	Blue	Amber	Magenta	Wheel	Edge	Gobo	R Gobo
1	VL2000W		---	57.7°	-62.9°	Co 2 ...	0.0%	0.0%	0.0%	0.0%	62.7%		
2	VL2000W		---	57.7°	-62.9°	Co 2 ...	0.0%	0.0%	0.0%	0.0%	62.7%		
3	VL2000W		---	57.7°	-62.9°	Co 2 ...	0.0%	0.0%	0.0%	0.0%	62.7%		
4	VL2000W		---	57.7°	-62.9°	Co 2 ...	0.0%	0.0%	0.0%	0.0%	62.7%		
5	VL2000W		---	57.7°	-62.9°	Co 2 ...	0.0%	0.0%	0.0%	0.0%	62.7%		
38	VL2500S											0.0%	0.0%
39	VL2500S											0.0%	0.0%
40	VL2500S											0.0%	0.0%
41	VL2500S											0.0%	0.0%
42	VL2500S											0.0%	0.0%

Note: This filter is window-specific. Multiple Luminaire Status windows can be open at the same time with different settings for each.

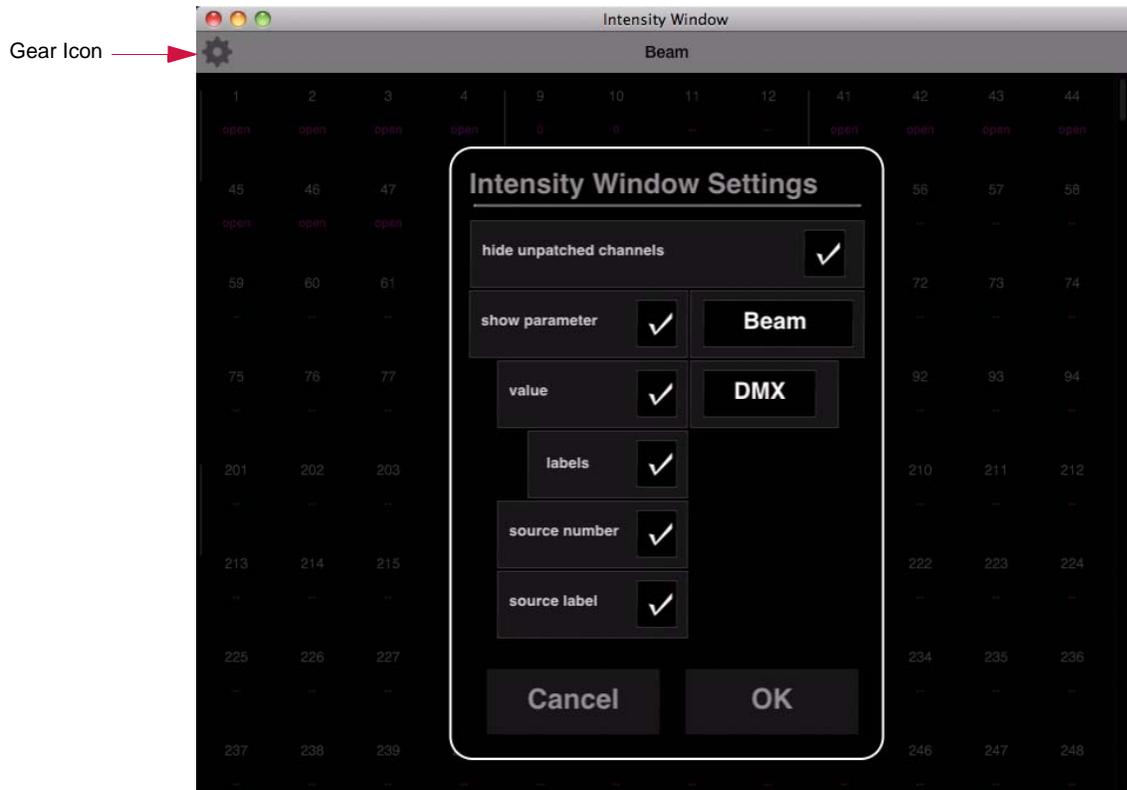
Intensity Window - Additional Parameter Display

The Intensity window can now display an additional parameter below the intensity level. This can be used for scrollers to show the color value, or for any other single parameter. Once selected, the window will display the parameter type at the top.



To configure additional parameter:

- Step 1. At Intensity window, click gear icon to bring up settings screen.
- Step 2. At settings screen, select extra parameter, what data should be displayed for the parameter, and whether unpatched channels should be displayed.
- Step 3. Click OK.



Note: Multiple Intensity windows can be open at the same time with different settings for each.

ENHANCEMENT DETAILS

Soft Keyboard Copy/Paste

Buttons for Copy and Paste have been added to the soft keyboard. These can be used to copy the entire label to the clipboard or paste the clipboard to the label. The function also allows copy/paste from other sources.

Select multiple fields for copy by holding down the <shift> button. When multiple fields are pasted into a different label, they will go into the same "slots" (fields) as they came from.

Label Shortcuts

A Label Shortcut function has also been added to the soft keyboard. Label Shortcuts allow a user to create a selection of commonly used words that can be used to quickly create new labels.

To store a selection:

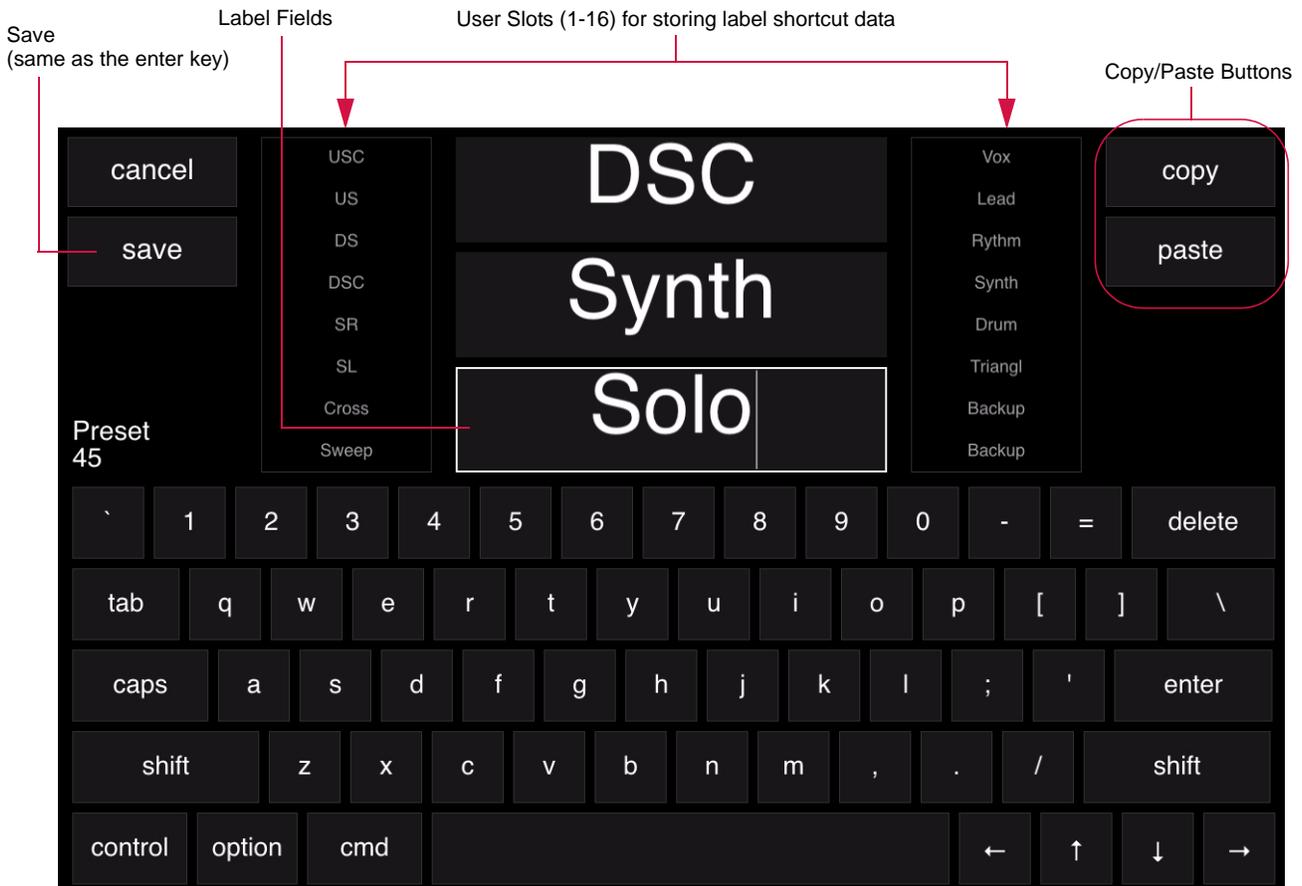
- + Select desired field and press [Store] / <User #> slot to store data into a shortcut field. For example, [Store] / <User 3> would store the data into the User 3 slot.

To recall a selection:

- + Press a <User #> slot to bring the word into the current label field.

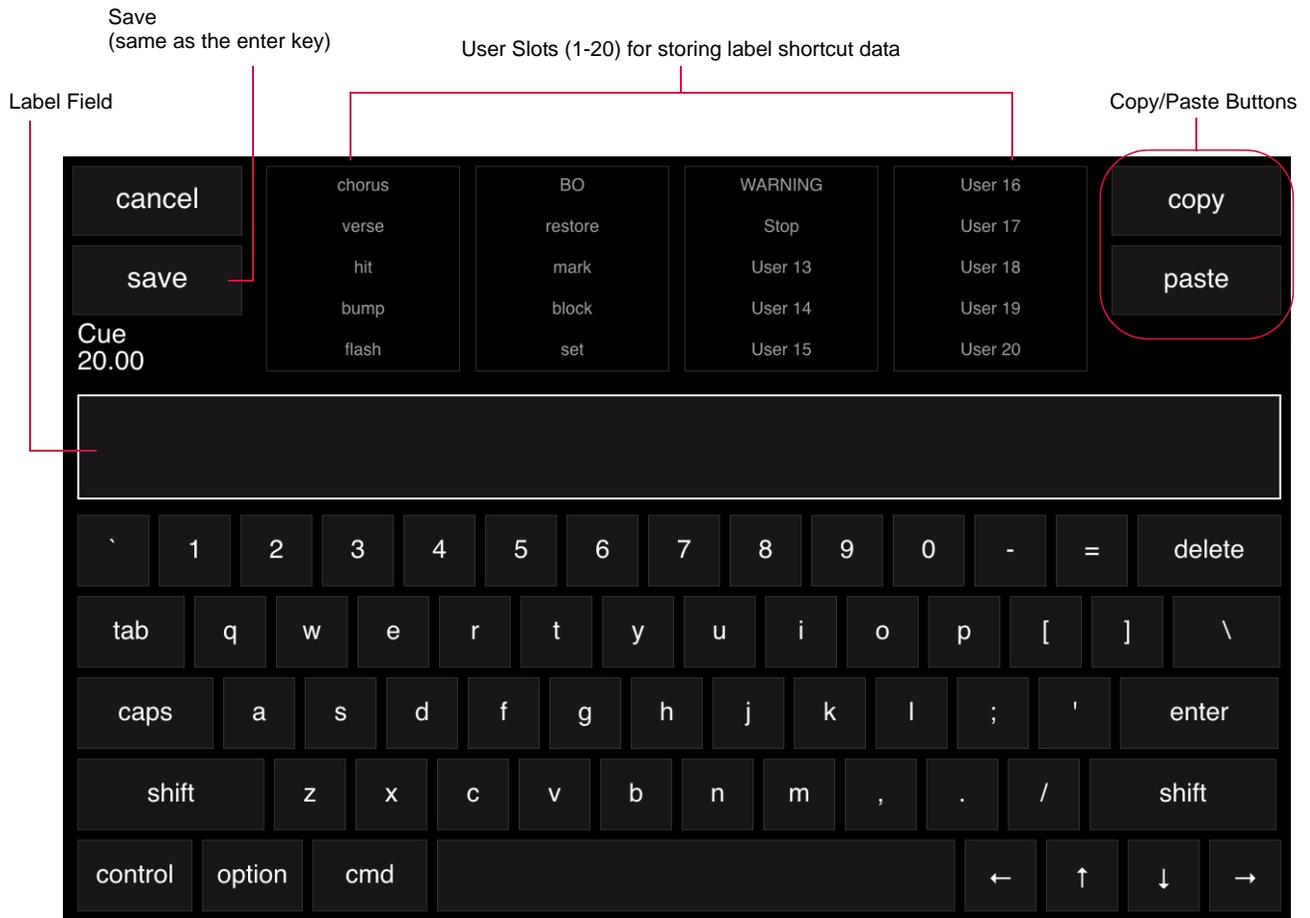
Palette Label Keyboard

In the Palette Label keyboard, the entry box will move to the next field when a shortcut is pressed.



Cue Label Keyboard

In the Cue Label keyboard, multiple shortcuts can be placed consecutively in the label field.



Selected Cue Info Display

The cue data area of the central touchscreen has been updated to include information for the selected cue attributes, cue stack, macros, etc. The display can also show board cue or effect information.

Options:

- + To view effect information, touch the effect number.
- + To view board cue information, press the <Board> button.
- + To return to the cue details, touch the cue number.

The screenshot shows a cue list table with columns: Cue, Effect, Label, Mac, Snap, Link, AF, Out, Loop, Max. The selected cue is 355.37 with effect 13 (Hit 4). A callout box labeled 'New Cue Data Area' highlights a detailed view for cue 355.37, showing stack 0, cue 355.37 (Hit 4), effect 13 (White Tick), and various attributes like Macro 102, Snap 11, and timing values (Max 10, Out 2, Wait 0.1).

New Cue Data Area

Press Effect number to display Effect information

The effect information display shows stack 0, cue 355.37 (Hit 4), and effect 13 (White Tick). A red circle highlights the effect details: In 0.0, Wave 0.0, Out 0.0, Set 6 (Spots Random), and Seq 13 (White Steel).

Press Board button to display Board Cue information

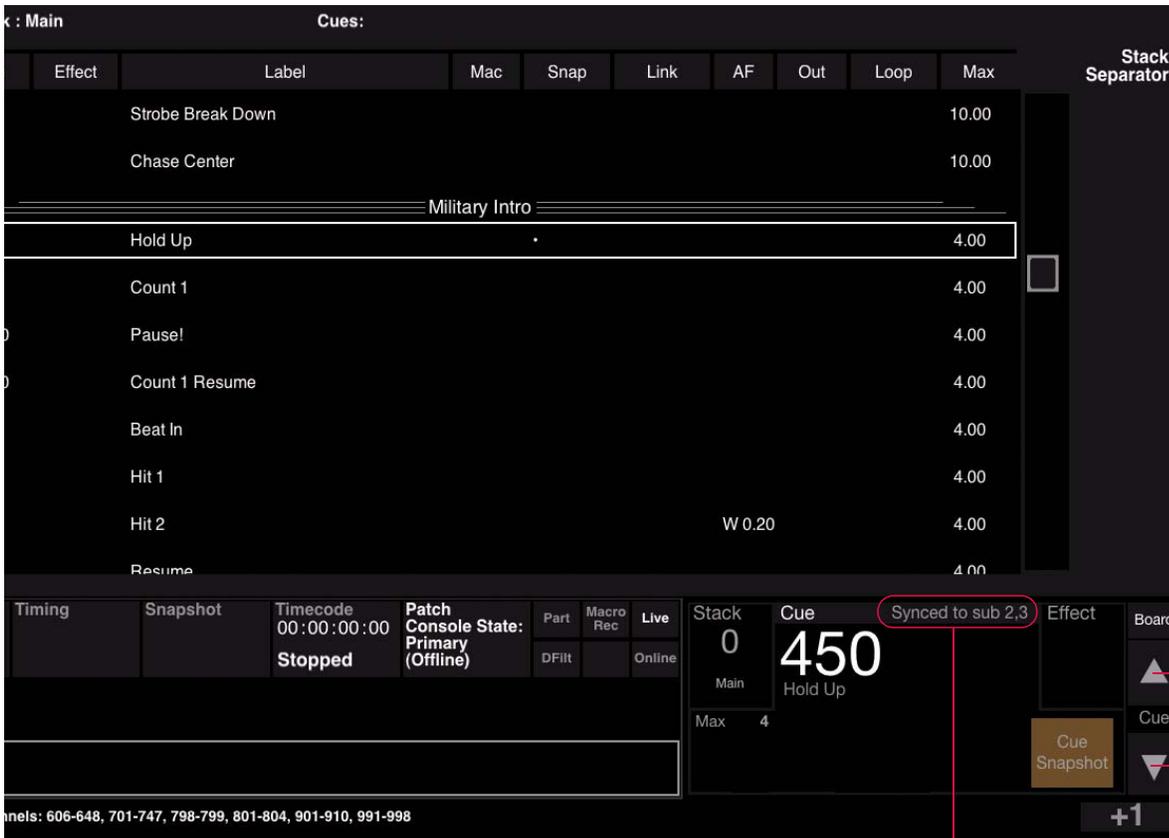
The board cue information display shows stack 0, cue 355.38 (Fade Out), and effect 13 (White Tick). A red circle highlights the board cue list with columns: Board Cue, Label, Link, AF, Cue. The list shows board cue 100 and 101 (Go Home...).

Resync Direct Submasters

A new Resync feature has been added to the central touchscreen which resets the current cue to the current "direct" submaster value. (When in submaster Direct mode, it is sometimes useful to bring the submaster cue back as the current cue *after* other cues have been selected.)

To resync, hold down the Cue Forward and Cue Backward arrows at the same time.

Changes have also been made to the Submaster Direct mode indicator. Note that "D1" is no longer displayed on the screen when in this mode. Instead, the cue title will show "Synced to sub n" - where n is the applicable submaster.



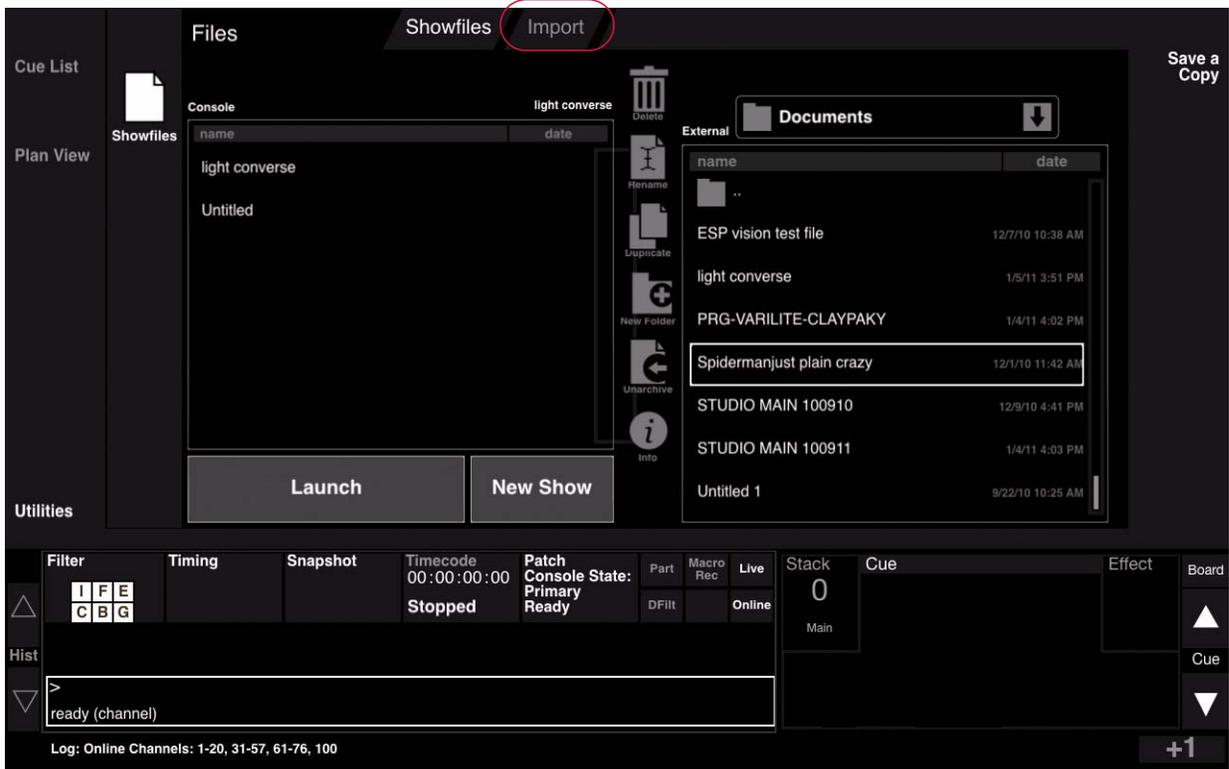
Sync Information

Press both arrows together to resync

Utilities: Show File Import

Import and Selective Import features have been added to the Show File dialog in the Utilities area of the central touchscreen.

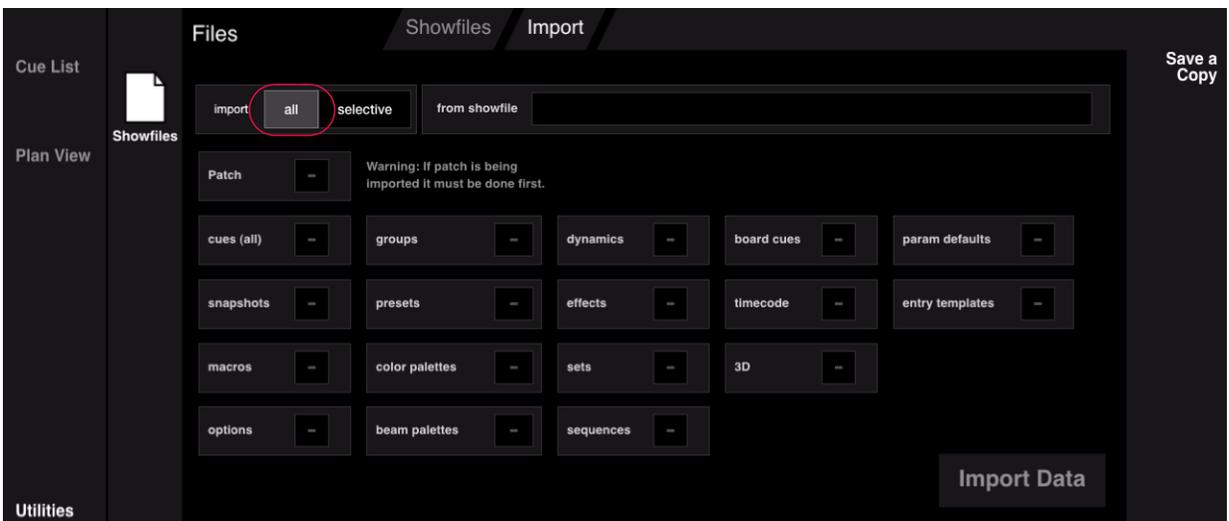
To import data, first press the <Import> button at the top of the display, then choose either import "all" or "selective."



Import All

This option imports entire sections from another show based on the selections.

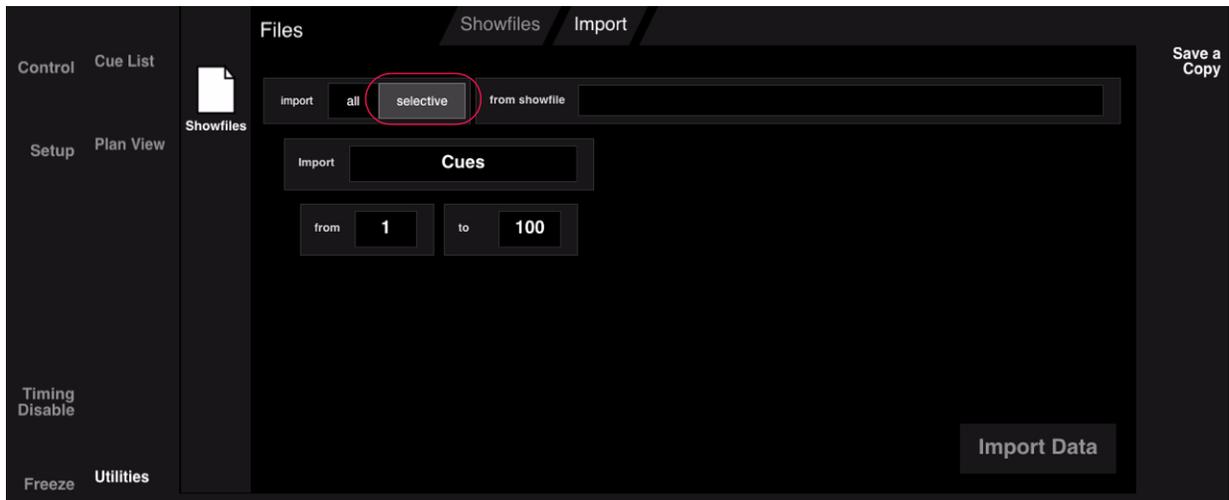
First press the <all> button, then choose the sections to import (patch, cues, snapshots, etc.). Press <Import Data> button to import.



Selective Import

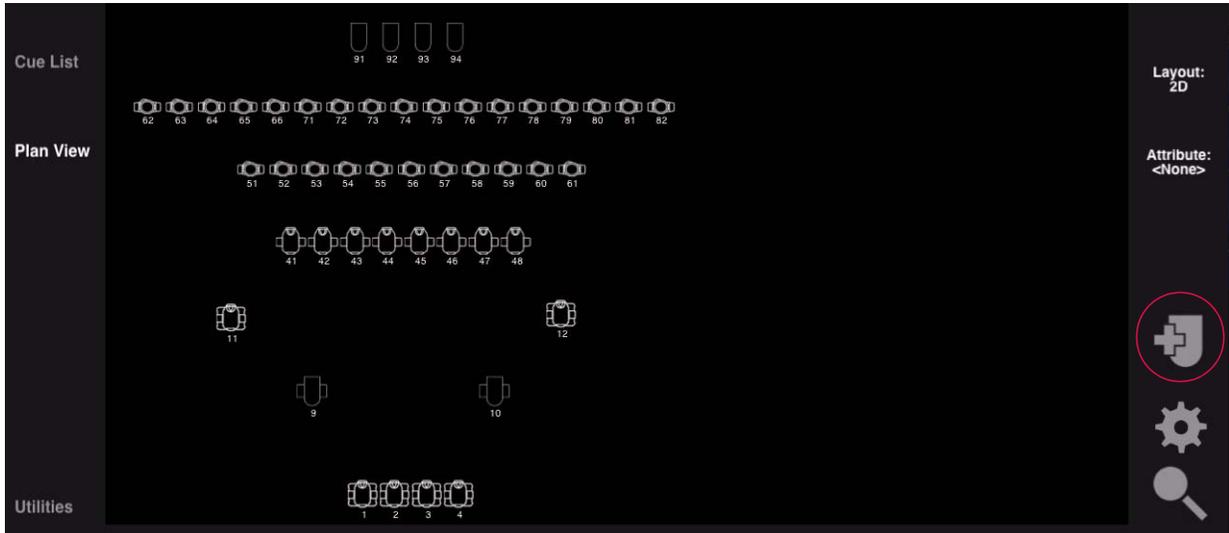
This option imports a range of items of a specific type from another show.

First press the <selective> button, then specify the type and range. Press <Import Data> button to import.



Patch Fixtures in Plan View

A new Add Fixture icon is now available in the Plan View while patch is enabled. This feature provides an alternate method for patching fixtures that sets the 2D and/or 3D location when the fixture is placed.

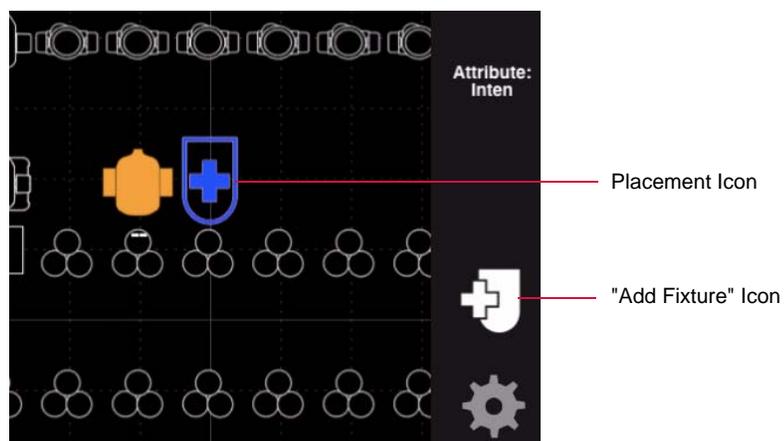


To patch a fixture using the Add Fixture icon:

- Step 1. Make sure patch is enabled.
- Step 2. Press Add Fixture icon. (It will highlight.)
- Step 3. Touch within the Plan View area to place fixture (at the touched location). The placement icon will remain to show the position of the next fixture patched from the command line.

Shortcut:

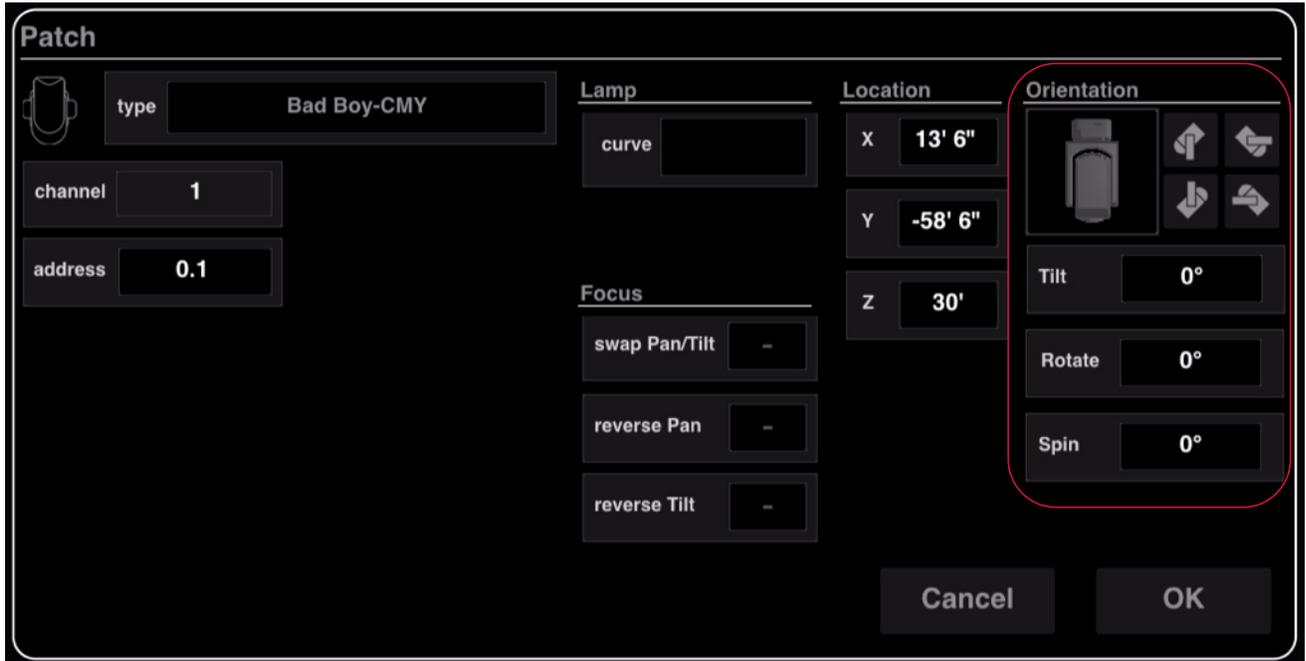
Pressing and holding [Option] while placing the fixture will patch another fixture of the same type with the next channel number and DMX address.



3D Orientation

3D orientation can now be displayed and set up in the Patch dialog. The following changes have been made:

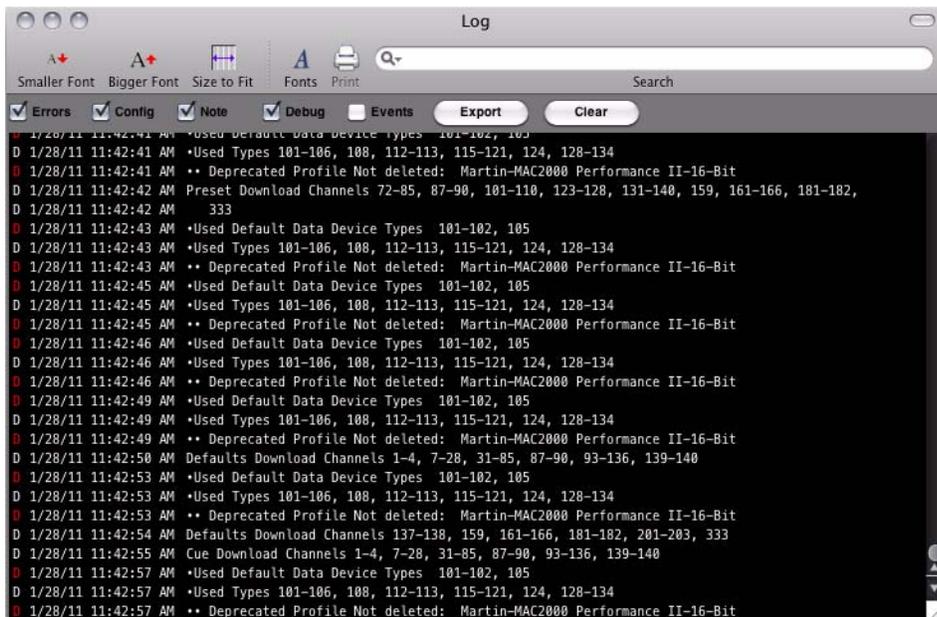
- + The Patch display now shows the current orientation.
- + The defaults set the orientation to common starting positions.
- + The three angular controls allow adjustment.



Event Log Expansion / Log Window Update

Several changes to the log feature have been made:

- + The size of the event log has been expanded.
- + Logging of additional events, such as window and show file actions, has been added.
- + The Log window has been updated to the darker color scheme which uses color coding to highlight error messages.
- + All error messages now scroll up in the Log window along with the other messages (instead of remaining at the bottom of the window).
- + Font, Size-To-Fit, and Search tools have been added.



3D Window Updates

Color has been added to the 3D Graphic window to support both CYM mixing and new LED color systems. (In previous versions of Vx76 software, color was not enabled in this window.)

The screen capture below shows a 3D Graphic window which utilizes the new color features. These include: CMY and RGB color mixers, color wheels including split colors, beam angles via beam size iris and zoom functions, and short beam throws for use with visualizing LED arrays.



HARDWARE UPGRADE PROCEDURES

Installing New "Grab" Key Cap

For existing consoles, the unused "Fan Type" button on the command keypad should be replaced with the new "Grab" button.

Parts:

74.9814.0700.224 1 EA KEY CAP, GRAB

To replace key cap:

- Step 1. At console command-line keypad, locate "Fan Type" button (**Figure 1**).
- Step 2. Using small tweaker screwdriver, carefully remove key cap.
- Step 3. Install new "Grab" key cap by carefully pressing into place.

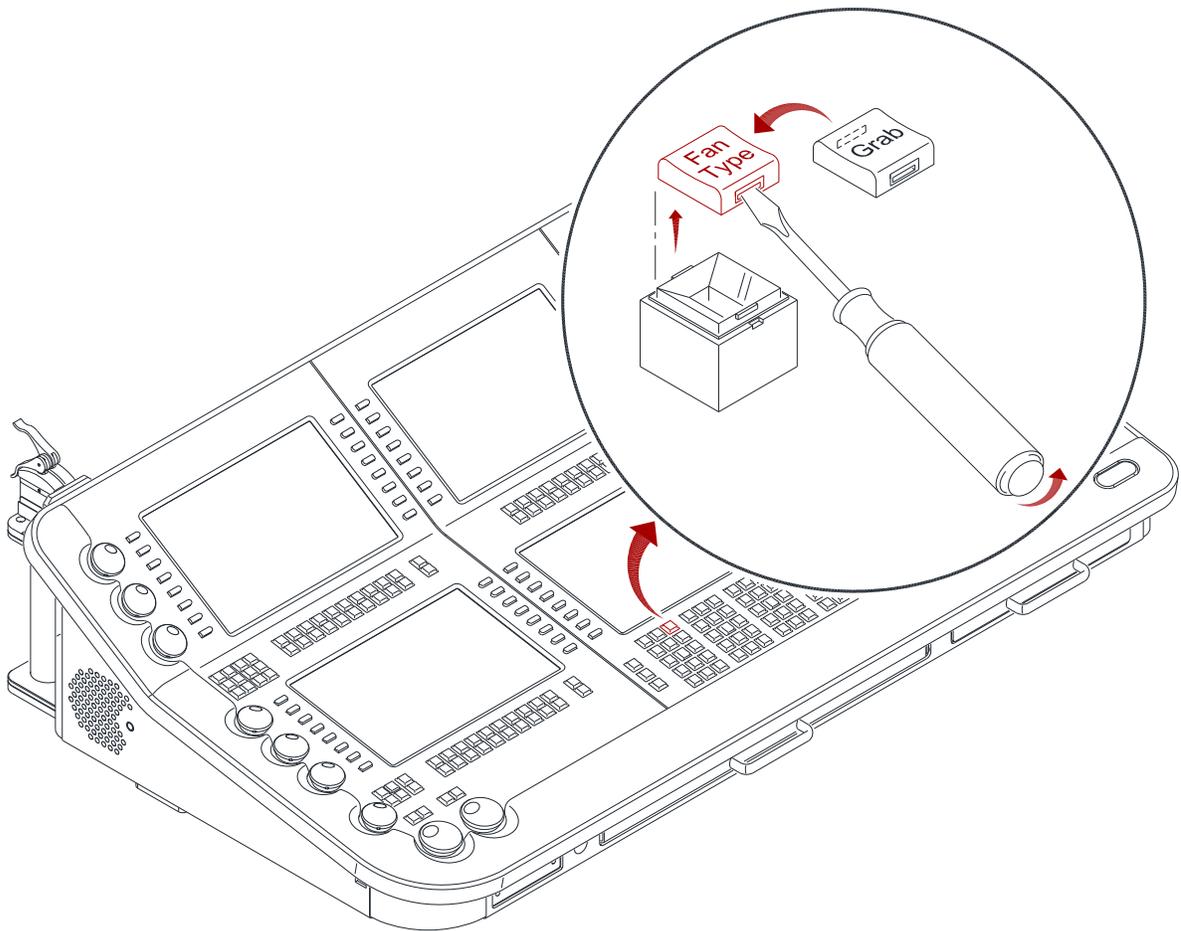


Figure 1: Replacing Key Cap