

SOFTWARE RELEASE NOTES



Product: Vx76 Control Consoles

Manufacturer: PRG

Subject: Vx76 Software Version 4.2

Bulletin No: VX76-016

Date: March 17, 2016

INTRODUCTION

Vx76 Software Version 4.2 Overview

Software version 4.2 is now available for the Vx76 Control Consoles.

New Features

- + **Group Selects** - The total number of Group selects has been expanded from 1000 to 2000. (Refer to "[Group Selects](#)" on page 3 for more information.)
- + **Group Rules** - Two Group rules have been added: Luminaires Status and Selection. (Refer to "[Group Rules](#)" on page 3 for more information.)
- + **Group Editing Auto Save** - When editing Groups, changes are now automatically saved. (Refer to "[Group Rules](#)" on page 3 for more information.)
- + **Snapshot Templates** - Templates have been added to the Snapshot Filter window. (Refer to "[Snapshot Templates](#)" on page 5 for more information.)
- + **Selective Store to Snapshots** - Information can now be selectively added or updated to snapshots for both palette snapshots and cue snapshots. (Refer to "[Selective Store To Snapshots](#)" on page 5 for more information.)
- + **Timecode Data Editing** - New editing functions have been added to the Timecode Data window including duplication and deletion of scripts, and copy/paste for steps, and when editing fields in a script, the window will now advance to the next row, same column. (Refer to "[Timecode Data Editing](#)" on page 6 for more information.)
- + **Script Copy/Paste** - Script steps can now be copied and pasted in the Board Cue, Macro, and Timecode Data windows, as well as between the windows. (Refer to "[Script Copy/Paste](#)" on page 7 for more information.)
- + **Task Progress** - The look of the Task Progress window has been updated. A global progress indicator has also been added to the central display. (Refer to "[Task Progress Window](#)" on page 8 for more information.)
- + **Additional Cue Command Label** - An option to specify a label during the command action has been added for Selective Store, Copy, Move, Update, and Store Plus (+) cue commands. (Refer to "[Cue Labeling](#)" on page 9 for more information.)
- + **Front Panel Cue Label** - Cues in the front panel Cue Sheet can now be labeled by holding down the [Label] button and tapping a cue in the list. (Refer to "[Cue Labeling](#)" on page 9 for more information.)
- + **Patch Spreadsheet Editing** - Improvements to the Patch Spreadsheet editing features allow combination address entry in the Address column (with both universe and address) and range editing of DMX addresses. (Refer to "[Patch Spreadsheet Editing Improvements](#)" on page 9 for more information.)
- + **Force + Go/Run in Intensity Files** - New Force+Go and Force+Run combinations for intensity-based showfiles can be used to fade out all channels under manual intensity control. (Refer to "[Force + Go/Run](#)" on page 10 for more information.)
- + **Selective Replace** - A new Selective Replace feature will find and replace values over a range of cues. (Refer to "[Selective Replace](#)" on page 10 for more information.)
- + **Discontiguous Cues** - The command line now supports the '+' syntax to specify discontiguous cues. This can be used with Selective Store, Selective Replace, Delete, Delete Channel, and cue attributes such as Wait. (Refer to "[Discontiguous Cues](#)" on page 10 for more information.)
- + **Art-Net Output for Two Universes** - Vx76 software running offline (Visionary mode) can now output two universes of Art-Net. (Refer to "[Art-Net Out](#)" on page 11 for more information.)

- + **Console Enable/Disable** - A new disable option can be used to disable the console's front panel and graphic interface ability. (Refer to "[Console Enable/Disable](#)" on page 12 for more information.)
- + **Parked Fixture Programming** - Fixtures that are parked will now respond to console commands and can be programmed normally. In this case, only the fixture's output is parked.
- + **Unblock Syntax Changes (Tracking Files Only)** - The new command-line entry for unblock in tracking files is: [Unblock] [Cue] [n] [Enter] - where n is the cue number. This command removes both hard and soft blocks on a cue basis. It does not use channel selection and supports ranges of cues and the '+' syntax.
- + **Effect Store Commands** - Effects can now be stored via the command line with the following syntax options: [Store] [Effect], [Store] [Effect] [n], [Store] [Effect] [n] [Label].

Enhancements

- + **Board Cue / Macro / Timecode Window Sizing** - Left/right resizing has been enabled for the Board Cue, Macro, and Timecode Data windows.
- + **Extended Undo Functionality** - Undo is now supported for group, cue stack, macro, board cue, and timecode data.
- + **Trigger Input MIDI Go** - Trigger input now follows the MIDI Go setting and can trigger Submaster 1.
- + **Printing Patch Tags and Notes** - The Tags and Notes column data is now included when printing patch information.
- + **Super Node Download Speed** - The console is now capable of faster downloads in Super Node only systems.

NEW FEATURE DETAILS

Group Selects

The total number of group selects has been expanded from 1000 to 2000. The palette now displays 20 banks.

Group	Bank 1									
Bank 1	Bank 2	Bank 3	Bank 4	Bank 5	Bank 6	Bank 7	Bank 8	Bank 9	Bank 10	
Bank 11	Bank 12	Bank 13	Bank 14	Bank 15	Bank 16	Bank 17	Bank 18	Bank 19	Bank 20	
Group	Bank 1									
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	

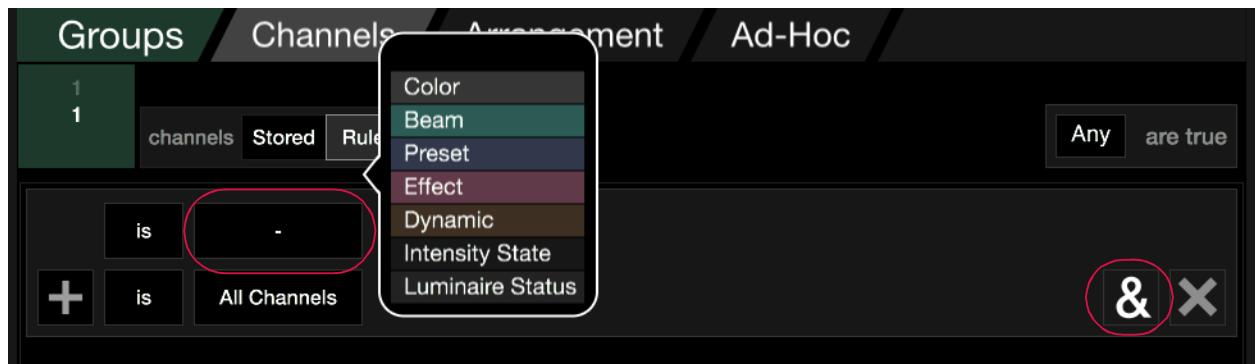
Group Rules

Two new Group rules have been added:

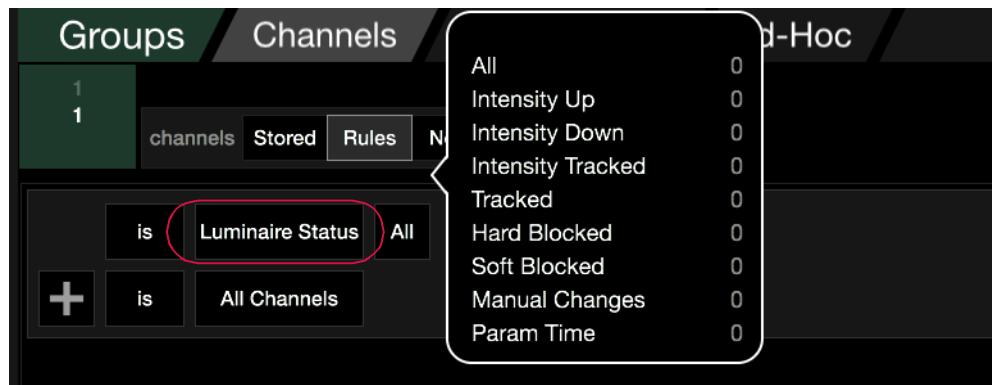
- + Luminaire Status - adds channels to the Group based on current luminaire status.
- + Selection - creates a sub-set of selected channels based on options such as fixture type, color, gobo, etc.

Rules can be accessed at the Rules tab of the Group editing palette.

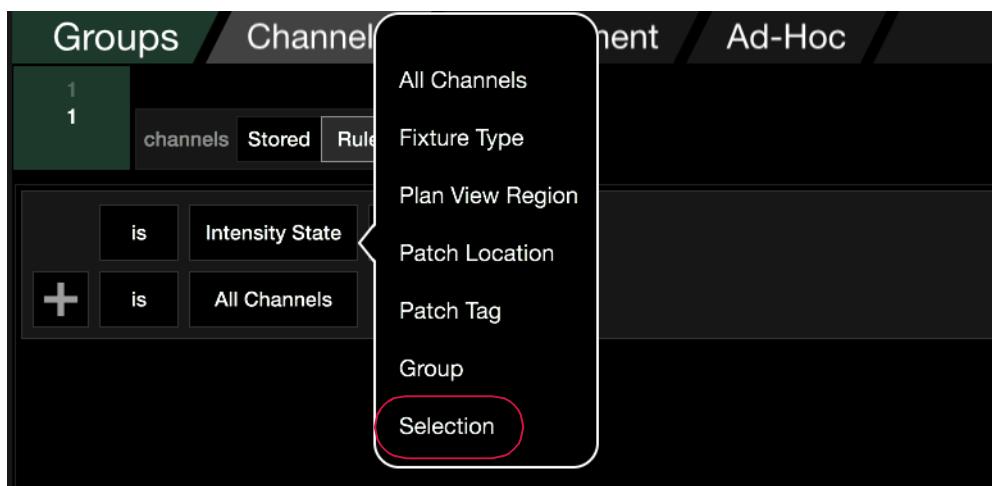
To create a Luminaire Status rule, first add a rule using the & button. Once the "and" condition has been added, press its rule definition button to bring up the Luminaire Status option:



The status type can then be selected from a pop-up menu by pressing the Luminaire Status button:



To add a Selection rule, press a rule definition button and select Selection:



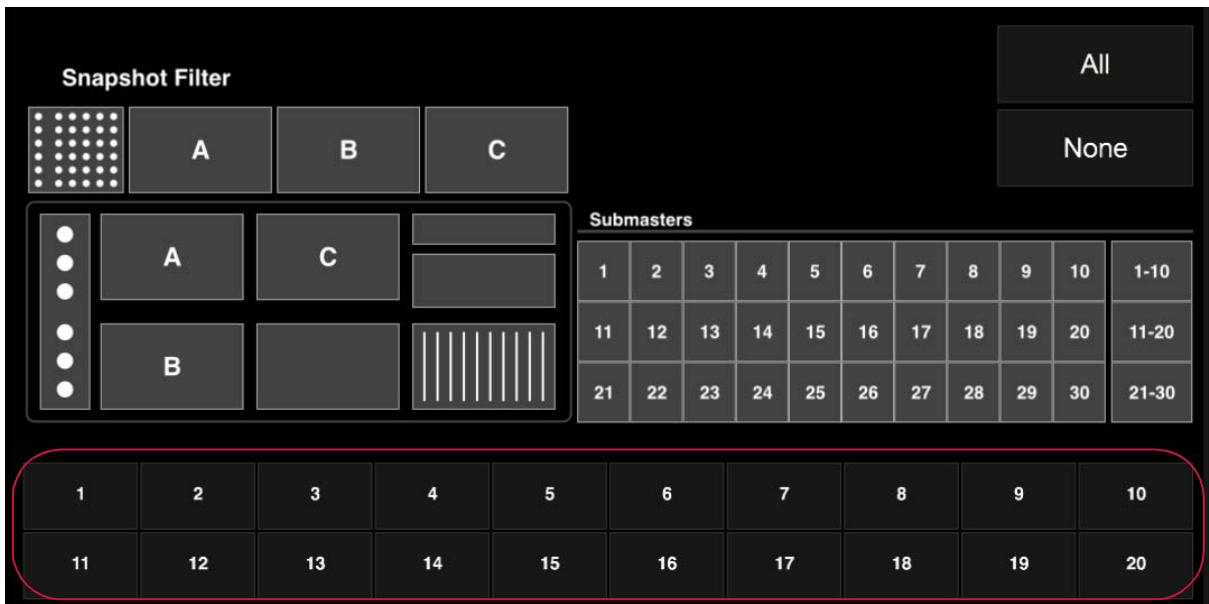
The Selection option allows a rule to start with the currently selected channels instead of always making a fresh selection. This makes it possible to select an arbitrary set of fixtures then apply a group with a rule to them on the fly to quickly select specific fixture types, colors, gobos, etc.

Saving Changes:

In previous versions of Vx76 software, any changes made in the group super palette such as edits to rules or arrangements would have to be saved. This is not longer true. Any changes made in the super palette are now immediately saved but are undoable if necessary. After making changes, the group needs to be recalled in order to see those changes take effect in the system.

Snapshot Templates

A new template section has been added to the Snapshot Filter window. It provides 20 programmable templates that can be used to store frequently used settings.



Store a new template:

Step 1. At Snapshot Filter, select options to be stored.

Step 2. Press and hold [Store] while pressing {Template Button}. The settings will be stored.

Label a template:

When labeling, the name can be entered on the console touchscreen keyboard or computer keyboard.

Step 1. Press and hold [Label] while pressing {Template Button}.

Step 2. Enter alpha/numeric label.

Recall a template:

Step 1. Open Snapshot Filter.

Step 2. Press {Template Button} to recall a template.

Selective Store To Snapshots

Information can now be selectively added or updated to snapshots for both palette snapshots and cue snapshots.

Use the following syntax:

- + For palette snapshots: [Sel Store] [Snapshot] [xxx] [Enter]
- + For cue snapshots: [Sel Store] [Snapshot] [Snapshot] [xxx.yy] [Enter] - where cue is xxx.yy
- + NOTE: A filter must be selected in the Snapshot Filter window prior to pressing [Enter]. The window will open automatically when [Snapshot] is pressed in the command line.

Or the following button combinations:

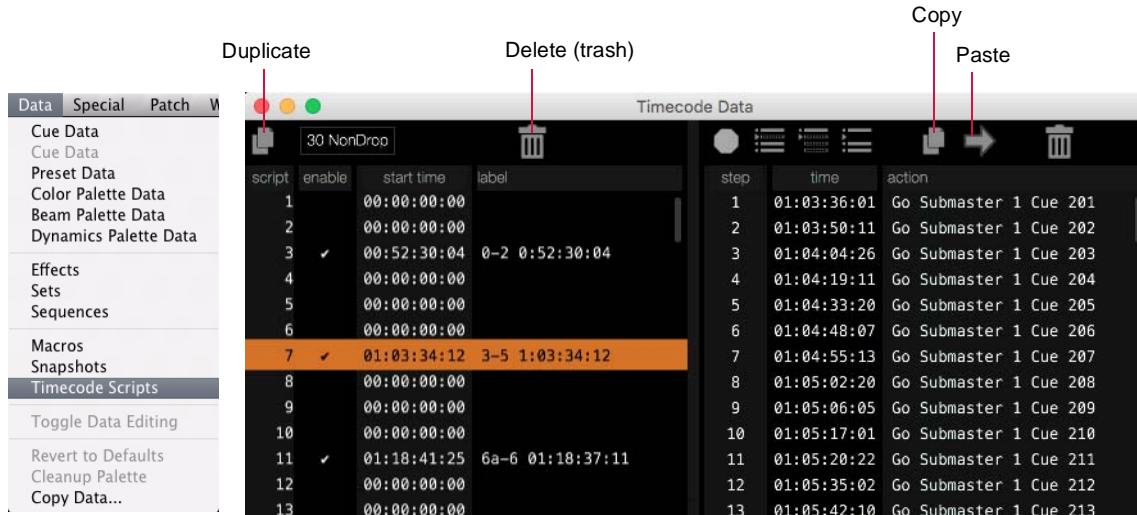
- + Press and hold [Snapshot] while pressing a snapshot palette button.
- + Press and hold [Snapshot] and while pressing [Choose] to store to the cue snapshot for the currently active cue in the submaster.
- + NOTE: A filter must be selected in the Snapshot Filter window prior to using the button combinations.

Timecode Data Editing

Several editing functions have been added to the Timecode Data window:

- + Scripts can now be duplicated or deleted.
- + Steps can now be copied and pasted. (Also see next page.)
- + When editing fields in a script, when Enter is pressed, the window will now advance to the next row, and go to the column where editing began.
- + The window now remembers the current settings and will display those settings next time the window is opened.

An icon for each of the new editing functions is available at the top of the window:



Duplicate a script:

- Step 1. Select script.
- Step 2. Click Duplicate icon.

Delete a script:

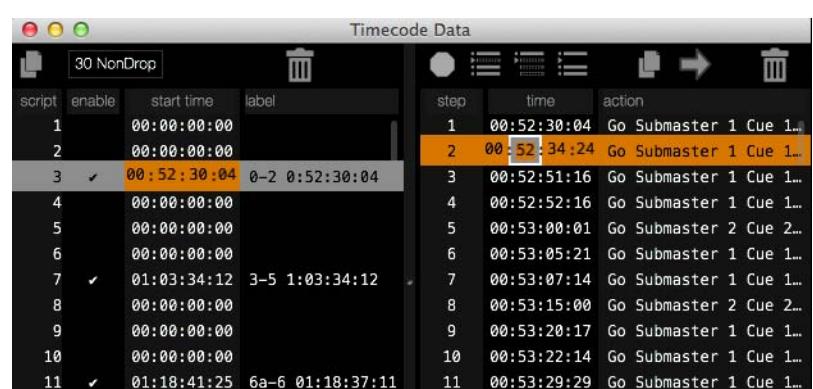
- Step 1. Select script.
- Step 2. Click Delete (trash) icon.

Copy/paste a step:

- Step 1. Select step to copy.
- Step 2. Click Copy icon.
- Step 3. Select step above where you want the step to be added.
- Step 4. Click Paste icon to paste row.

Auto Field Advance

Script steps can be edited by clicking in the fields. As numbers are entered, the edit selection will automatically advance to the next field. After an edit has been made and Enter is pressed, the window will advance to the next row, and go to the column where editing began.

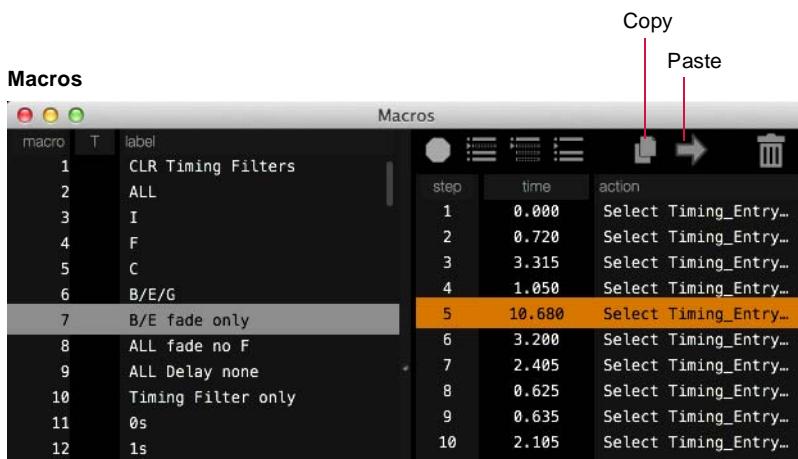
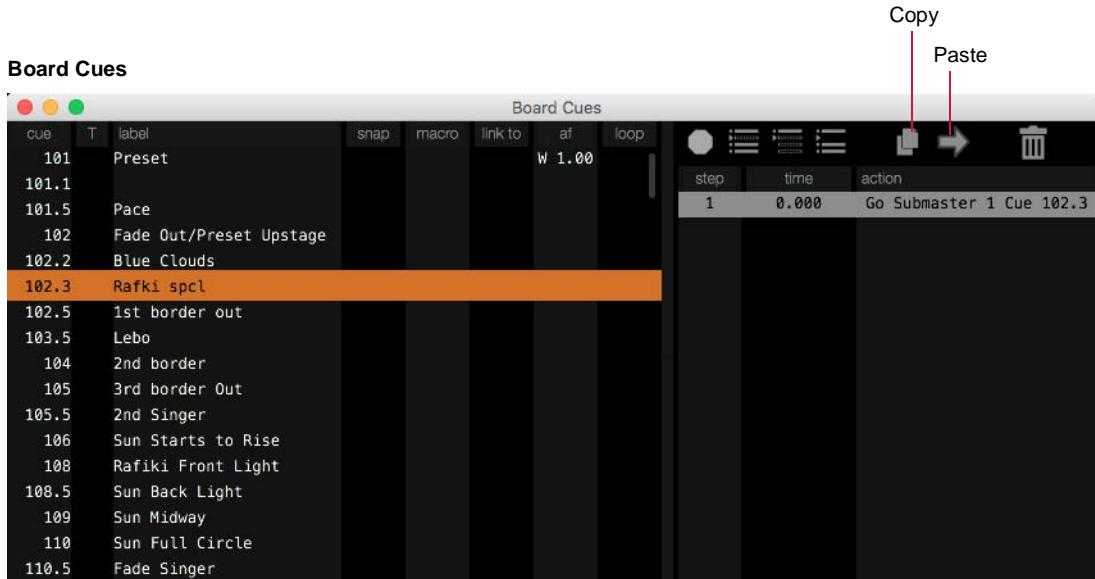


Script Copy/Paste

Script steps can now be copied and pasted in the Board Cue, Macro, and Timecode Data windows, as well as between the windows

Copy/paste a step:

- Step 1. Select step or range of steps to copy.
- Step 2. Click Copy icon.
- Step 3. Select step above where you want the step to be added.
- Step 4. Click Paste icon to paste row.

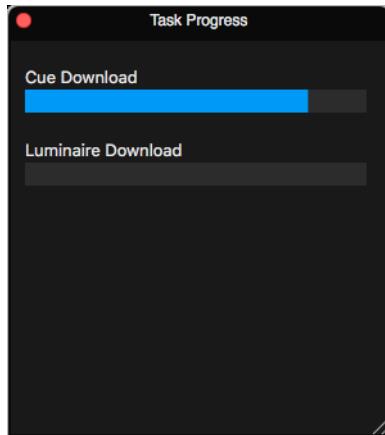


Note: This operation works the same for the Board Cues, Macro, and Timecode Data windows.

Note: Left/right resizing has also been enabled for these windows.

Task Progress Window

The look of the Task Progress window has been updated.



A global progress indicator has also been added to the central display. This indicator will display whenever there is activity going on in the Task Progress window. Clicking on the global indicator will open the Task Progress window, if not already open.



Cue Labeling

An option to specify a label during the command action has been added for Selective Store, Copy, Move, Update, and Store Plus (+) cue commands. Use the following syntax:

- + [Sel Store] [Cue] xxxx.yy [Label] [Enter]
- + [Copy] [Cue] xxxx.yy [At] wwww.zz [Label] [Enter]
- + [Move] [Cue] xxxx.yy [At] wwww.zz [Label] [Enter]
- + [Update] [Cue] xxxx.yy [At] wwww.zz [Label] [Enter]
- + [Store] [+] [Label] [Enter]

Cues in the front panel Cue Sheet can now be labeled by holding down the [Label] button and tapping a cue in the list. This action will bring up the label dialog.



Patch Spreadsheet Editing Improvements

New improvements offer additional editing capabilities for the Patch Spreadsheet.

Combination Address Entry

The Address (addr) column of the Patch Spreadsheet now accepts combination addresses, with both universe and address. To input the the data, enter 'univ.addr' in a single cell. For example, entering B52 will automatically input B into the universe (univ) column and 52 in the address (addr) column.

Rules:

- + For alphanumeric entry, do not enter a decimal. (Otherwise it will be misinterpreted.)
- + For strictly numeric entry, the decimal is required.

Correct: B123 or 1.123

Incorrect: B.123

A screenshot of the Patch Spreadsheet window titled 'Patch (3514 fixtures)'. The window includes icons for Follow Auto, Set Local, Universe, Patch Edit, Print, and Zoom. The main area shows a table with columns: channel, fixture type, univ, addr, DMX host, port, and Notes. A fixture for channel 2, BestBoy4k, has its address set to 'B52'. The 'Patch Edit' icon is highlighted.

channel	fixture type	univ	addr	DMX host	port	Notes
1	BestBoy4k	F	45	SNode 101	6	
2	BestBoy4k	F	B52	SNode 101	6	
3	BestBoy4k	L	1	SNode 101	12	
4	BestBoy4k	L	46	SNode 101	12	
11	BestBoy4k	A	1	SNode 101	1	
12	BestBoy4k	A	46	SNode 101	1	

DMX Address Range Editing

A range of DMX addresses can be universally updated using the range editing feature. First select a range of DMX addresses, then enter a new value into one of the cells. The console will edit the rest of the selected addresses accordingly, maintaining the existing DMX offsets.

Force + Go/Run

New Force+Go and Force+Run combinations for intensity-based showfiles can be used to fade out all channels under manual intensity control. In both instances, the channels will fade with the Out Time of the cue in the submaster. As with normal Go/Run operations, Go will advance to the pending cue in the submaster, while Run will re-execute the currently active cue.

Note: These combinations are only available for Intensity showfiles. In a Tracking showfile, Force will behave as normal.

To fade all channels:

- + Press and hold [Force] while pressing [Go] or [Run].

Selective Replace

Selective Replace is a new feature that will find and replace values over a range of cues. It will take a series of manual changes, and using the values in the destination as a key, will find all cues in a specified range that have those values and apply the manual changes. Note that since it stores "manual changes," it does not go through the function filter.

Selective Replace is activated by double-clicking the [Sel Store] button.

To make a selective replacement:

Step 1. In current cue, make manual changes as required.

Step 2. Double-click [Sel Store] [n] [Thru] [x] [Enter] - where n to x is the range of cues.

For example, if the channels of odd cues from 1 to 10 are in red, make them blue by manually changing to blue and then double-click [Sel Store] [1] [Thru] [10] [Enter].

Note: This feature is only available in intensity showfiles and works with presets and palettes in addition to hard values. It currently only works for parameter values, so it does not apply to timing or dynamics.

Discontiguous Cues

The command line now supports the '+' syntax to specify discontiguous cues. This can be used with Selective Store, Selective Replace, Delete, Delete Channel, and cue attributes such as Link, Loop, Wait, Trail, Time, Out Time, Mark, and Force.

To specify a discontiguous cue range, use the following syntax:

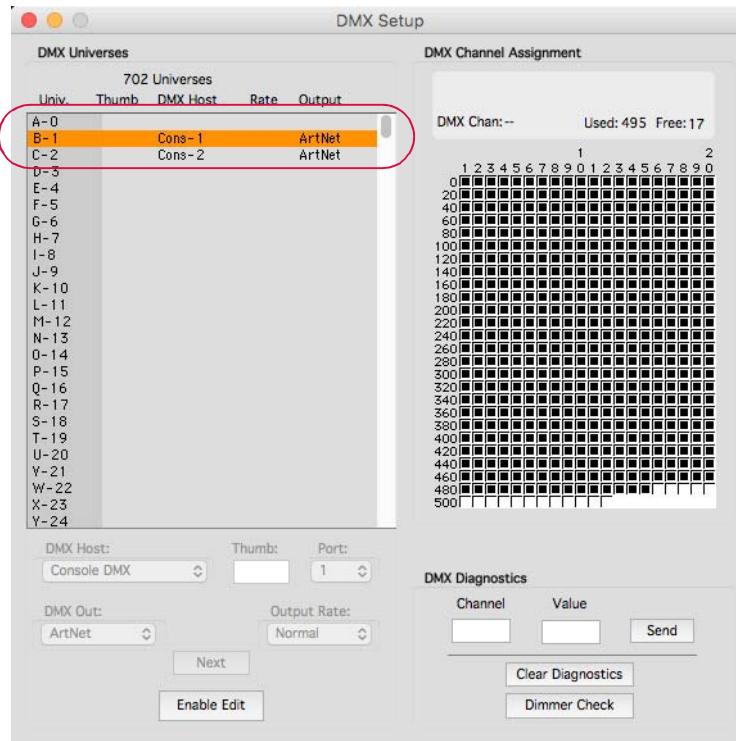
[Sel Store] <cue1> [+] <cue2> [+] <cue3> [Enter] - where cues 1-3 are discontiguous cues.

Examples:

- + [Delete] [2] [+] [5] [+] [8] [Enter] - where cues 2, 5, and 8 will be deleted.
- + [Cue] [1] [+] [4] [+] [9] [Wait/Trail] [x] [Enter] - adds a wait time of x to cues 1, 4, and 9.
- + [Delete] [Chan] [3] [+] [5] [+] [7] [Enter] - deletes channels 3, 5, and 7 from a tracking file.

Art-Net Out

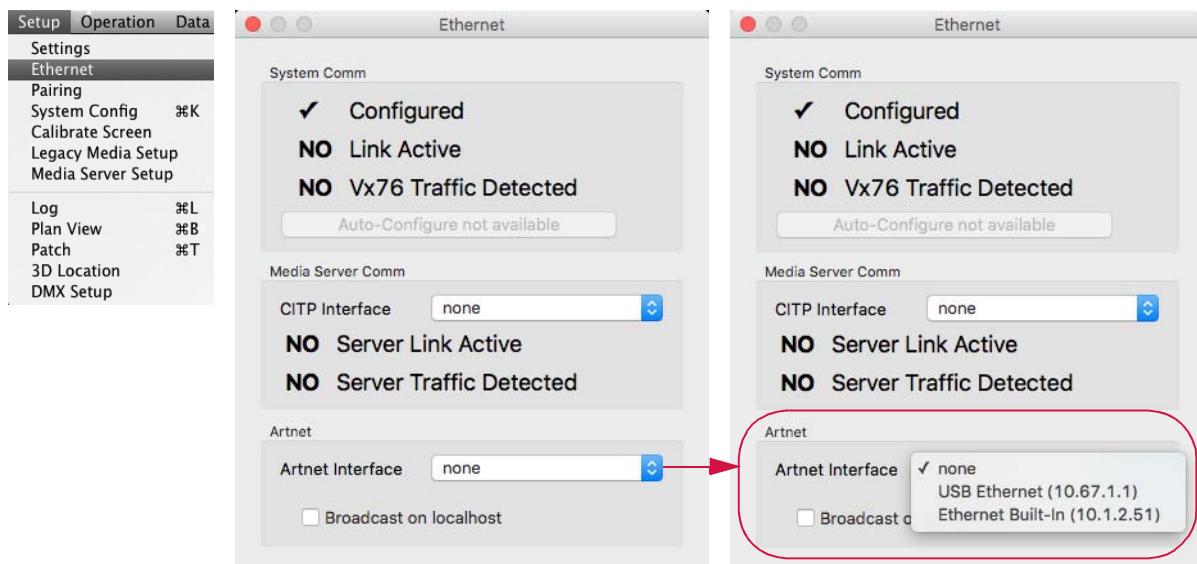
Vx76 software running offline (Visionary mode) can now output two universes of Art-Net. In this case, whatever is mapped to the first two console DMX512 outputs (Cons-1 and Cons-2) will be broadcast.



To enable Art-Net, use the console's Ethernet window to select the desired network port. (It needs to be configured correctly to interface with the connected Art-Net devices.)

Step 1. At Setup menu, select **Ethernet**. Ethernet window will open.

Step 2. At Artnet Interface pop-up menu, select the (already configured) network port.



Console Enable/Disable

A new disable feature can be used to disable the console's front panel and graphic interface ability. A disabled console will still provide status feedback, sync submasters, and appear in the System Config window, but all user control is temporarily disabled.

Any primary or secondary console can be disabled as required.

Note: The Disable Console menu item was present in previous version of the Vx76 software, but was not active.

Disable a console:

- + At Vx76 menu, select **Disable Console**.

"Enable Console" will displayed in the menu if the console has been disabled.

Re-enable a console:

- + At Vx76 menu, select **Enable Console**.

