

SOFTWARE RELEASE NOTES



Product: Vx76 Control Consoles
Manufacturer: PRG
Subject: Vx76 Software Version 4.1
Bulletin No: VX76-014
Date: January 19, 2015

INTRODUCTION

Vx76 Software Version 4.1 Overview

Software version 4.1 is now available for the Vx76 Control Consoles.

Key Caps Update

The Channel Select Panel keypad layout has been modified to support new features. The following update kit is required on all Vx76 Channel Select Panels:

28.9814.0705 1 EA KIT, KEY CAPS, 10K CHANNEL SELECT

A procedure for installing the new key caps is provided on [page 13](#).

After the new key caps are installed, complete the TEAM inspection: "VX76-014 KEYCAP"

Ordering

The USB drive and Key Caps Kit can be ordered from the PRG Dallas office at no charge by emailing: orders@prg.com

Super Node Upgrade

To improve reliability of the software update/download process and the network hardware configuration with sv 4.1, a new microSD Flash Memory Card should be installed in V476 and V676 Control Consoles, and Super Node™ units. Refer to Technical Bulletin VX76-015 for upgrade procedures.

New Features

- + **10,000 Control Channels** - The total number of control channels has been expanded to 10,000. The Vx76 Channel Select Panel and Channel Select software window have been changed to allow the selection of all 10,000 channels. (Refer to "[10,000 Channels](#)" on page 3 for more information.)
- + **2,000 Presets** - The total number of presets has been expanded to 2,000.
- + **Expanded Data Copy** - The Copy Data feature now has the ability to copy stored channel data from one source channel to multiple destination channels, and also from multiple sources to multiple destinations. In addition, if the source channel is a different fixture type than the destination channel, the stored data will be converted using the information in the fixture profile. (Refer to "[Copy Data](#)" on page 4 for more information.)
- + **XML Export** - Show data can now be exported to an XML file for use with third party applications such as Moving Light Assistant. (Refer to "[XML Export](#)" on page 6 for more information.)
- + **Cue Sheet Column Layout** - The Cue Sheet window can now be customized by hiding columns and/or adjusting the column order. (Refer to "[Cue Sheet Column Layout](#)" on page 7 for more information.)
- + **Updated Macros Window** - The Macros window has been updated to match the other Vx76 software interface windows. (Refer to "[Macros Window](#)" on page 9 for more information.)
- + **Updated Board Cue Window** - The Board Cues window has been updated to match the other Vx76 software interface windows. (Refer to "[Board Cues Window](#)" on page 9 for more information.)
- + **Show File Manager Window** - The Show File Manager window has been added back into the Vx76 application. (Refer to "[Show File Manager Window](#)" on page 10 for more information.)

- + **Slice** - Slice is a new feature that allows an arbitrary selection to be quickly divided into a number of sub-parts and/or channels. (Refer to "**Slice**" on page 11 for more information.)
- + **Clear** - Clear is a new feature in the Programmer that reverts all channels and parameters to their stored values (or default home values), regardless of the function filter and channel selection. (Refer to "**Clear**" on page 11 for more information.)
- + **Command-Line Rate** - Rate can now be set from the command line. (Refer to "**Command-Line Rate**" on page 11 for more information.)
- + **Group Next/Last** - The Next/Last feature can now be used within group divisions. (Refer to "**Group Next/Last**" on page 12 for more information.)
- + **Group Divisions Pile-On** - The Pile-On feature can now be used with group divisions. (Refer to "**Group Divisions Pile-On**" on page 12 for more information.)

Enhancements

- + **System Performance** - System download improvements reduce system load times. (These improvements are greatest when using a Super Node only system.)
- + **Show File Manager Progress Bars** - Progress bars have been added to the Show File Manager to indicate the status of archive/unarchive actions.
- + **Show File Memory** - A new Data Manager process reduces overhead on the Vx76 application to increase console performance with large show files. (This process is not visible to the user.)
- + **Patch Config System** - Patch download messages have been improved to allow more capabilities in sending patch information to the system. This also allows more flexible patch changes without affecting the stage output.
- + **Command-Line Park** - Park functionality has been added to the command line. (The Park key caps were added previously, but the functionality was not enabled.)
 - [Park] [Enter] - where channels are already selected
 - [Unpark] [Enter] - where channels are already selected
 - [Chan] [n] [Park] [Enter] - where n is the channel number.
 - [Chan] [n] [Unpark] [Enter] - where n is the channel number.
 - [Group] [Park] [Enter]
- + **Choose Options for Update** - Three new choose options have been added for update. ("Choose" is activated by touching the specific submaster on the touchscreen.)
 - [Track / Cue Only] + choose - tracks forward
 - [Track Back] + choose - tracks backward
 - [Track / Cue Only] + [Track Back] + choose - tracks both directions
- + **Super Node Interface** - The Super Node update mechanism has been improved to solve several issues that could cause corrupted SD Cards. Also, there is now an indication on the display when the SD card version is not current. (Refer to Technical Bulletin VX76-015 for upgrade procedures.)
- + **Super Node Output Rates** - The Super Node now allows different DMX output rates per port.

NEW FEATURE DETAILS

10,000 Channels

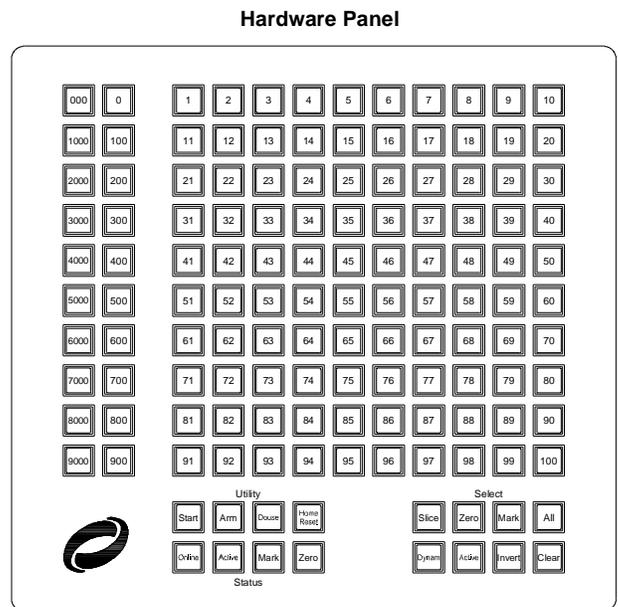
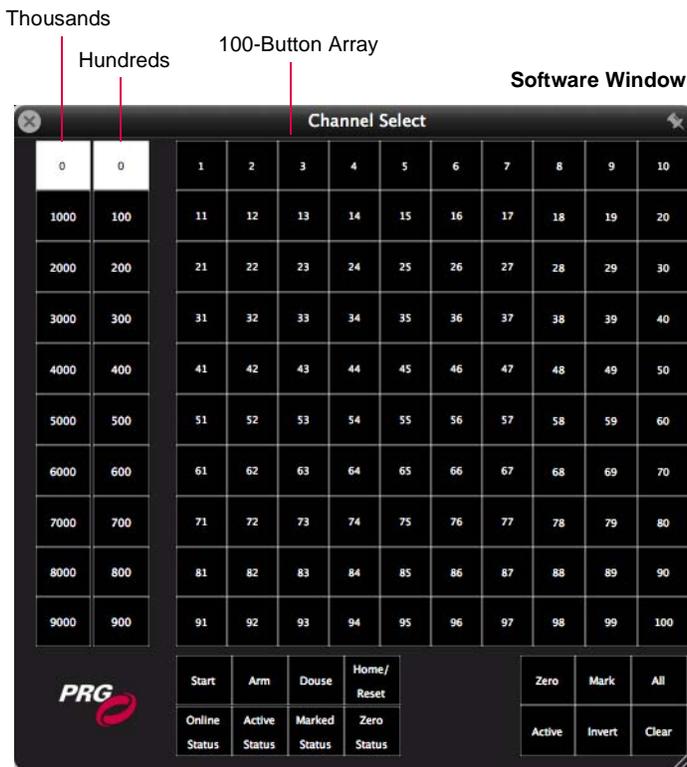
The Vx76 Channel Select Panel and Channel Select software window have been changed to allow the selection of all 10,000 channels. The columns on the left are now independent, and can be used in conjunction with the 100-button array to specify the channel numbers.

New operation:

- + The first column specifies the thousands digit.
- + The second column specifies the hundreds digit.
- + The 100-Button Array specifies the remaining digits of the channel number.

For example, to select channel number 2112, first click [2000] in the thousands column, then [100] in the hundreds column, and [12] in the 100-Button Array. Sequence: [2000] > [100] > [12].

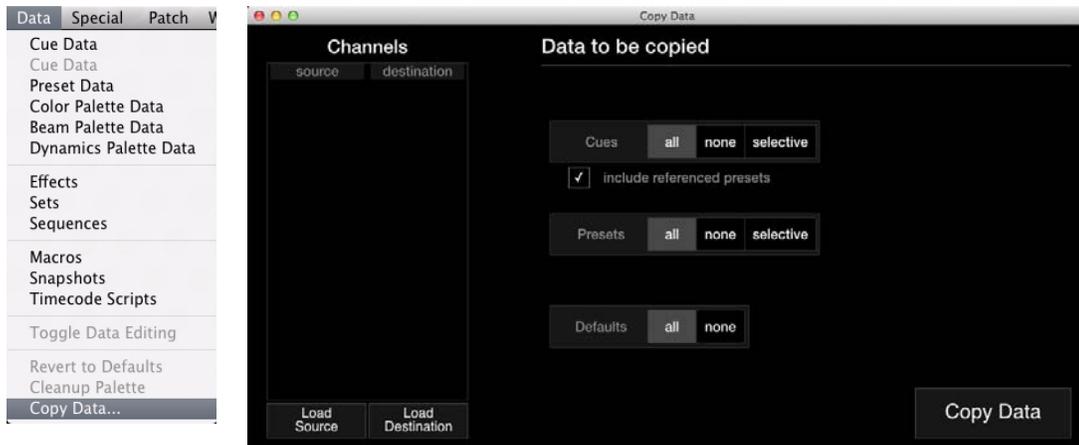
The following illustrations show the new button layout:



Copy Data

The Copy Data feature now has the ability to copy stored channel data from one source channel to multiple destination channels, and also from multiple sources to multiple destinations. In addition, if the source channel is a different fixture type than the destination channel, the stored data will be converted using the information in the fixture profile.

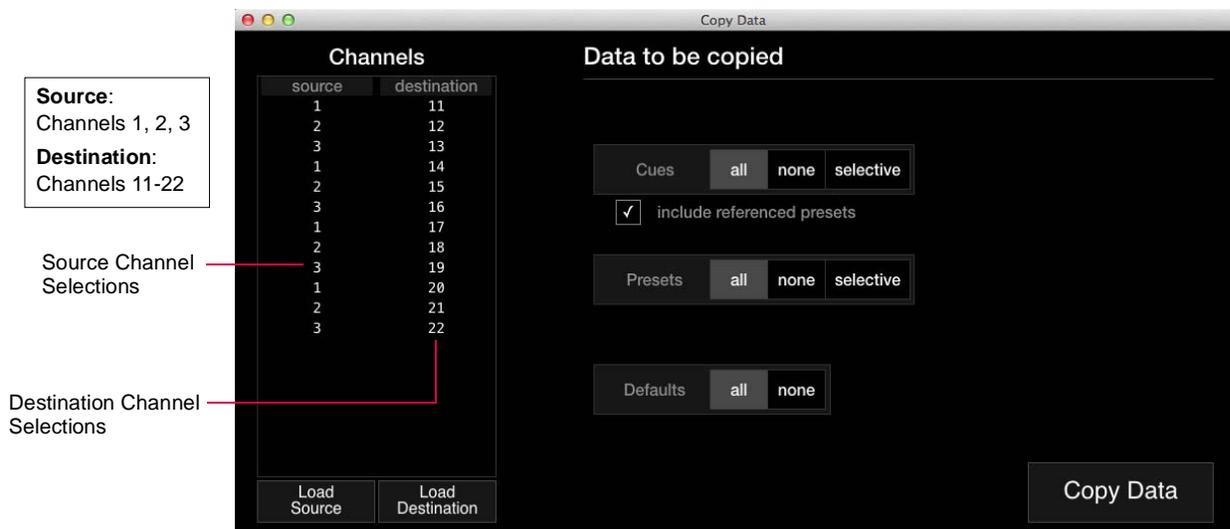
Data that can be copied includes cues, presets, and defaults. (Defaults are the values that correspond to the two buttons associated with the encoders.) There are options to copy all data of each type or to specify a selective range of values for cues and/or presets.



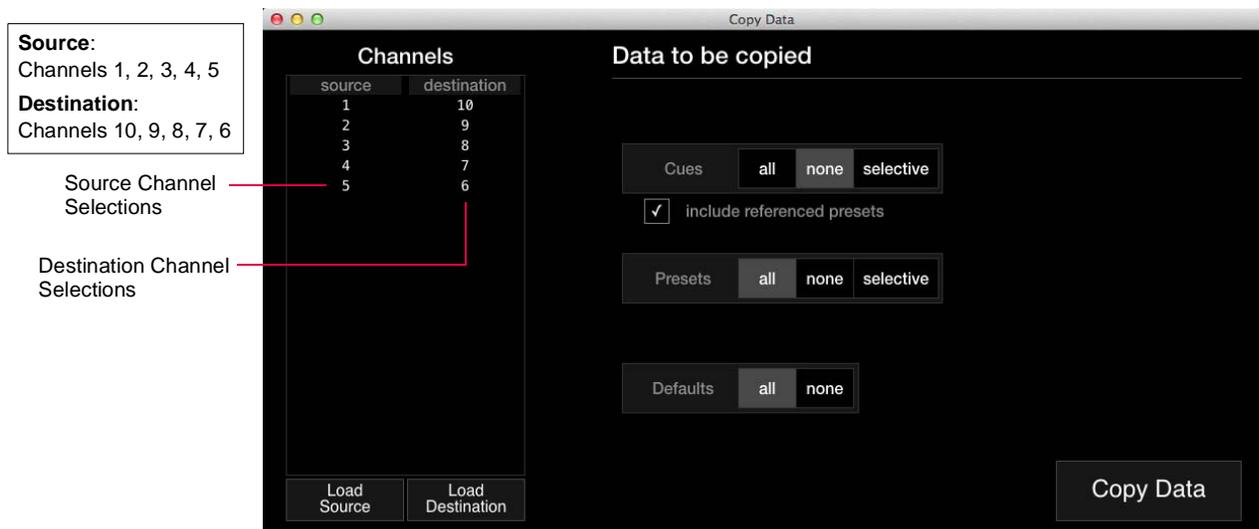
Important! Channel selection order affects how the data will be mapped. The Load Source and Load Destination actions will use the group order or the selection order when entering channels into the window.

To copy data:

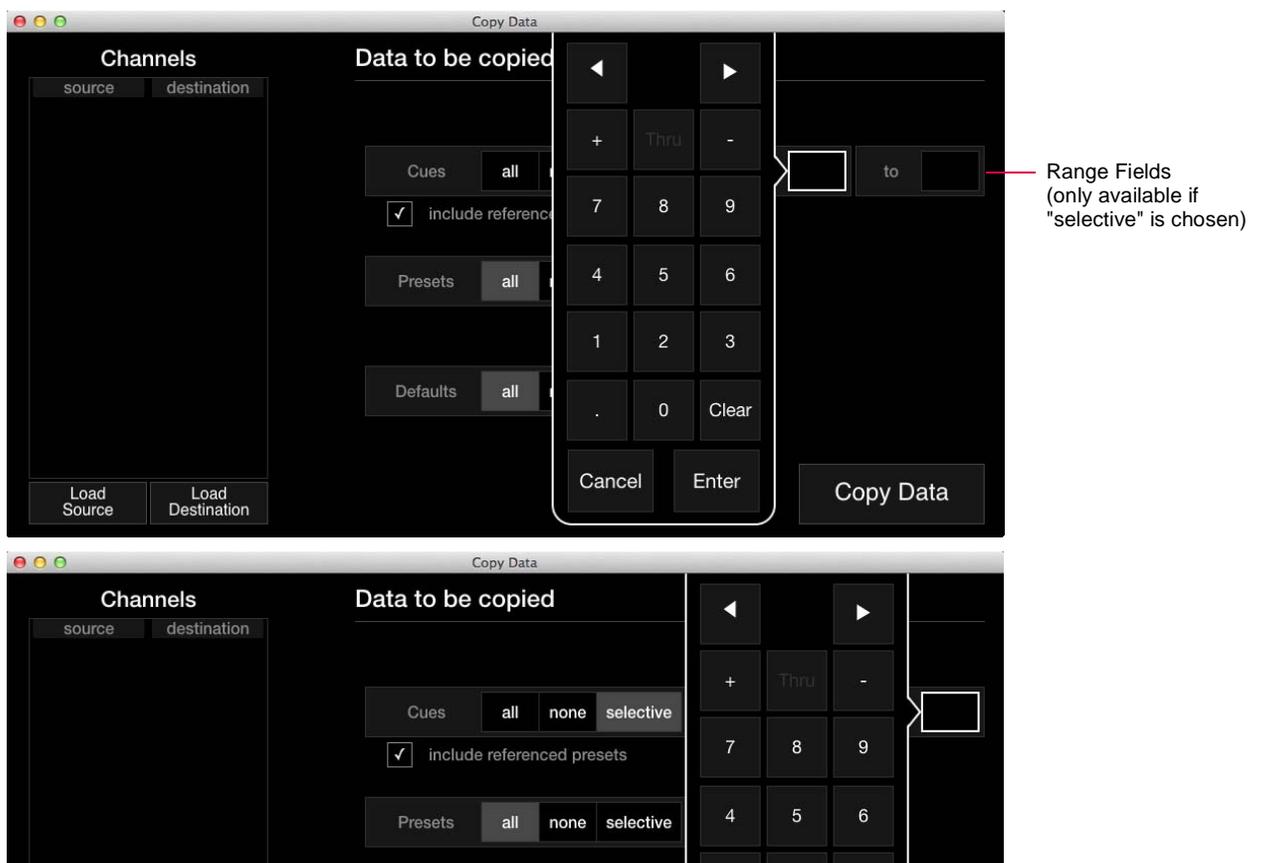
- Step 1. At **Data** menu, select **Copy Data**. Copy Data window will open.
- Step 2. Using Channel Select Panel or command line, select Source channels (to copy from).
- Step 3. At Copy Data window, click **Load Source** to load source channels.
- Step 4. Using Channel Select Panel or command line, select Destination channels (to copy to).
- Step 5. At Copy Data window, click **Load Destination** to load destination channels. There can be multiple destinations for a source as shown in the example window below. (The window maps the repeating values.)



The Load Source and Load Destination actions will use the group order or the selection order when entering channels into the window. The example below illustrates this concept, where the Source selection order is 1,2,3,4,5 and the Destination selection order is 10,9,8,7,6.



- Step 6. At each data type (cues, presents, and/or defaults), choose all, none, or selective as required.
- Step 7. If selective is chosen for Cues or Presets, enter range by clicking in fields at right.



- Step 8. For Cues, check "include referenced presets" checkbox as required.
- Step 9. Click Copy Data to complete copy process.

XML Export

Show data can now be exported to an XML file for use with third party applications such as Moving Light Assistant. To export show data to an XML file, choose **Export XML** from the **File** menu.

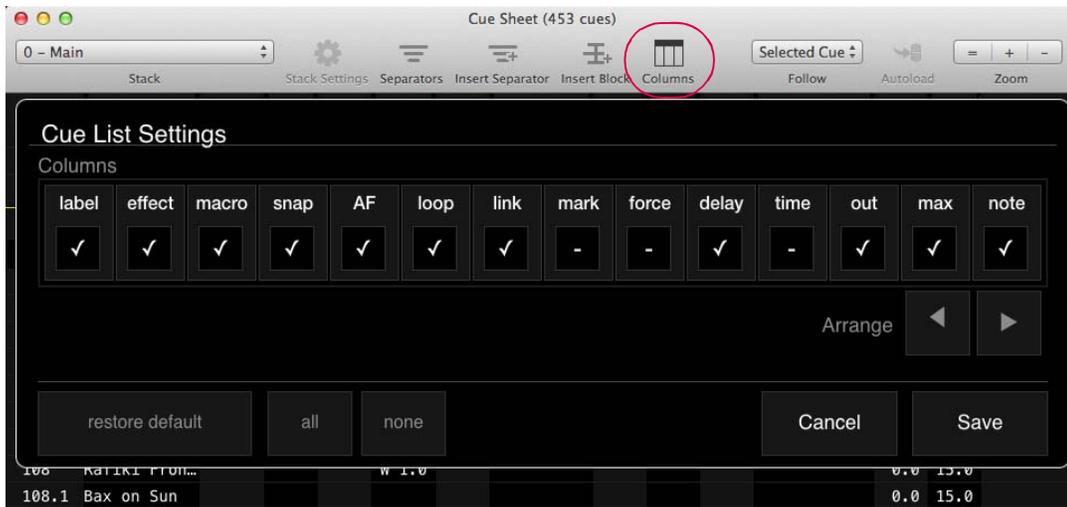


Cue Sheet Column Layout

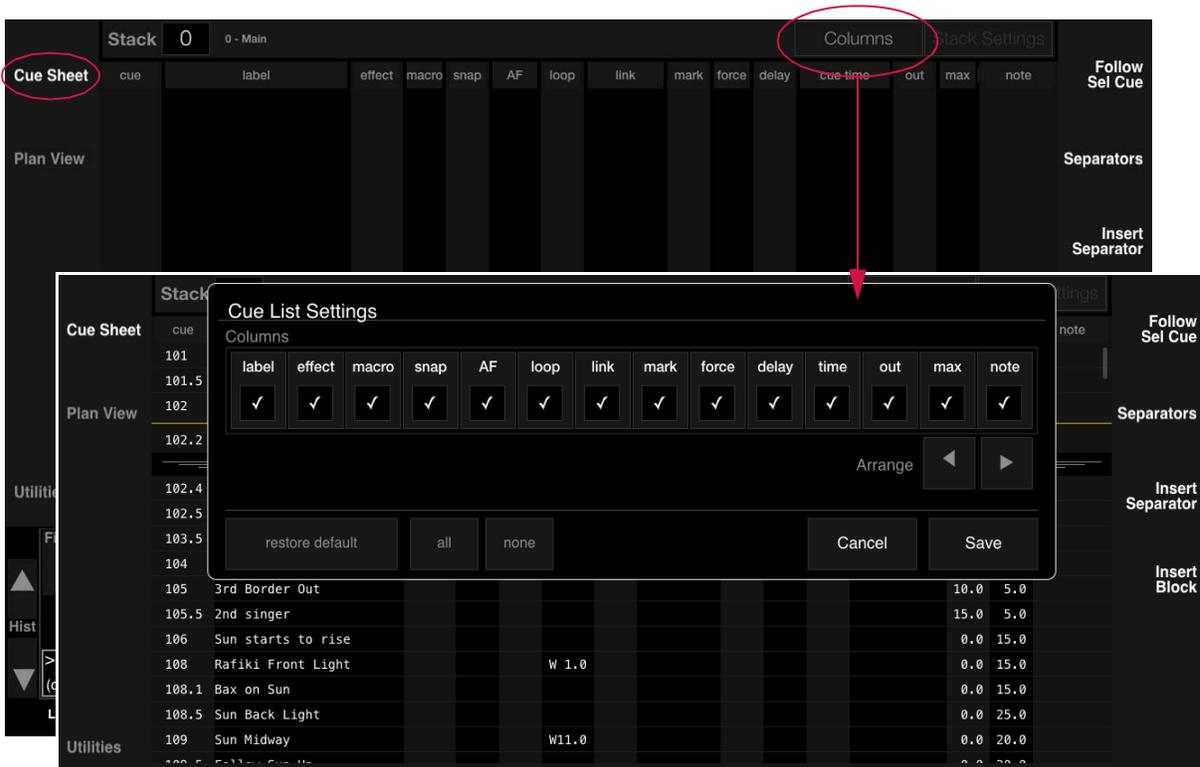
The Cue Sheet window can now be customized by hiding columns and/or adjusting the column order. This applies to the Cue Sheet window in the application and the Cue Sheet available in the front panel display.

To configure column settings, click the Columns icon in the window or press the <Columns> button in the front panel Cue Sheet. This will bring up the Cue List Settings window as shown below.

Window

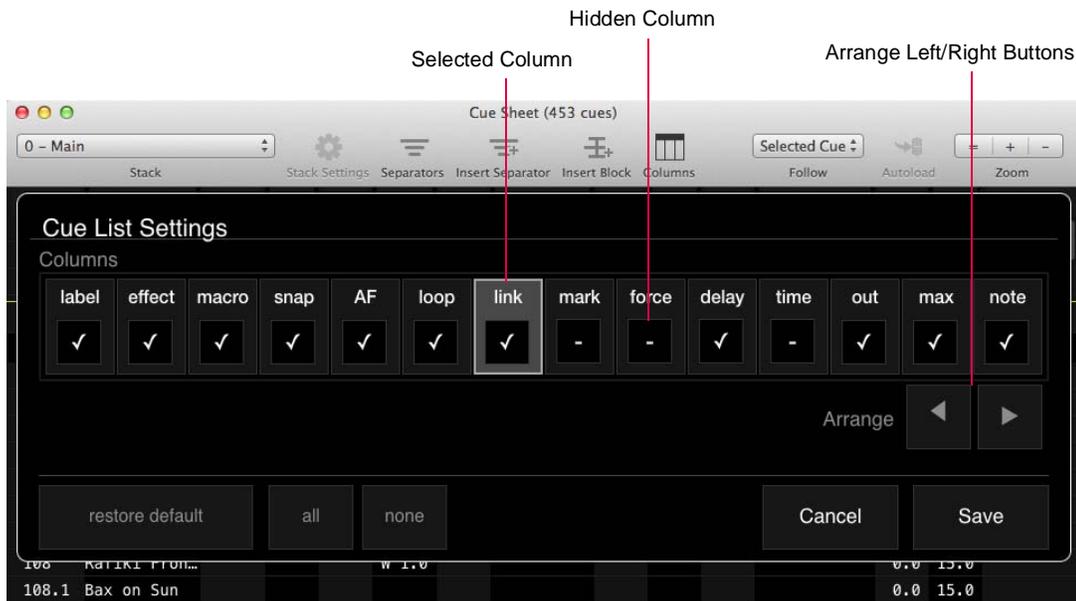


Display



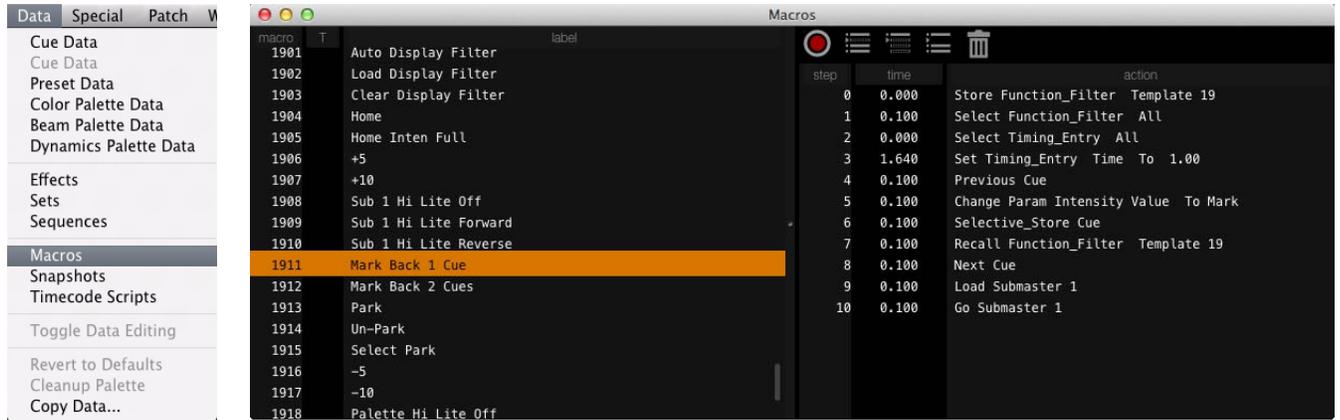
Guidelines:

- + Hide columns by unchecking their checkbox.
- + Arrange columns by first selecting the column and then clicking the Arrange left/right buttons to adjust its position.
- + Click **Save** to save settings and exit.



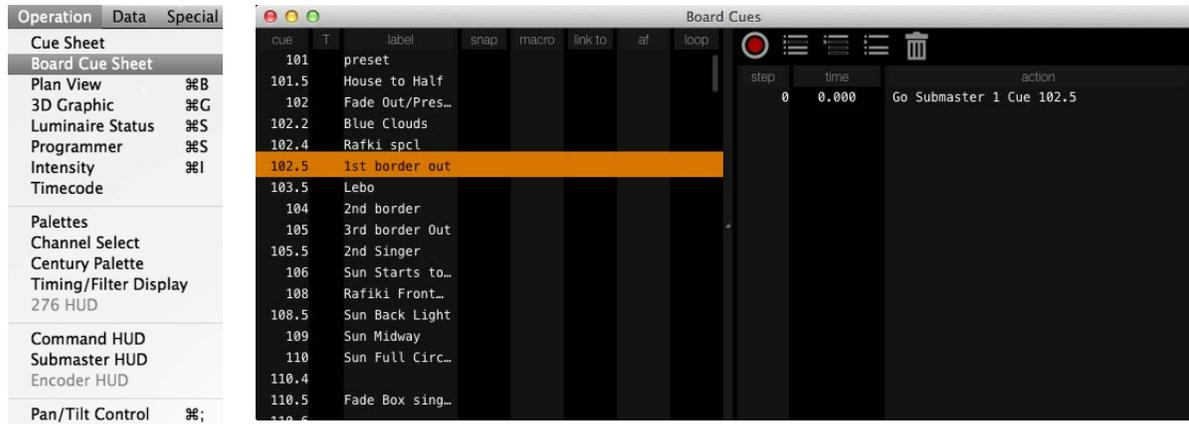
Macros Window

The Macros window has been updated to match the other Vx76 software interface windows. (The functionality is still the same.)



Board Cues Window

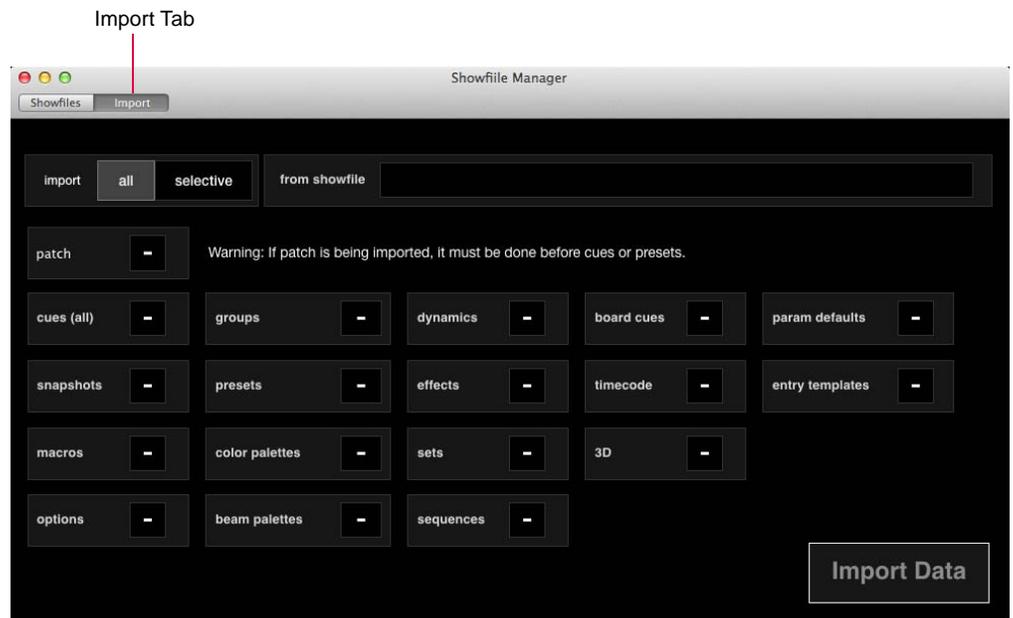
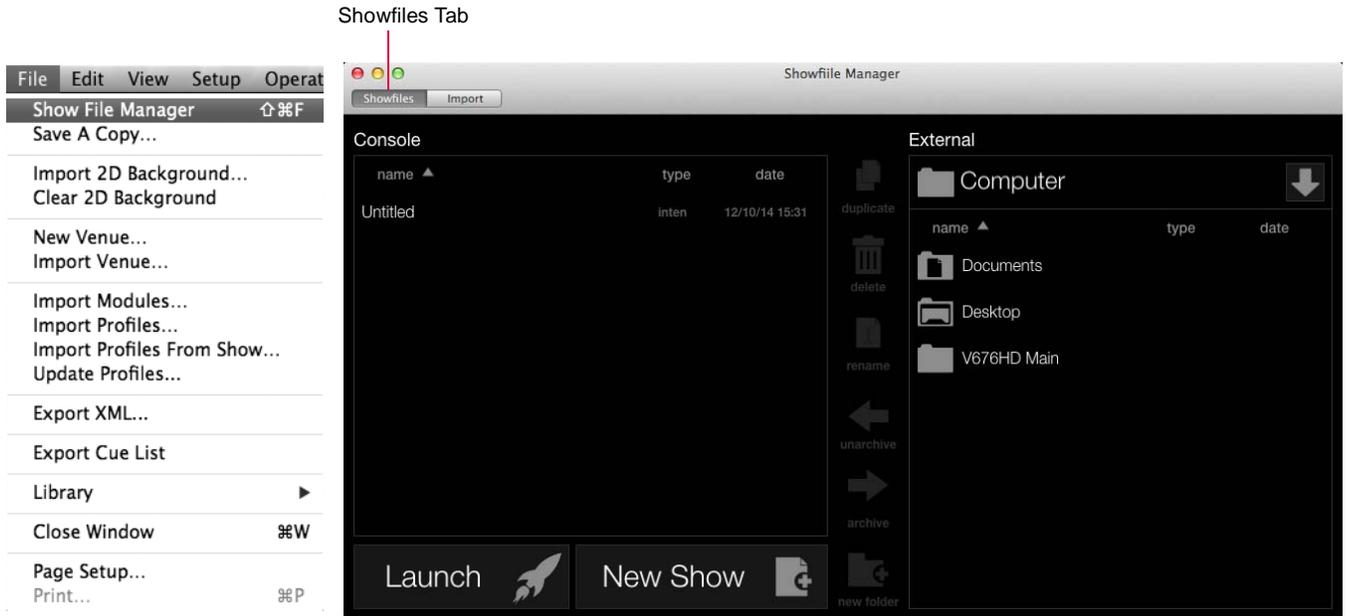
The Board Cues window has been updated to match the other Vx76 software interface windows. (The functionality is still the same.)



Show File Manager Window

The Show File Manager window has been added back into the Vx76 application. (Note that this option was previously "grayed out" in the File menu.) The Show File Manager window has the same functionality as the Show File Manager available in the front panel display.

To open the window, select **Show File Manager** from the **File** menu.



Slice

Slice is a new feature that allows an arbitrary selection to be quickly divided into a number of sub-parts and/or channels. The selection can be divided using interlaced allocation (default) or sequential allocation.

To create a slice from a selection, press and hold a modifier (Cmd, Option, etc.) then select a number button from the 100-button array. The chosen number will be used as the number of parts or as the number of channels per part to divide the selection.

To create a slice using the command line:

- + [Cmd] + [n] - specifies the number of parts
- + [Option] + [n] - specifies the number of channels.
- + When [Shift] is used with the two options above, it will perform a sequential allocation instead of the default interlaced allocation.

To create a slice using the Channel Select Panel:

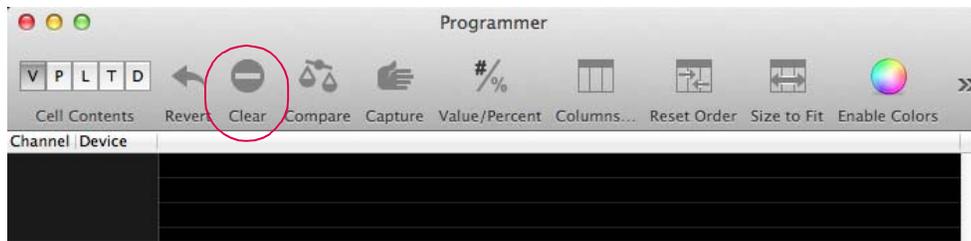
The [Slice] button on the Channel Select Panel has the same functionality as the [Cmd] key.

- + Single-click [Slice] to perform an interlaced allocation.
- + Double-click [Slice] to perform a sequential allocation.

Clear

Clear is a new feature in the Programmer that reverts all channels and parameters to their stored values (or default home values), regardless of the function filter and channel selection.

Clear can be performed by clicking the Clear icon in the Programmer window or entering [Undo] [Chan] [Full] in the command line.



Note: This Clear functionality is not to be confused with the [Clear] key on the command line keypad which is used to clear command-line entries.

Command-Line Rate

Rate can now be set from the command line using the following syntax:

- + [Sub] [n] [Rate] [x] - where n is the submaster number and x is the rate adjustment percentage from 0-999.
- + [Sub] [n] [Thru] [m] [Rate] [x] - where n thru m is a range of submaster numbers and x is the rate adjustment percentage from 0-999.

Group Next/Last

The Next/Last feature can now be used within group divisions.

Guidelines:

- + If an ordered group containing divisions is selected, then pressing [Next] and [Last] will select the individual group divisions.
- + With a part selected, holding [Cmd] and pressing [Next] or [Last] will operate within that division with [Next]/[Last] selecting individual channels within that division.
- + Pressing [Next]+[Last] will return to selecting the divisions of the group.

Group Divisions Pile-On

The Pile-On feature can now be used with group divisions.

Pile-On is a convenient way to add channels to the current selection in a cumulative manner. For example, if the Pile-On mode is active, pressing the <d1>, <d2>, <d3> palette buttons will add those channels to the current selection.

To activate the Pile-On mode, either press the <Pile On> button in the Groups super palette or press and hold the [Shift] key.

The screenshot displays the 'Groups' super palette interface. At the top, there are four tabs: 'Groups', 'Channels', 'Arrangement', and 'Ad-Hoc'. The 'Groups' tab is active, showing a 'channels: Stored(20)' indicator. Below this, there are several control panels: 'arrangement' with 'Automatic' and 'Manual' buttons, 'divisions' with 'Each' and 'Total' buttons and a value of '4', 'order' with 'Selection' buttons, 'layout' with 'Default 2D' buttons, 'allocation' with 'Sequential' buttons, and 'direction' with 'Increasing' buttons. A grid of division buttons (d1, d2, d3, d4) is visible, with d1 (1-5), d2 (6-10), d3 (11-15), and d4 (16-20) highlighted. At the bottom, there is a 'Group' palette with buttons for '1' through '20'. A callout box on the right side of the interface, circled in red, contains the text 'Pile On (Also can use Shift Key)'. The interface is dark-themed with green highlights for selected elements.

HARDWARE UPGRADE PROCEDURES

Installing New Key Caps

To accommodate new Vx76 functionality (which allows the selection of all 10,000 channels), the key cap layout of the left two columns on the Channel Select Panel must be changed.

Tools:

Small flat (tweaker) screwdriver

Parts:

28.9814.0705 KIT, KEY CAPS, 10K CHANNEL SELECT

74.9814.0700.101	1 EA	000
74.9814.0700.120	1 EA	2000
74.9814.0700.121	1 EA	3000
74.9814.0700.122	1 EA	4000
74.9814.0700.123	1 EA	5000
74.9814.0700.124	1 EA	6000
74.9814.0700.125	1 EA	7000
74.9814.0700.126	1 EA	8000
74.9814.0700.127	1 EA	9000

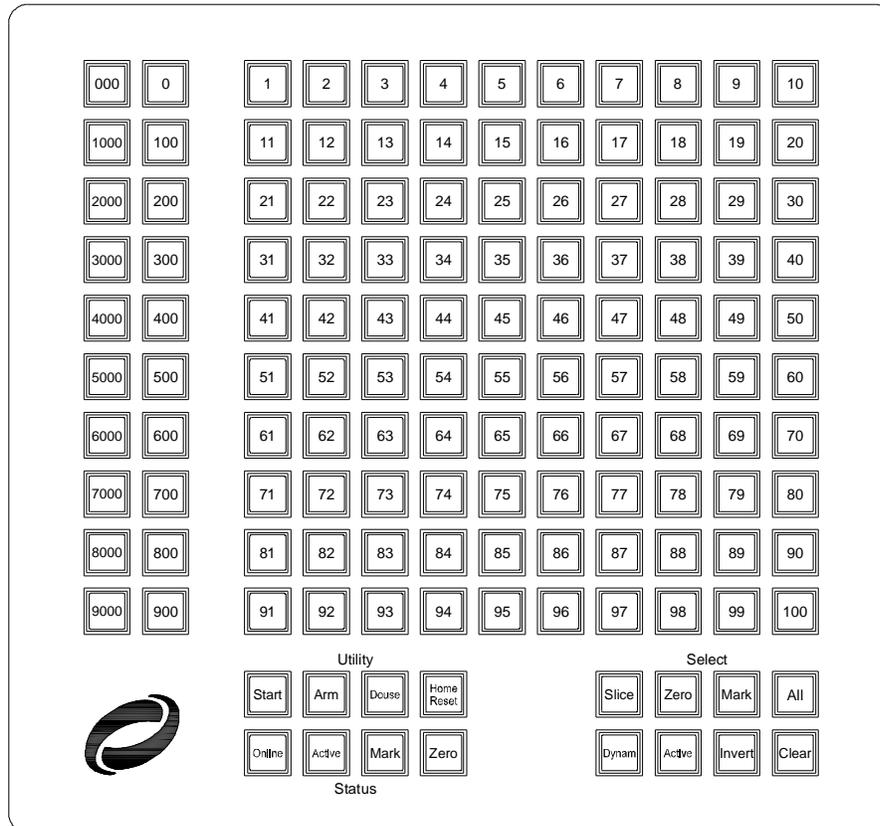


Figure 1: Updated Layout for Vx76 Channel Select Panel

To replace key caps:

- Step 1. Using small tweaker screwdriver, carefully pry upward to remove all key caps in left two columns (**Figure 2**). (20 keys total.)
- Step 2. Re-install key caps according to layout shown in **Figure 3** on the next page. Note that some keys are re-used, some new (in the kit), and some discarded.
- Step 3. Complete TEAM inspection. (Refer to TEAM information on [page 1](#).)

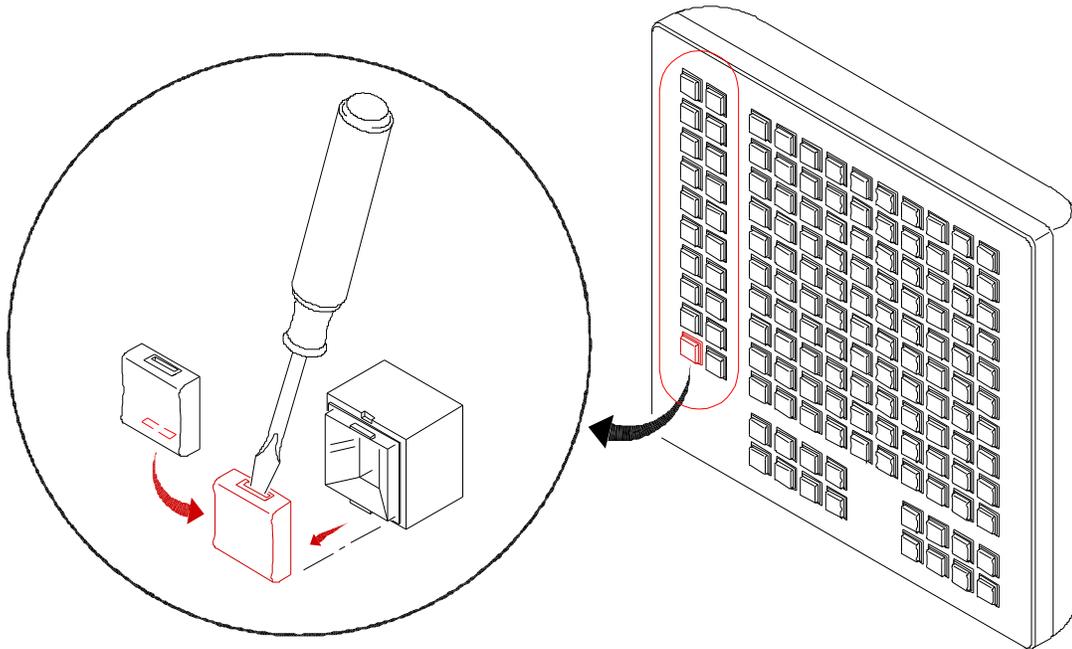
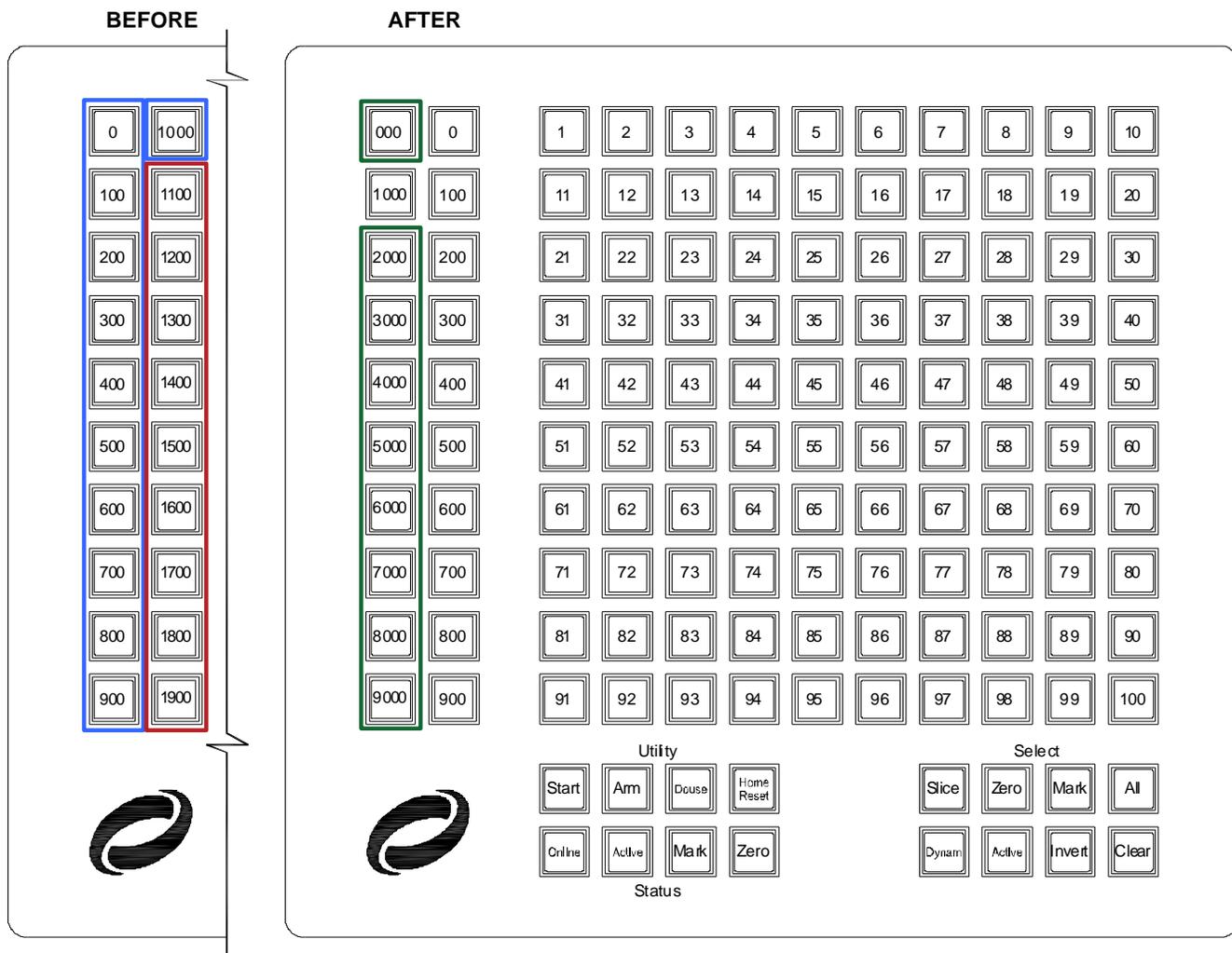


Figure 2: Removing Channel Select Key Caps



- New Keys (from kit)
- Reuse (move over one column)
- Discard

Figure 3: Updating Channel Select Key Caps