SOFTWARE RELEASE NOTES

Product: V676 and V476 Control Consoles
Manufacturer: PRG
Subject: Vx76 Software Version 3.0
Bulletin No: VX76-004
Date: February 24, 2012

INTRODUCTION

Vx76 Software Version 3.0 Overview

Software version 3.0 is now available for the Vx76 Control Consoles.

New Features

Group Super Palette

The Group feature has been expanded with several new capabilities. (Refer to "Group Super Palette" on page 7 for more information.)

+ A new Group super palette offers options for the arrangement and construction of groups well beyond what was available with previous versions of Vx76 software.
+ Groups now consist of Channels and Arrangement.
+ Channels can be loaded explicitly (as before) or come from rules (similar to a "smart playlist").
+ Arrangements define ordering and groupings.
+ A group can also be an Arrangement with no stored channels. This allows an "arrangement" to be pre-defined and then applied to a selected group of channels at a later time.

Media Palette

A new media server control interface has been integrated into the palette displays. (Refer to "Media Palette" on page 12 for more information.)

+ Patched media servers can be accessed from any of the standard palettes. A Media super palette window is also available for further control of media servers.
+ The media palette retrieves content thumbnails from servers and provides live streaming status for servers and layers via CITP.
+ Server information can be edited using the new Media Server Setup window.
+ A special lock feature allows the view to be locked so that the palette can be used as a visual channel select

New Patch Spreadsheet

The Patch spreadsheet window has been revised. (Refer to "New Patch Spreadsheet" on page 17 for more information.)

+ Data can now be viewed in different categories using the various tabs located at the top of the window.
+ Tags can be added to channels using the Tags column. This can be useful to label floor lights, specials, etc.
+ The Settings tab indicates which fixtures are assigned to specific media servers.
+ Two filtering options are available using the "Follow Auto" and "Set Local" filter buttons.

Plan View Custom Layouts

It is now possible to add custom layouts to the Plan View beyond the included 2D and 3D layouts. (Refer to "Plan View Custom Layouts" on page 19 for more information.)

+ Each custom layout can have its own settings.

+ Fixtures may be hidden from custom layouts as desired.

Plan View Regions

Rectangular areas can now be drawn on the Plan View for use as organizational tools. The region contains meta data for the included fixtures so that they can easily be added to groups, presets, cues, etc. based on their location. (Refer to "Plan View Regions" on page 22 for more information.)

+ Regions can be labeled, edited, and deleted.

+ Fixtures can be easily selected by touching within the region.

Off-Line Mode (Visionary)

The Vx76 software can be run off-line without the need for a console front panel. This mode, referred to as Visionary, allows show files to be programmed without a console. (Refer to "Off-Line Mode (Visionary)" on page 24 for more information.)

+ In Visionary mode, the panel displays (desk touchscreens) show up in a special tabbed window. The tabs can be moved and are detachable from the main window (similar to a browser).

+ To interact with Visionary, three new Heads Up Display windows (HUDs) have been added: Command, Encoders, and Submasters. These are available from the Operation menu.

Plan View Repeated Nudge

+ Selected fixtures can be repeatedly "nudged" in the Plan View by holding down the nudge arrows displayed at the bottom of the layout when fixtures are selected.


Re-Sync Submaster

+ When the cue selection is synchronized to a submaster and another cue is manually selected, the cue selection can be re-synced to the submaster by pressing the Cue Forward and Cue Backwards arrows together at the same time, or touching the ⟨Resync to sub #⟩ label.
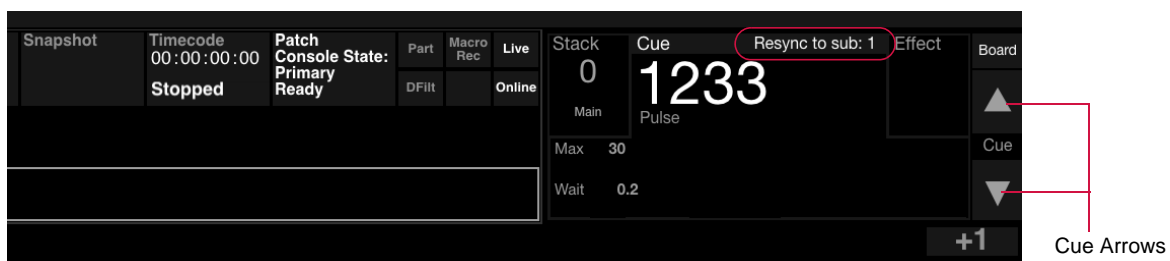
Encoder Popover Lock

Encoder popovers can be locked open by tapping the lock in the top-right of the menu. Popovers will not close on value selections while locked open.
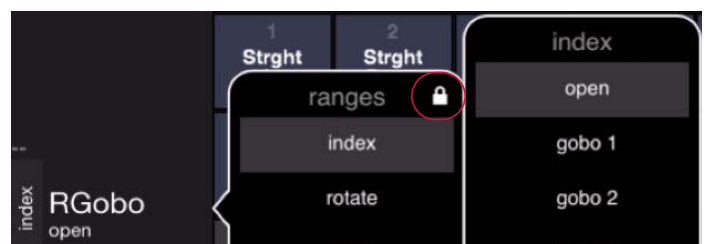
Manual Data Undo to Recorded State

+ When in a cue, with selected fixtures that have manual changes, press [Undo] [Channel] [Enter] to send the channels back to their cue state.

  Note: The syntax for the undo action for cue or preset store/delete function has been changed from [Undo] [Enter] to [Undo] [Store] [Enter].

Multi-Channel Copy

It is now possible to copy parameters from multiple channels to multiple channels, where previously only a single channel could be copied. This can be accomplished as follows:

+ The command [Recall] [Chan] <channel expression> will copy the filtered parameters of the specified channels to the selected channels (using selection order). For example, if channels 1-6 are selected, the command [Recall] [Chan] [11] [Thru] [12] will copy the parameters of channel 11 to channels 1, 3, 5 and the parameters of channel 12 to channels 2, 4, and 6.

+ Groups can also be used as a copy source. For example: [Recall] [Chan] [Group] [1].

Copy/Move Submaster

The contents of a submaster can be copied or moved to a different submaster. This can be accomplished via the command-line or control key combinations as follows:

+ [Copy]/[Move] [Sub] n [At] m, *or...*

+ Press and hold [Copy] or [Move] then, on the touchscreen, select the source and then the destination submaster.

Submaster Channel Filter to Current Selection

[Chan] + submaster choose will make the submaster's channel filter the current selection. ("Choose" is activated by touching the specific submaster on the touchscreen.)

Select All Active Channels from Command Line

[Chan] [Enter] will select all active channels.

Board Cue Go/Back as Submaster 1 Go/Back

If no board cue is pending (by selecting a board cue via the command line or the board cue window), then the board cue [Go] and [Back] buttons are mapped to Submaster 1 Go and Back. If a board cue is pending, then the board cue Go/Back will perform normal board cue controls.

Note: To clear pending board cues, enter [Board Cue] [0] [Enter] on the command line.

Move Preset with Links

Moving channel data for a preset will now update any cues for that channel which reference that preset so they point to the new location.

Enhancements

Expansion to 4000 Control Channels

+ The console's channel range has been expanded to 4000.
+ Selection of channels greater than 2000 is done via command-line keypad and groups, since the Channel Select panel only accommodates 2000 channels in its hard buttons.

Palette Targeting Improvements

+ The touch target area of the Page/Bank buttons has been increased so it's easier to change pages without accidental palette activation.

Showfile Manager Changes

+ The Showfile Manager can now sort show files by name or date.
+ If a show file is selected on an external source, pressing the new ⟨Launch⟩ button will automatically unarchive and launch the file in one step.
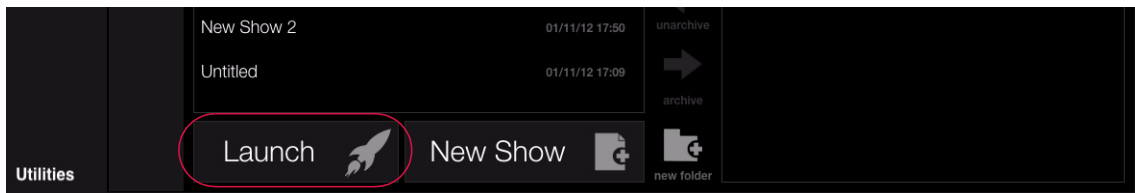
System Configuration Improvements

The System Configuration screens have been redesigned. Operation is still the same as in previous software versions, however, the display looks slightly different.
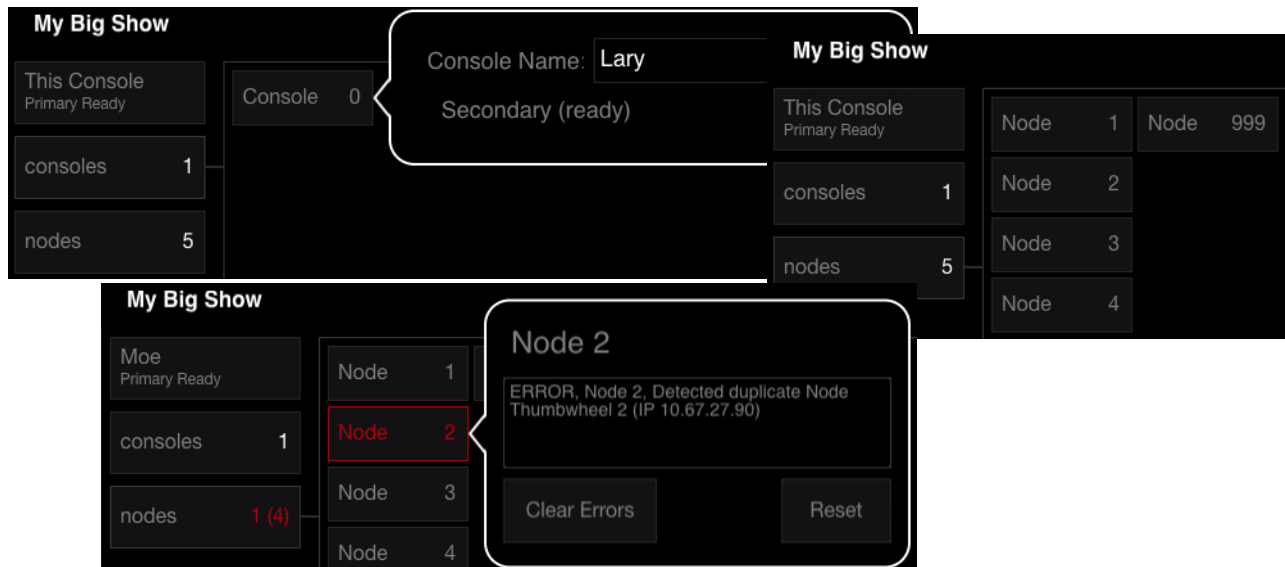
Corrected Issues

+ Selection order is available as a Plan View attribute.
+ Can now clear effect from submaster after autoload using touchscreen.
+ Snapshots properly replay column order.
+ Plan View attribute choice is stored in snapshots.
+ Periods in show file names no longer cause naming issues with duplicated show files.
+ Auto fixture placement no longer stops in the middle of a previously quick-patched item.
+ Encoder popover allows value re-selection.
+ Plan View starts a new show file with the channel attribute.
+ Preset selection works properly while highlighting.
+ Patch dialog accepts full range of available channel numbers.
+ Sneak as percent works properly.
+ [Cmd] + Tap sets new patch location in Plan View.
+ Plan View no longer jumps away from selected fixtures when manually changing the canvas size.
+ Copy Cue command no longer resets the command area's selected cue to the last selected effect.
+ Ethernet Setup window shows an x to indicate false.
+ Cue Data window columns sort properly.
+ Move Channel behavior is fixed.
+ Preset recalls show up as a manual change with the Manual Filter option turned on.
+ Trackball mode no longer hides cursor after exiting mode.
+ IFCB no longer ignores base cue.
+ Invalid preset error fixed for very large sequences.
+ Selected cues indicate when a cue snap was created for them while already selected.
+ Apostrophes are allowed in show file names.
+ Panel server memory leak crash from numerous rapid snapshot recalls.
+ Function Filter button visual state in Submaster settings window fixed.
+ Submaster Setup window labels fixed.
+ Patching a scroller without specifying a dimmer no longer sets dimmer to address.
+ Encoder pop-out tray no longer gets stuck open or closed.
+ Can now delete a high-to-low range of fixtures.
+ Timing changes show in manual filter.
+ Intensity window is listed in Windows menu.
+ Snapshots recall Font Size in intensity window.
+ Record button in timecode window fixed.
+ Timecode script insert fixed.
+ Changing origin offset now works properly.
+ Auto Rename option fixed in Show File Manager.
+ Can now change patch of a range of fixtures with unpatched channels in the range.
+ When typing a cue higher than what is in the target stack no longer takes you to the next stack during next cue.
+ Cue number entry to a cue that doesn't exist no longer shows main stack.
+ Random direction in Effects no longer drops channels.

+ Can now prepend [Cue] before before [Load] [Go] on a submaster.
+ Submasters properly release priority.
+ Stack numbers in cue through syntax expressions is fixed.
+ Plan View attribute display can now display percentages.
+ Dynamic Super Palette Ballyhoo selection no longer locks out other settings.
+ Dynamic Size encoder no longer rolls over.
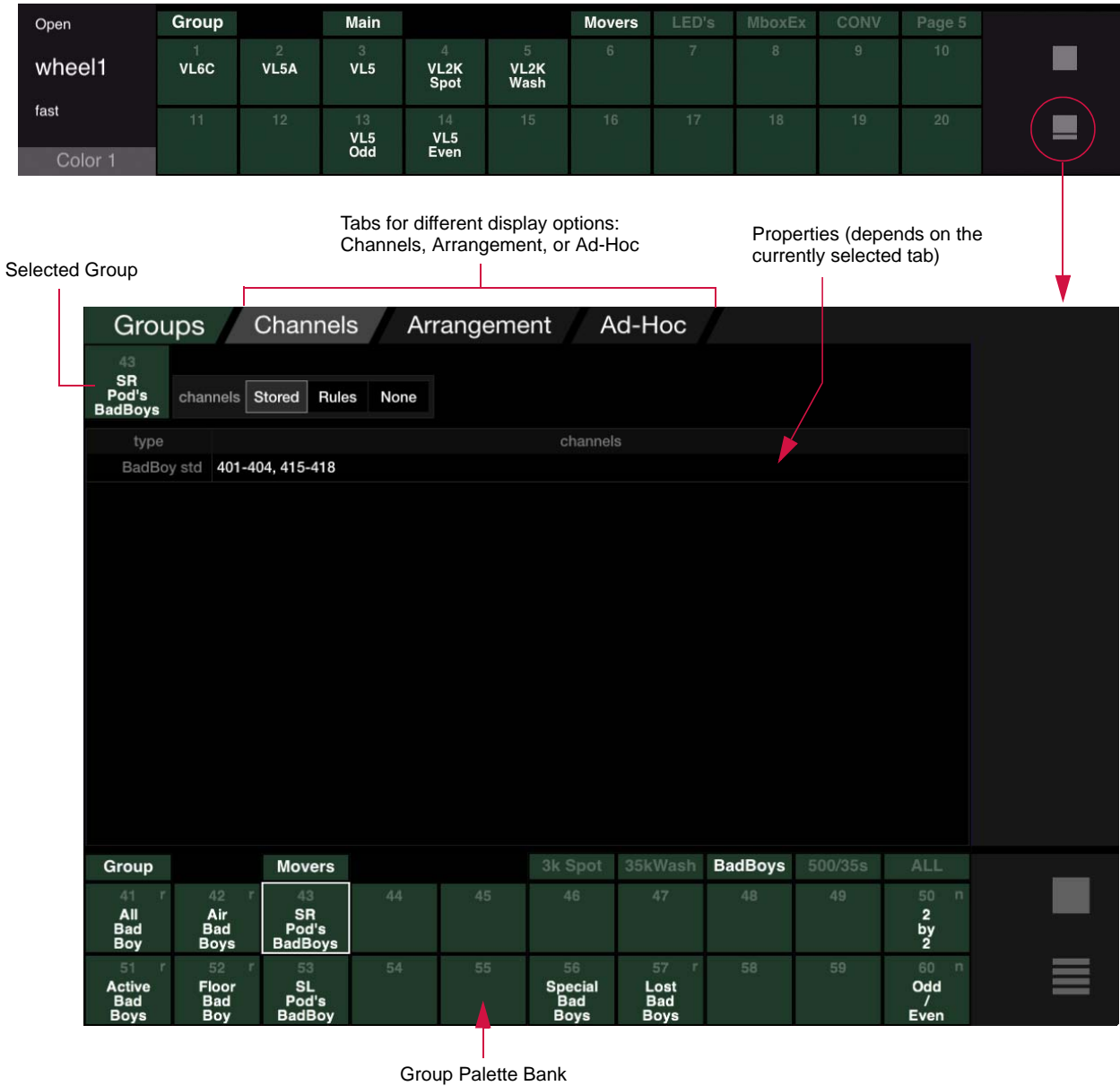+ Dynamic offset properly recalls from a stored preset.

NEW FEATURE DETAILS

Group Super Palette

A new Group super palette offers options for the arrangement and construction of groups well beyond what was available with previous versions of Vx76 software.

Overview

The Group super palette can be accessed by pressing the super palette icon at the right of any visible Group palette:

Tabs for different display options:
Channels, Arrangement, or Ad-Hoc

Properties (depends on the currently selected tab)

Selected Group

Group Palette Bank

When the super palette is opened, it will default to the current settings for the selected group. A different group can be selected using the palette banks at the bottom of the screen.

The super palette offers three tabbed views: **Channels**, **Arrangement**, and **Ad-Hoc**. (Each of these tabs will be discussed in the following pages.)

A Group is now made up of two components: **Channels** and **Arrangement**. For each of these components, several options are available. The following diagram illustrates the basic components and settings of a group:

GROUP

Channels:	Arrangement:
+ Stored,	+ Manual, or
+ Rules, or	+ Automatic
+ None	- divisions
	- order
	- layout
	- allocation
	- direction
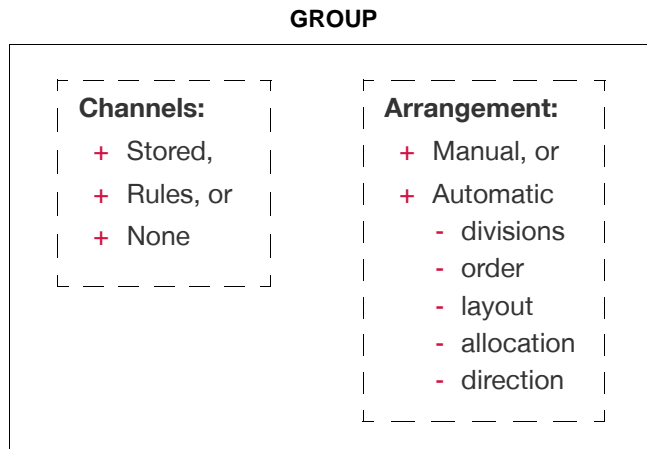
The **Channels** component specifies how - or if - channels get collected into the group. Channels can be explicitly loaded (when set to Stored) or loaded by a set of one or more rules (when set to Rules). The Rules feature is similar to a "smart playlist." If set to None, then no channels are actually stored in the group. This allows an "arrangement" to be pre-defined and then applied to a selected group of channels at a later time.

To indicate whether a group has rule-based channels or no channels (none), an indicator will appear in the group's palette button.

+ Groups with rule-based channels will have a lowercase "r" in the top-right corner of their palette button.

+ Groups with no channels will have a lowercase "n" in the top-right corner of their palette button.


Indicator:
r = rules

Indicator:
n = none

The **Arrangement** component specifies how the channels are arranged in the group. The arrangement can be Automatic or Manual (unless the Channels are rule-based, in which case Manual will be disabled). Manual allows the channels to be stored into individual divisions (similar to programming Effect Sets). If Automatic is chosen, then the arrangement will follow the settings for Order, Layout, Allocation, and Direction, all of which have several options available in their respective pop-up menus.

Pressing the console's [Next] and [Last] buttons will cycle through the group according to the arrangement properties.

Pressing the [Next] and [Last] buttons together reselects the last selection.

Important Note: Saving Changes

Changes made in the Group super palette are temporary until stored into the group. The Group label/number in the top-left of the window will change to yellow to show that there are unsaved changes. To commit the changes, press and hold [Store] while pressing either the group's palette button or the yellow labeled area as shown at the right.
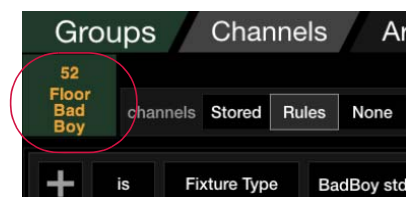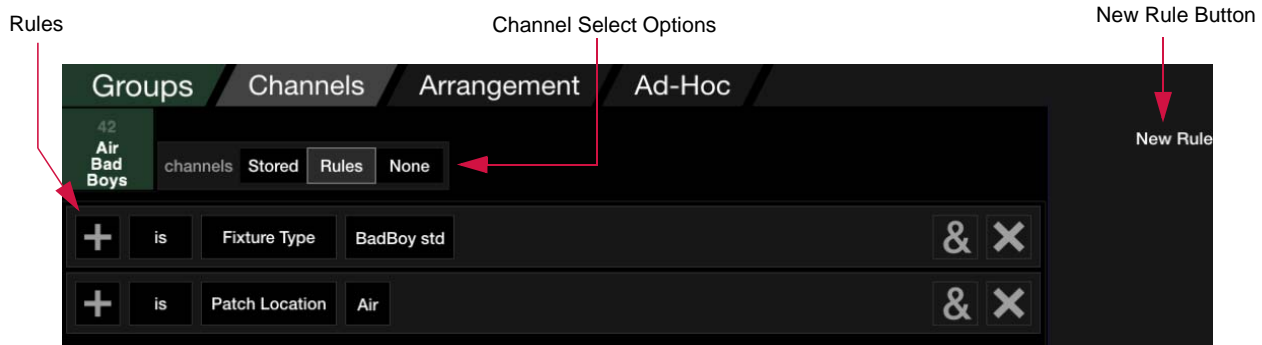
Channels Tab

The Channels tab shows the current channels contained in the selected group. A "channel selector" at the top of the window determines how - or if - channels get collected into the group. The channel selector options are as follows:

+ **Stored** - all selected channels will be collected into the group. (This is how channels were stored into groups using Vx76 software versions prior to 3.0.)

Channels in Group   Tab   Channel Select Options
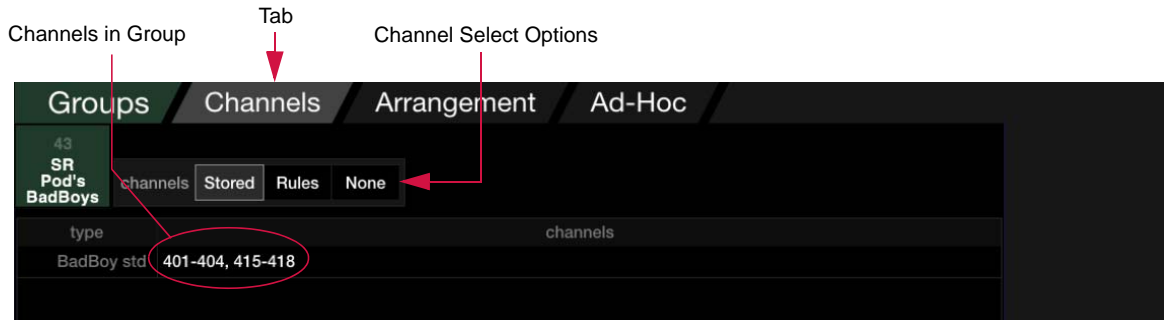
+ **Rules** - a set of one or more rules determines which channels are loaded into the group. Rules can be added using the ⟨New Rule⟩ button or deleted using the ⟨X⟩ button. Rules can be additive ⟨+⟩ or subtractive ⟨-⟩, "is" or "is not," and can be applied to specific channels as determined by the Fixture Type selection. Additional conditions can be added to a rule using the ⟨&⟩ button.

Rules   Channel Select Options   New Rule Button

+ **None** - no channels are collected into the group. However, the group can still contain arrangement information to modify a current channel selection. (This allows an "arrangement" to be pre-defined and then applied to a selected group of channels at a later time. See "Arrangement" on the following page.)

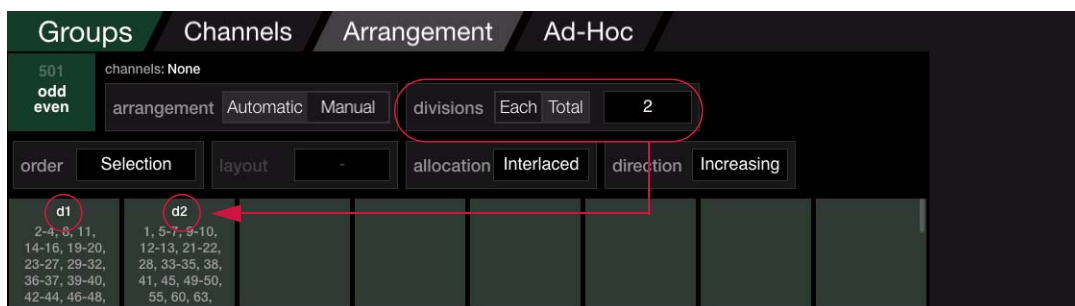Channel Select Options
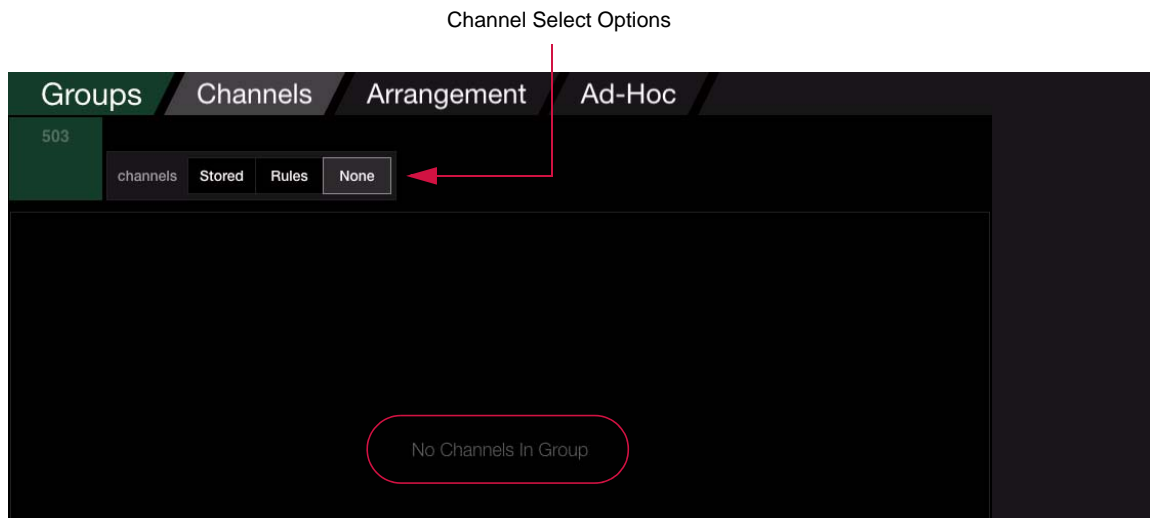
Arrangement Tab

The Arrangement tab defines the components of a group. These are arranged as an ordered parts list, broken into divisions (if multiple divisions have been set). The top of the window provides controls to change how channels get arranged or distributed within the group. The arrangement can be applied automatically (according to the settings) or programmed manually. (Programming the Arrangement manually is similar to programming Effect Sets.)
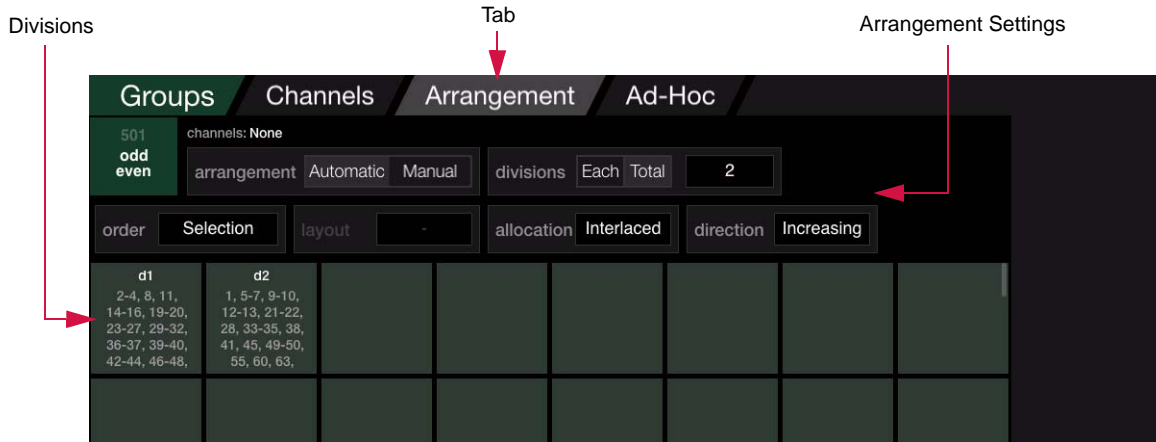
+ **Automatic/Manual** - **Automatic** specifies that the arrangement will follow the settings for Order, Layout, Allocation, and Direction. **Manual** allows the channels to be manually stored into individual divisions.
  - Note that channels cannot be stored to an automatically arranged division. If the channels are "None," the tab switches to the Automatic arrangement.
  - Manual will be disabled if channels are rule-based since the group's channels will vary depending on the rules.
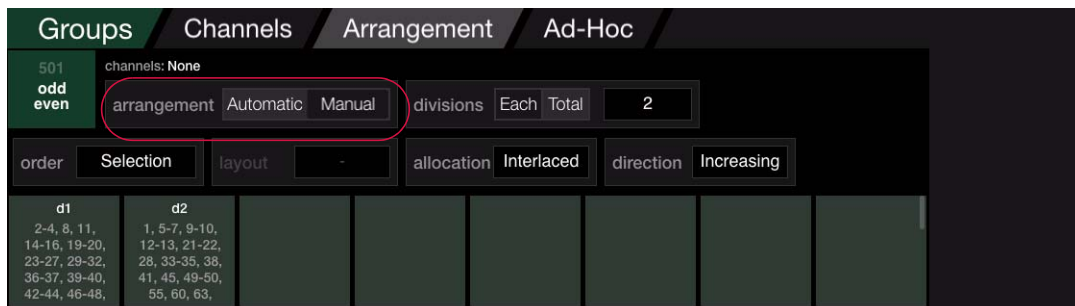
+ **Divisions** - specifies the number of fixtures to place in each division (when set to Each) or a total number of divisions in which to place all of the fixtures (when set to Total.). The number of divisions can be set from 1 to 2000. For example, you could have two (2) divisions: one for ODD channels and one for EVEN channels.

+ **Order** - the sequential ordering of channels in the group. Options for channel order include Selection (default), Channel Number, X Position, Y Position, X/Y Position, or Rule Group.

+ **Layout** - The Layout button will only be available if the Order has a value that requires a layout be specified (i.e. any of the Position values). The Layout pop-up provides a list of all layouts which have been defined in the Plan View, including the 2D (default), 3D, and any custom layouts. This feature allows groups to be built using the Plan View. (Refer to "Plan View Custom Layouts" on page 19 for more information.)

+ **Allocation** - specifies how the channels are allocated within the group. Options include Sequential (default), Interlace, or Random. (This is similar to the options available for Effect Sets.)

  - Note that if the Allocation is already set to "random," pressing the Random button again will re-randomize the channel allocation.

+ **Direction** - specifies how the channels are placed into the divisions. Options include Increasing (default), Decreasing, Center, and Ends.

Ad-Hoc Tab

The Ad-Hoc tab provides a method for making "live" selections based on current status. The Ad-Hoc Group feature is the same as in previous versions of the Vx76 software, but the window now allows Ad-Hoc groups to be visualized and changed.

The window provides a succession of accordion menus which can be used to define the conditions for selecting channels. The accordion menus list all channels according to various criteria such as Fixture Type, Intensity State, Color, Beam, Preset, etc. Select a criteria in each successive column to narrow down and refine the selection.

+ **Refresh** - If any changes are made to the currently active channels, it will be necessary to press ⟨Refresh⟩ to update the window. The window does not automatically update when changes are made to the cue selection.

+ **Clear Selection** - Press ⟨Clear Selection⟩ to clear all current selections.
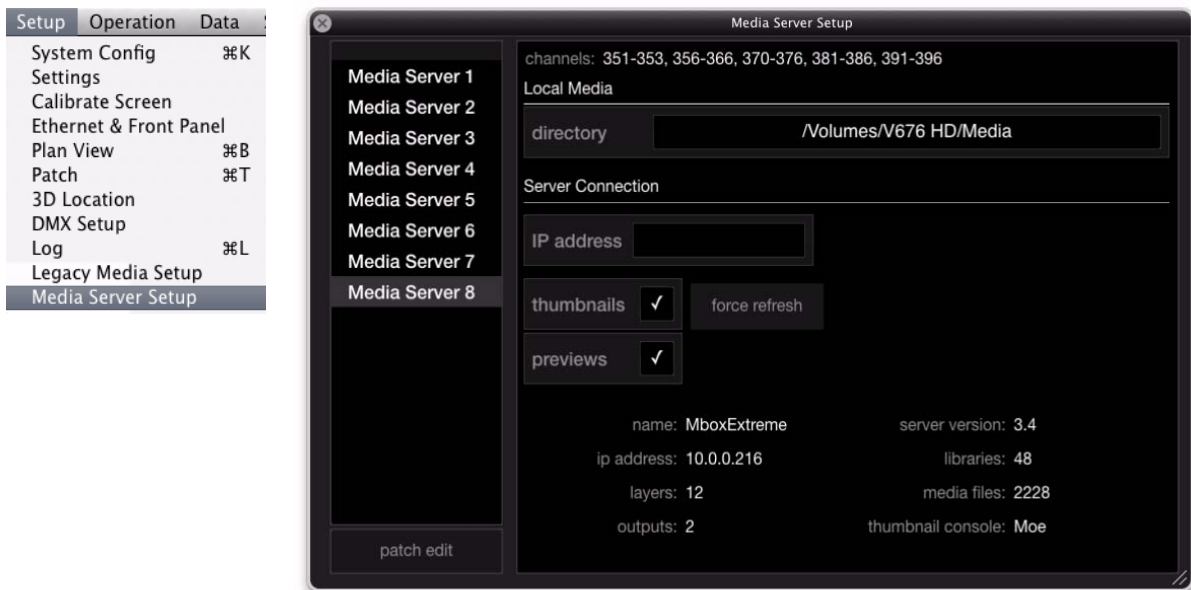
Media Palette

New media server control features have been added. These consist of a new Media Server Setup window and a Media palette which is available in the standard palette displays.

Media servers are automatically created when an available media server is quick-patched from the patch dialog. The Settings tab of the new Patch Spreadsheet indicates which fixtures are assigned to which media servers. If necessary, it is possible to re-assign fixtures to media servers by changing the selected server in its cell. (Refer to "New Patch Spreadsheet" on page 17.)

Once the server is patched, it can be edited using the new Media Server Setup window available from the **Setup** menu. All servers are listed along the left side of the screen, while settings for the selected sever are shown on the right. At the top of the window is a list of channels that are assigned to the selected media server.

Guidelines:

+ Server settings may only be changed while in Patch Edit mode.

+ Settings may be changed for multiple servers at once by using [Shift] or [Command] while selecting multiple servers in the left column.
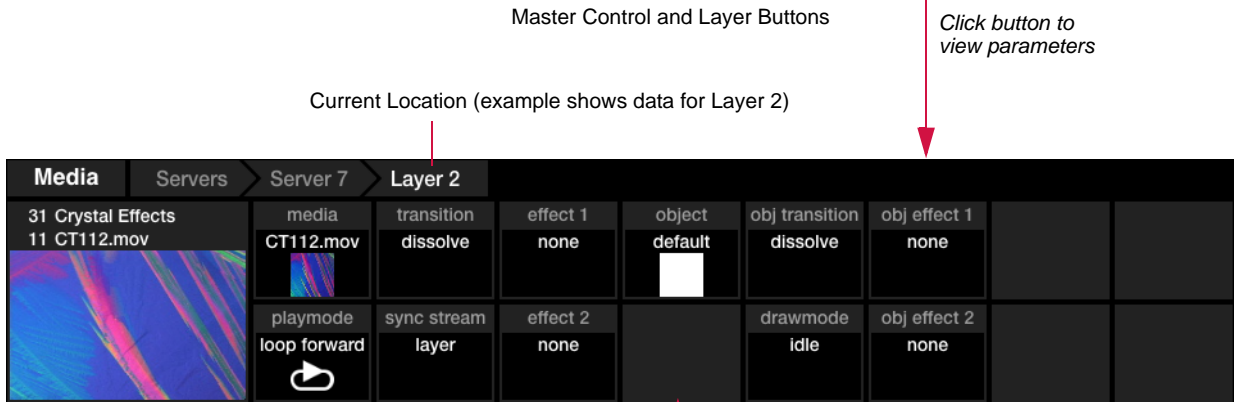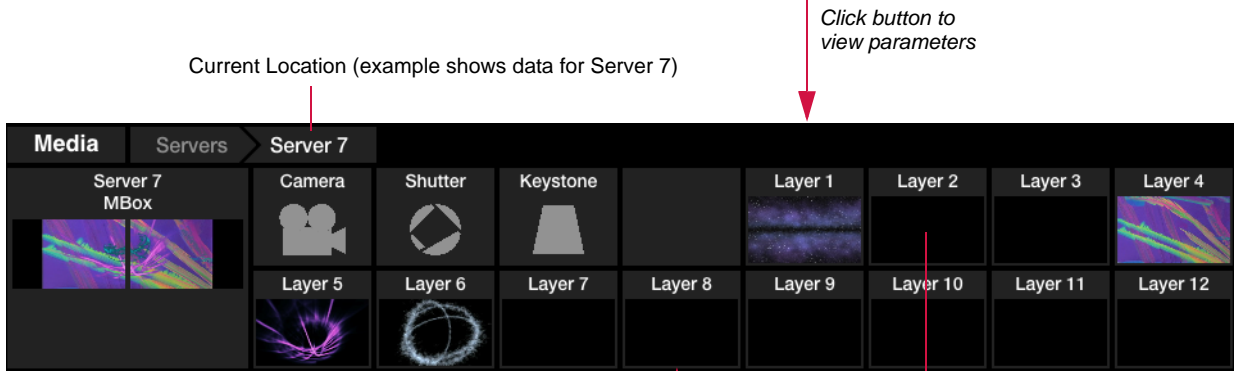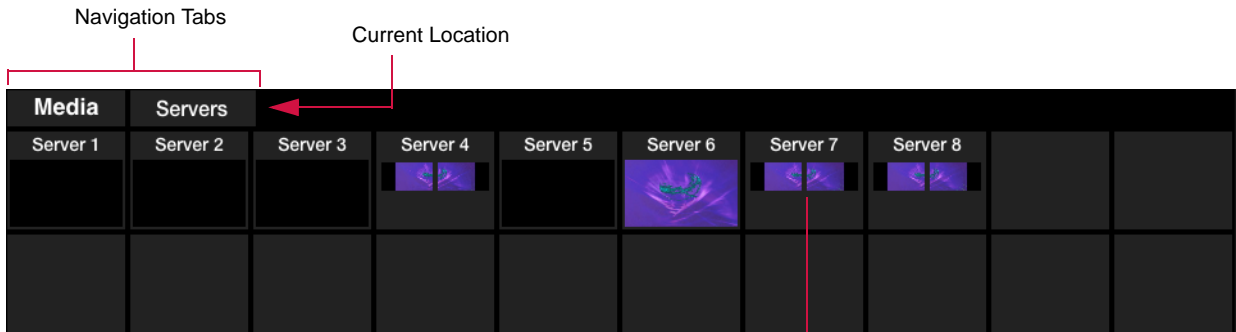

Patched media servers can be accessed in the Media palette as shown below:
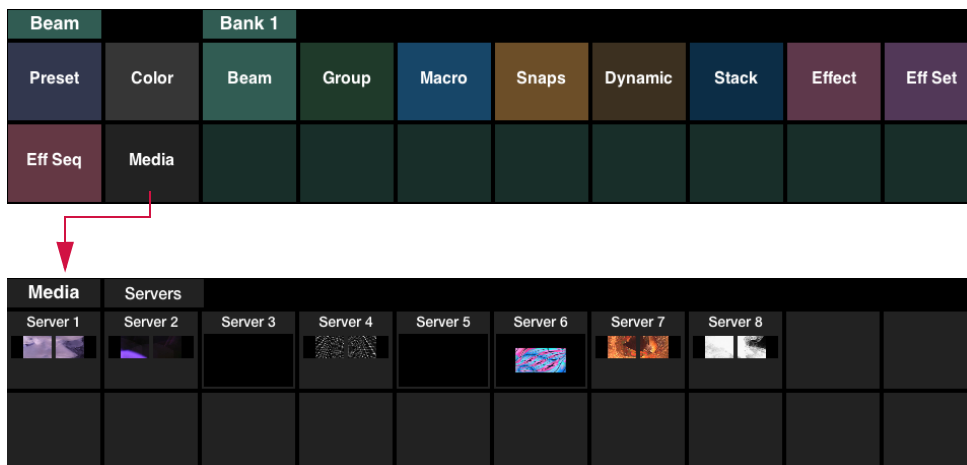
The Media palette retrieves data from the connected server(s) via CITP and displays a small content thumbnail (if available) in the palette. It also provides live streaming status for the server and layers via CITP.

To view and/or edit server properties, touch the server's palette button. Navigation tabs will appear at the top of the palette as the server properties are navigated.

Navigation Tabs

Current Location

Media	Servers								
Server 1	Server 2	Server 3	Server 4	Server 5	Server 6	Server 7	Server 8		

Click button to view parameters

Current Location (example shows data for Server 7)

Media	Servers	Server 7							
Server 7 MBox	Camera	Shutter	Keystone		Layer 1	Layer 2	Layer 3	Layer 4
	Layer 5	Layer 6	Layer 7	Layer 8	Layer 9	Layer 10	Layer 11	Layer 12

Master Control and Layer Buttons

Click button to view parameters

Current Location (example shows data for Layer 2)

| Media	Servers	Server 7	Layer 2						
31 Crystal Effects 11 CT112.mov	media CT112.mov	transition dissolve	effect 1 none	object default	obj transition dissolve	obj effect 1 none		
	playmode loop forward	sync stream layer	effect 2 none		drawmode idle	obj effect 2 none		

Layer Parameters

Media Super Palette

A Media super palette can be accessed by pressing the super palette icon at the right of any visible Media palette:
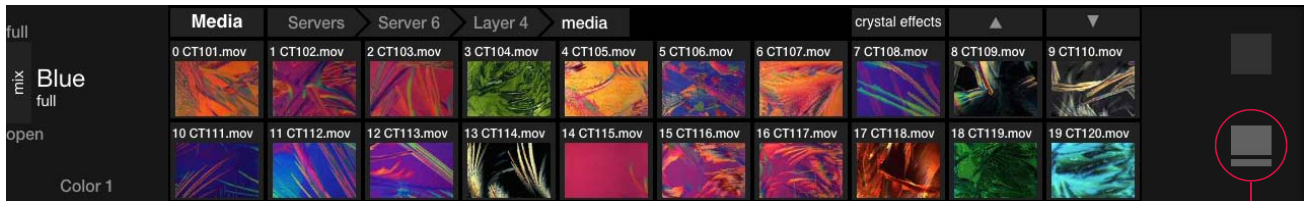
The Media super palette displays the contents of all 12 layers:
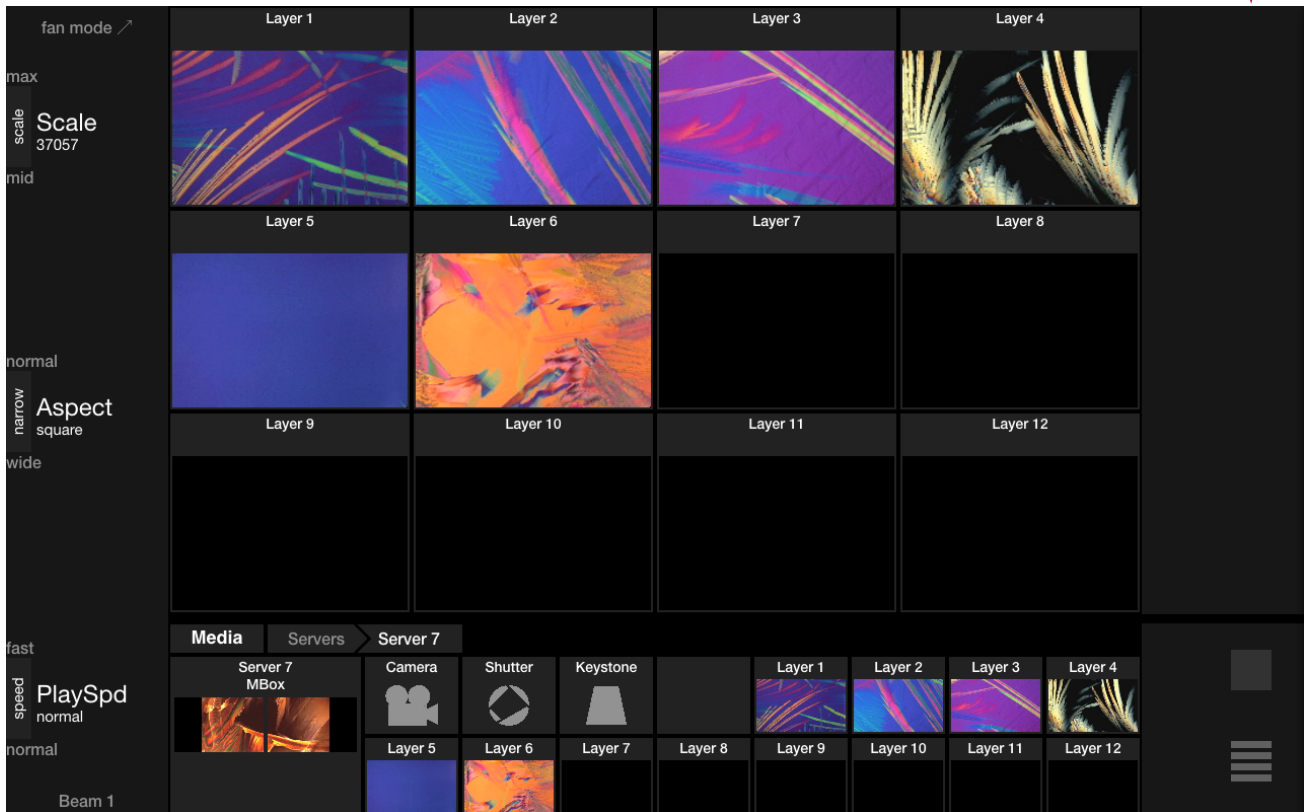
The Media super palette will also display media clip options when a layer parameter is touched. The library can be navigated using the list on the left side of the screen. The currently selected media clip will be displayed in the layer's thumbnail and the library/media file number will be displayed at the right side of the screen as shown below:

Media Thumbnails

Library/Media Clip File
Number / Sneak Control
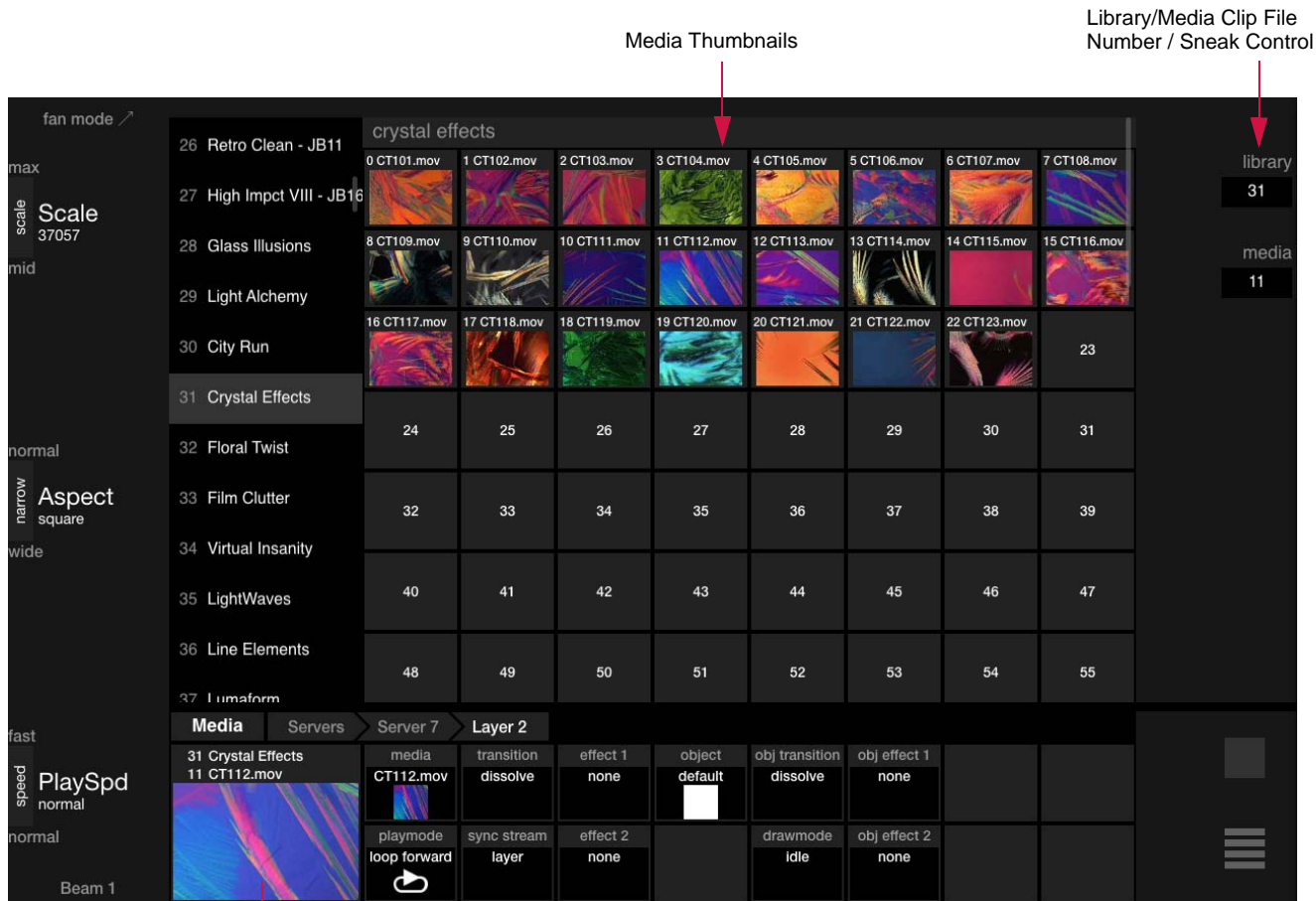
Currently Selected Media Clip

Note: For more detailed information regarding media server operation, refer to the user manual included with your particular type of media server.

Media Library / File Sneak

Both the Library and File values can be "sneaked" at the same time by entering one value in the sneak keypad and tapping the other value without pressing enter on the first keypad. Only when the virtual keypad's ⟨Enter⟩ button is pressed will the values be sent out.


Sneak Keypad
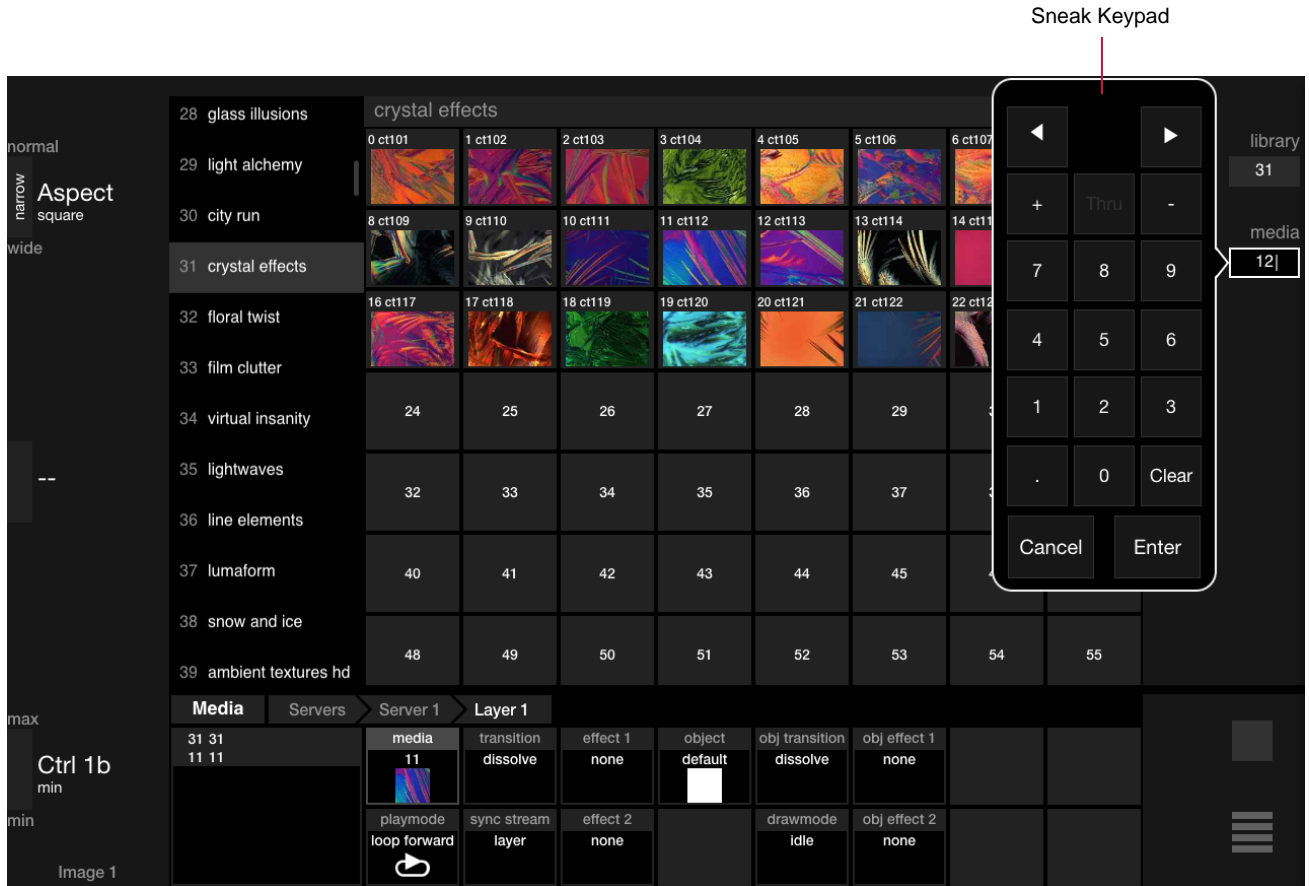
Server View Lock

When viewing a media server at the Server level, the view can be locked so that the palette can be used as a visual channel select. When locked, a small lock icon will appear and button presses will make channel selections, but not burrow to the fixture level.

To lock view:

+ Hold down front panel [Option] key and tap server's label. This will lock the view to that server.

To unlock view:

+ Hold front panel [Option] key and press server's label again.


Lock Indicator

Server Label
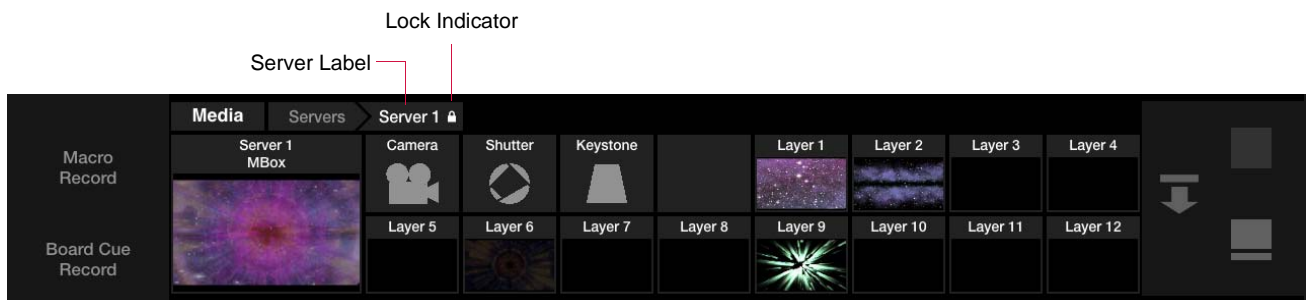
New Patch Spreadsheet

The Patch spreadsheet window has been improved. Data can now be viewed in different categories using the various tabs located at the top of the window. As always, the data can be edited while in the Patch Edit mode.

To open the Patch window, select **Patch** from the **Setup** menu.

+ **Address** - The Address tab displays the data by address. (This is similar to the old Patch spreadsheet.) A new Tags column allows information to be added to each channel that can be used elsewhere in the console. This can be useful to label floor lights, specials, etc.
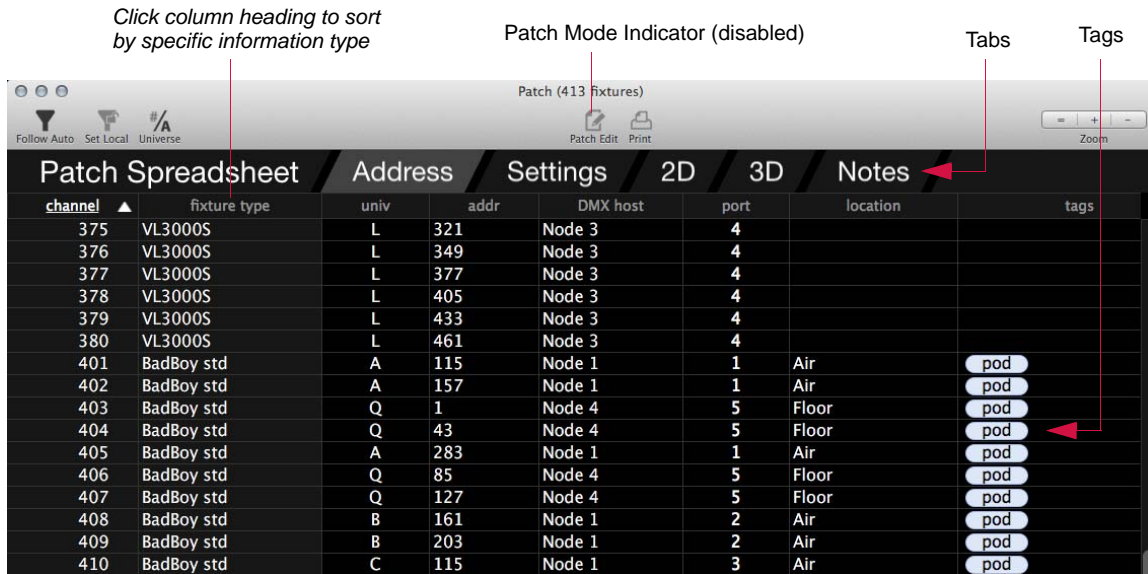
+ **Settings** - The Settings tab displays settings such as swap, reverse, preheat, and dimmer curve. It also indicates which fixtures are assigned to specific media servers. (This is useful with the new Media palette features. Refer to "Media Palette" on page 12.) When editing, some cells offer a pop-up menu, such as Dimmer Curve shown below.
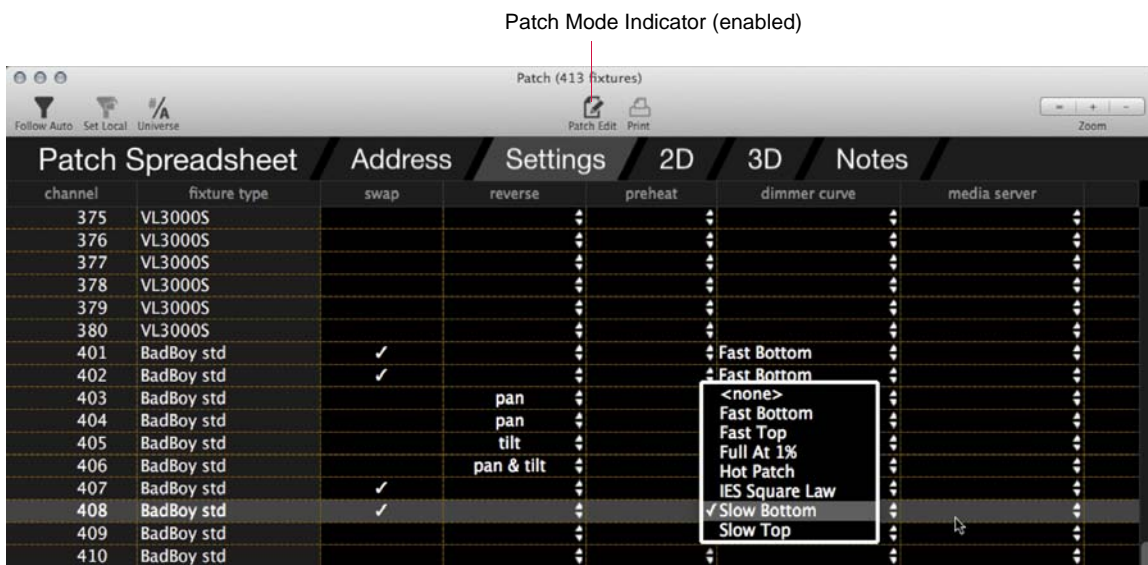
+ **2D/3D** - The 2D and 3D tabs display the 2D/3D coordinate data.

+ **Notes** - The Notes tab displays any notations that may have been added to the fixtures.

View Filtering

Two filtering options are available using the "Follow Auto" and "Set Local" filter buttons at the top of the window.

+ **Follow Auto** - filters the view to the Auto Display Filter, if it is enabled. In other words, if the **Follow Auto** button is enabled in the patch spreadsheet, and the Auto Display Filter is enabled, the patch spreadsheet will only show channels that are selected on the console.

+ **Set Local** - sets any current channel selection as a local view filter. In other words, whatever channels are currently selected will be the only channels shown in the window until the local filter is cleared.

  - To clear the local channel filter, clear the channel selection and click the **Set Local** button.

Note: The Auto and Local channel filters can work together to help filter the view based on a specific local filter and your selected auto filter.

Follow Auto Filter Button

Set Local Filter Button

Auto Display Filter Toggle Button

Plan View Custom Layouts

It is now possible to add custom layouts to the Plan View beyond the included 2D and 3D layouts.

Guidelines:

+ Each custom layout can have its own settings.

+ Fixtures may be hidden from custom layouts as desired.

+ When creating a new layout, the console starts with the current default 2D Layout. This means that if the 2D Layout has been changed, then it will be reflected at the starting point of the new custom layout.

+ If a new fixture is patched on a custom layout, the fixture will be hidden on any other custom layout that has hidden fixtures. In other words, it will only be visible on the layout in which it is patched and on any custom layouts that do not hide any fixtures.

+ Manipulating layouts places the console in Patch Edit mode.

To create a custom layout:

Step 1. At console's central touchscreen, press ⟨Plan View⟩.

Step 2. Press gear icon to open Layout Settings window. At window, press New icon to generate a new layout.

Step 3. Adjust Layout Settings as required.

Step 4. Press ⟨Done⟩ to save configuration and close window.
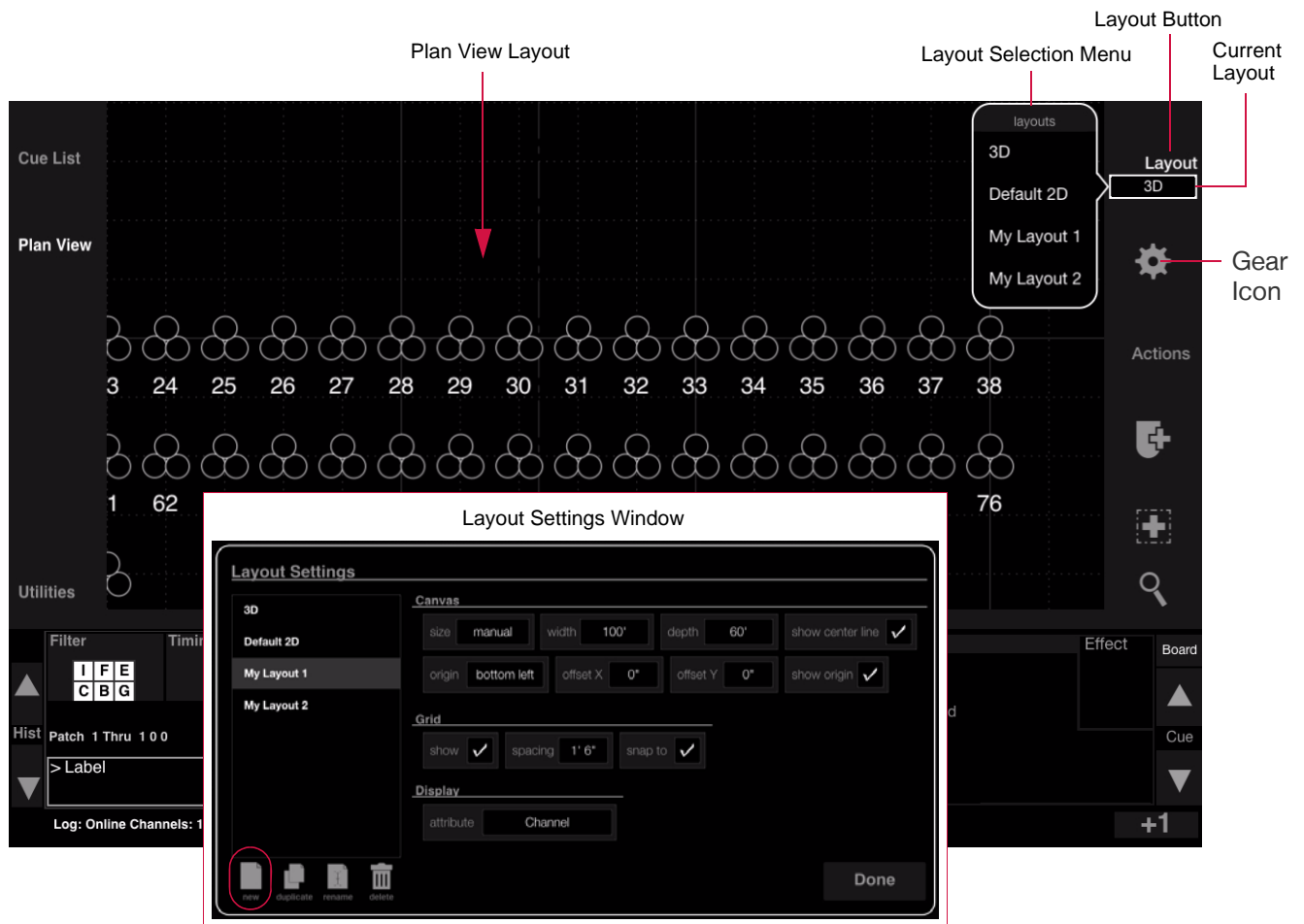
To label a custom layout:

Step   1. Press ⟨Layout⟩ to open layout selection menu.

Step   2. Press and hold [Label] while touching a layout name.

Step   3. At keypad, enter alpha/numeric label and press ⟨Enter⟩.

To delete a custom layout:

Step   1. Press ⟨Layout⟩ to open layout selection menu.

Step   2. Press and hold [Delete] while touching a layout name.

To edit a layout:

Step   1. Press gear icon to open Layout Settings window.

Step   2. At left column, select a layout.

Step   3. Adjust settings as required.

Step   4. Press ⟨Done⟩ to save configuration and close window.
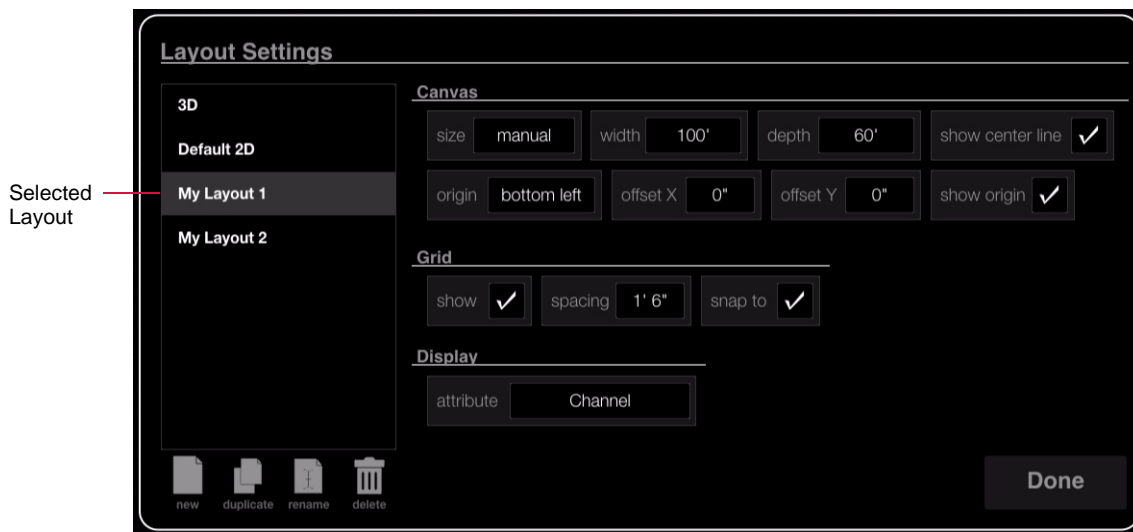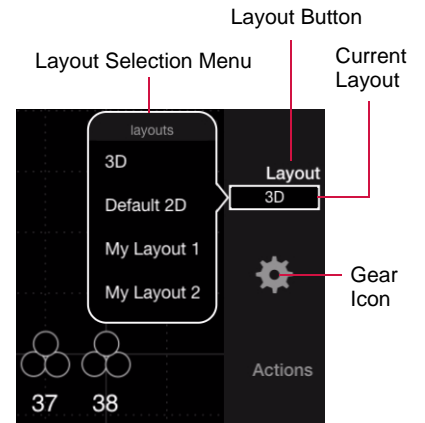
To switch between layouts:

Step   1. Press ⟨Layout⟩ to open layout selection menu.

Step   2. At menu, select a new layout. Layout will load into Plan View window.

Caution: If another layout is opened without first saving the patch edit, any changes to the previous layout will be lost. (Save patch edits by disabling the patch and following the save dialog.)

Plan View Actions (Show/Hide)

Various Plan View options are available from the Actions menu. These options can be used to apply channel selection and show/hide fixtures in layouts.

+ **Apply Channel Selection** - takes current channel selection and makes it the patch selection. This only works when the Plan View is in Patch Edit mode.

+ **Select All/Visible/Hidden** - these options select either all, the visible, or the hidden channels in the current layout.

+ **Hide Channels** - hides the currently selected channels in the layout. This action only works with custom layouts and will be grayed out when the standard 2D or 3D layouts are active.

+ **Show Channels** - shows (unhides) the currently selected channels in the layout. This action only works with custom layouts and will be grayed out when the standard 2D or 3D layouts are active.

Note: Hidden fixtures only show up in Patch Edit mode. They are displayed in a lighter outline to indicate that they are currently in the hidden state.

Actions Menu
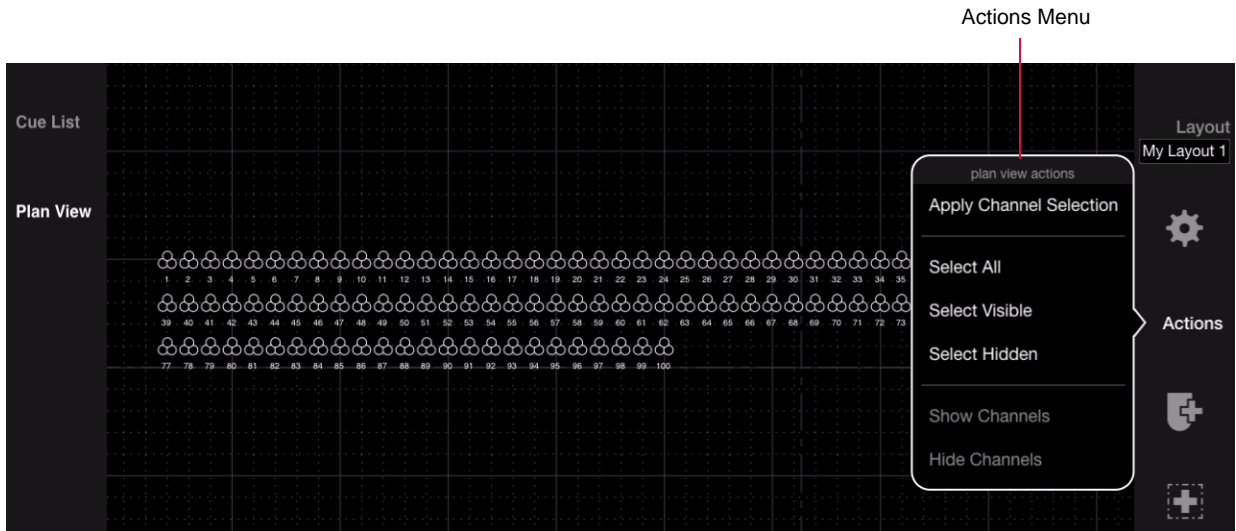
To apply channel selection:

Step   1. Select one or more channels on the console.

Step   2. Press ⟨Actions⟩ and choose "Apply Channel Selection."

To select channels in Plan View:

Step   1. Press ⟨Actions⟩.

Step   2. Choose "Select All," "Select Visible," or "Select Hidden" as required. The corresponding channels will be selected in the Plan View.

To hide channels:

Step   1. Press ⟨Layout⟩ and choose a custom layout.

Step   2. Select one or more channels in the layout to hide.

Step   3. Press ⟨Actions⟩ and choose "Hide Channels."

To show (unhide) channels:

Step   1. Press ⟨Layout⟩ and choose a custom layout.

Step   2. Select one or more hidden channels in the layout.

Step   3. Press ⟨Actions⟩ and choose "Show Channels."
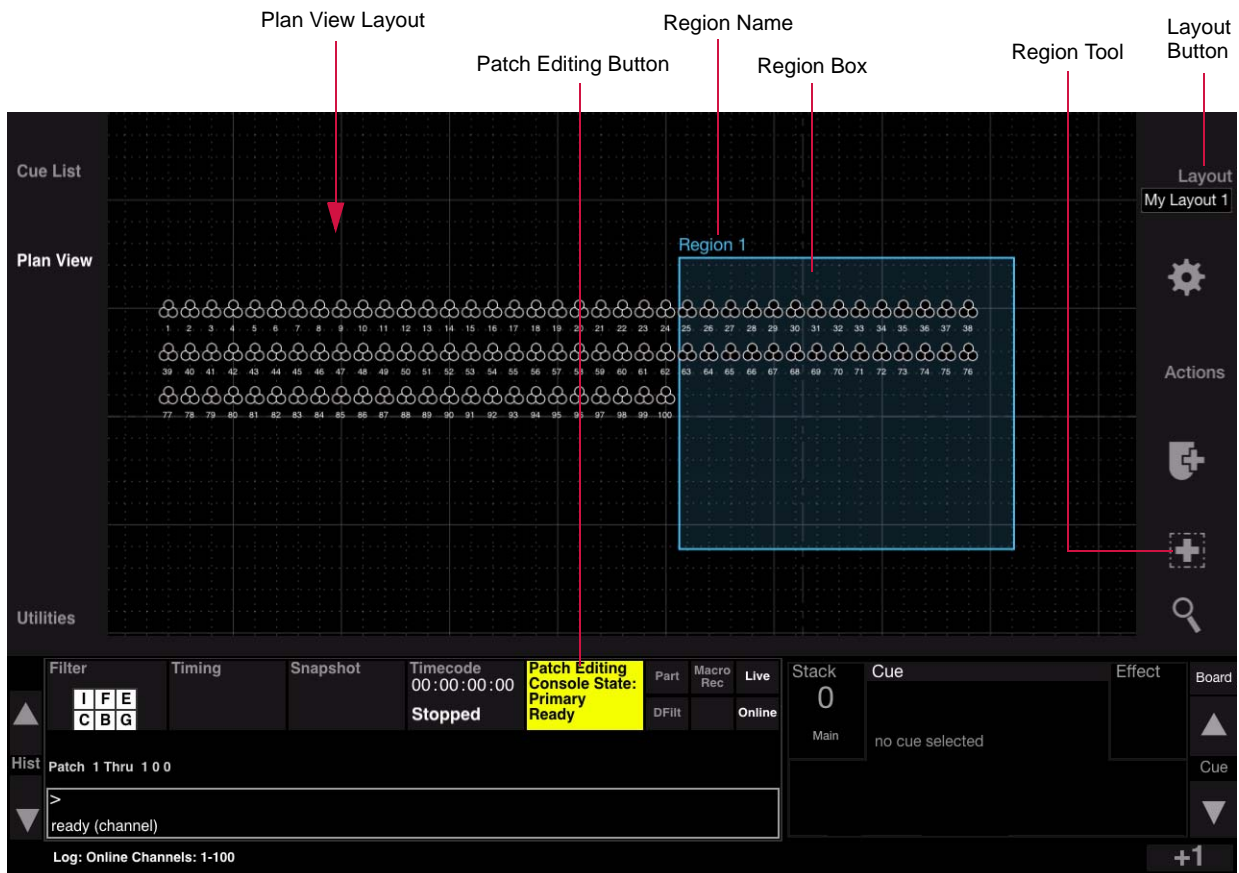
Plan View Regions

The new Regions feature allows rectangular areas to be drawn on the Plan View for use as organizational tools. The region contains meta data for the included fixtures so that they can easily be added to groups, presets, cues, etc. based on their location. It also provides an easy method for selecting fixtures within a region.

Guidelines:

+ Multiple regions may be created.

+ Regions can overlap.

+ Regions can be labeled and deleted as desired.

+ Regions are exclusive to the layout on which they are drawn.

To create a region:

Step   1. At console's central touchscreen, press ⟨Plan View⟩.

Step   2. Press ⟨Layout⟩ and choose a target layout for the region using selection menu.

Step   3. Enter Patch Edit mode by pressing Patch Editing button.

Step   4. Press region tool icon. (It will highlight in white.)

Step   5. At Plan View, draw a region by dragging finger until the desired size box is created.

To label a region:

Step   1. Press and hold [Label] while touching the region's name on the Plan View.

Step   2. At keypad, enter alpha/numeric label and press ⟨Enter⟩.

To edit a region:

Step   1. Touch region name. (Name will be highlighted in a box and the region outline will change to a dashed line.)

Step   2. To move, drag box's label to a new location. Or, use the four arrows at the bottom of the Plan View to nudge the box right, left, up, or down.

Step   3. To resize, drag bottom-right corner (enlarge or reduce).

Step   4. Double-tap outside of box to turn off editing mode.

Region Name

Edit Mode
(dashed line)

Nudge Controls
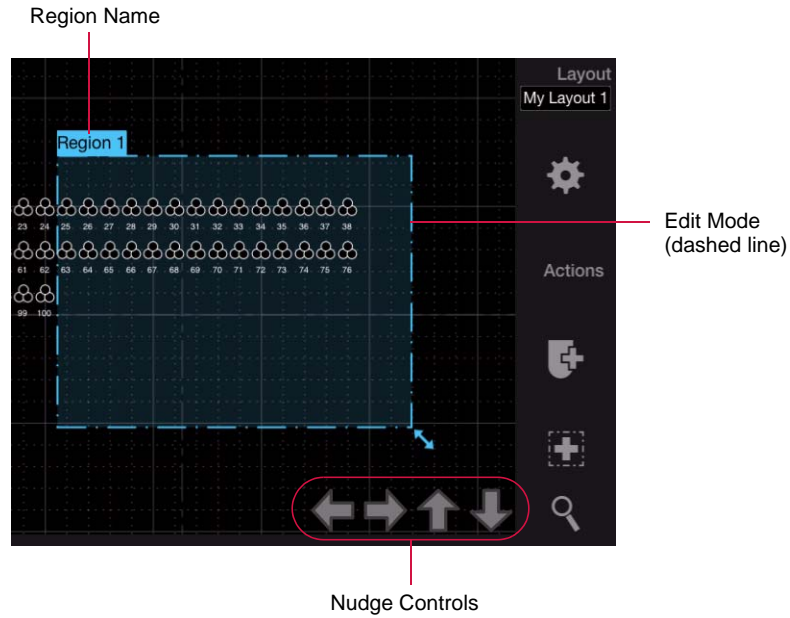
To delete a region:

  + Press and hold [Delete] while touching the region's name on the Plan View.

To select/deselect fixtures in a region:

Step   1. Be sure console is not in Patch Edit mode.

Step   2. Open layout which contains the region. (2D, 3D, custom layout, etc.)

Step   3. Touch region inside box. All fixtures in that region will be selected.

Step   4. Touch again to deselect.
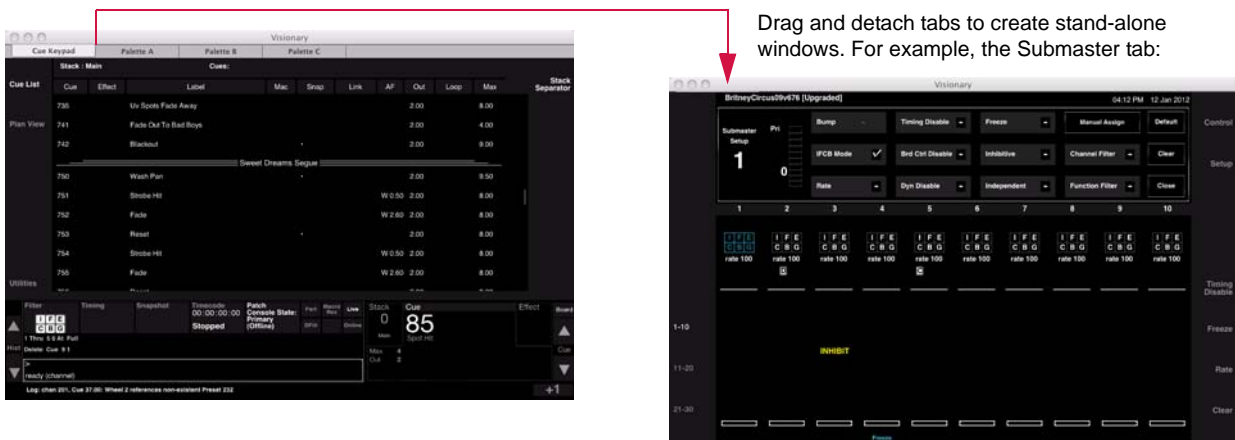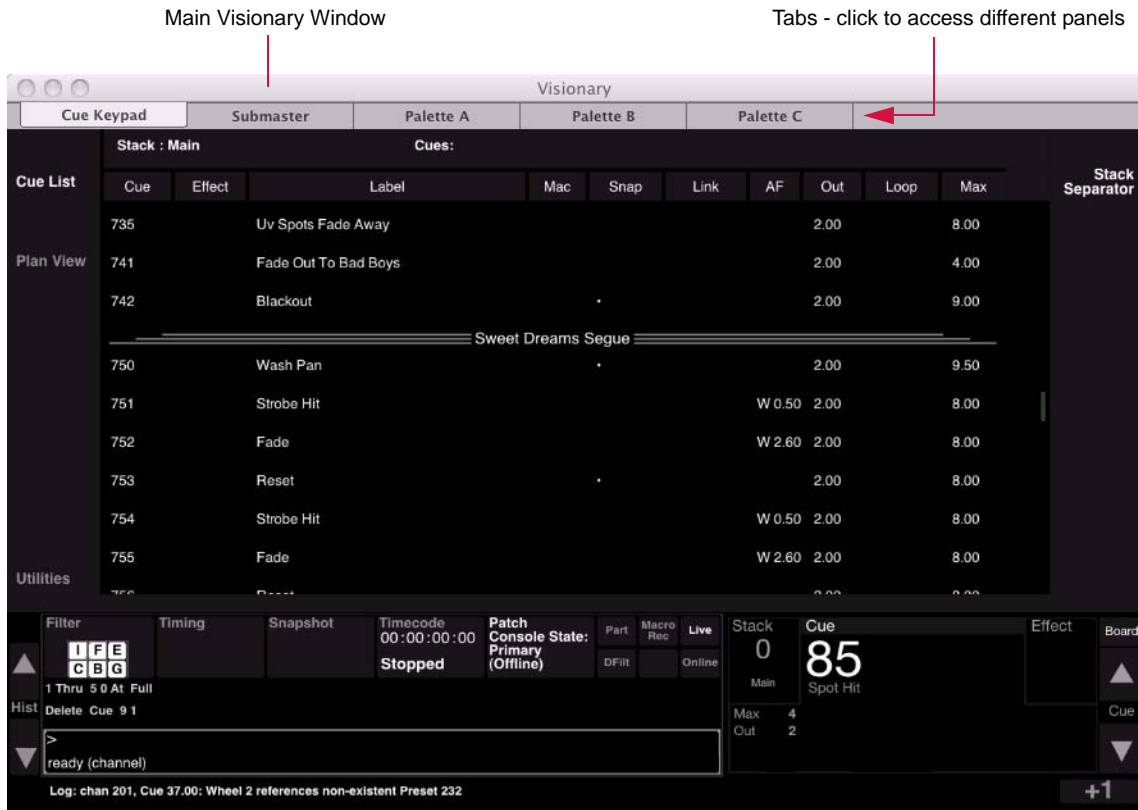
Off-Line Mode (Visionary)

Overview

With v3.0, the Vx76 software can be run off-line without the need for a console front panel. This mode, referred to as Visionary, allows show files to be programmed without a console. Any time the software does not detect a front panel, it will automatically launch in the Visionary mode.

Main Window

In Visionary mode, the panel displays (desk touchscreens) show up in a special tabbed window. The tabs can be moved and are detachable from the main window (similar to a browser). The windows can be individually resized by dragging the bottom-right corner.

Hotkeys can also be used to switch between tabs. [Cmd-1] through [Cmd-5] correspond to the five tabs.

Main Visionary Window

Tabs - click to access different panels

Drag and detach tabs to create stand-alone windows. For example, the Submaster tab:

HUDs

To interact with Visionary, three new Heads Up Display windows (HUDs) have been added:

+ **Command** - provides a command-line keypad, command-line feedback, and control buttons (Store, Label, etc.).
+ **Encoders** - provides encoder control and feedback.
+ **Submasters** - provides submaster buttons and fader levels.

The HUDs can be accessed from the **Operation** menu.

Pin Icon

Resize by dragging from corner

As with the panel windows, the HUD windows can be resized by dragging the bottom-right corner.

There is also an option to "pin" the HUD to keep it on top of other windows. To pin a HUD, click on the pin icon at the top-right corner. When pinning is active, the pin icon will turn from gray to white.

Note: The HUD windows are not exclusive to the Visionary mode. They are also available during normal Vx76 console operation via the Operation menu.

Command HUD Operation

The Command HUD provides a command-line keypad, command-line feedback, and control buttons.

+ Commands are entered into the command-line by clicking the control buttons in the window. When a command requires a subsequent action, the entry will be yellow to indicate that it is waiting for the next action. For example, if [Delete] is pressed, it will require a subsequent entry such as [Cue] before a number can be entered. In this case, Delete will be displayed in yellow as shown below:


+ When an action is presented in yellow, it may be applied to the other panel server tabs. For example, click [Delete], then select a preset in one of the Palette tabs to delete it.

Encoders HUD Operation

The Encoders HUD provides encoder control and feedback.

+ To use a virtual encoder, press and hold the mouse down on a knob, then drag the mouse up or down to increase or decrease the parameter value.

+ Apply Shift, Control, Fan, and Slow features by clicking the buttons at the top of the window.

+ Switch between encoder types using the drop-down menu at the top of the window.

Current Encoder Type

Special Buttons

Virtual Encoder

Values

Encoder Selection Menu
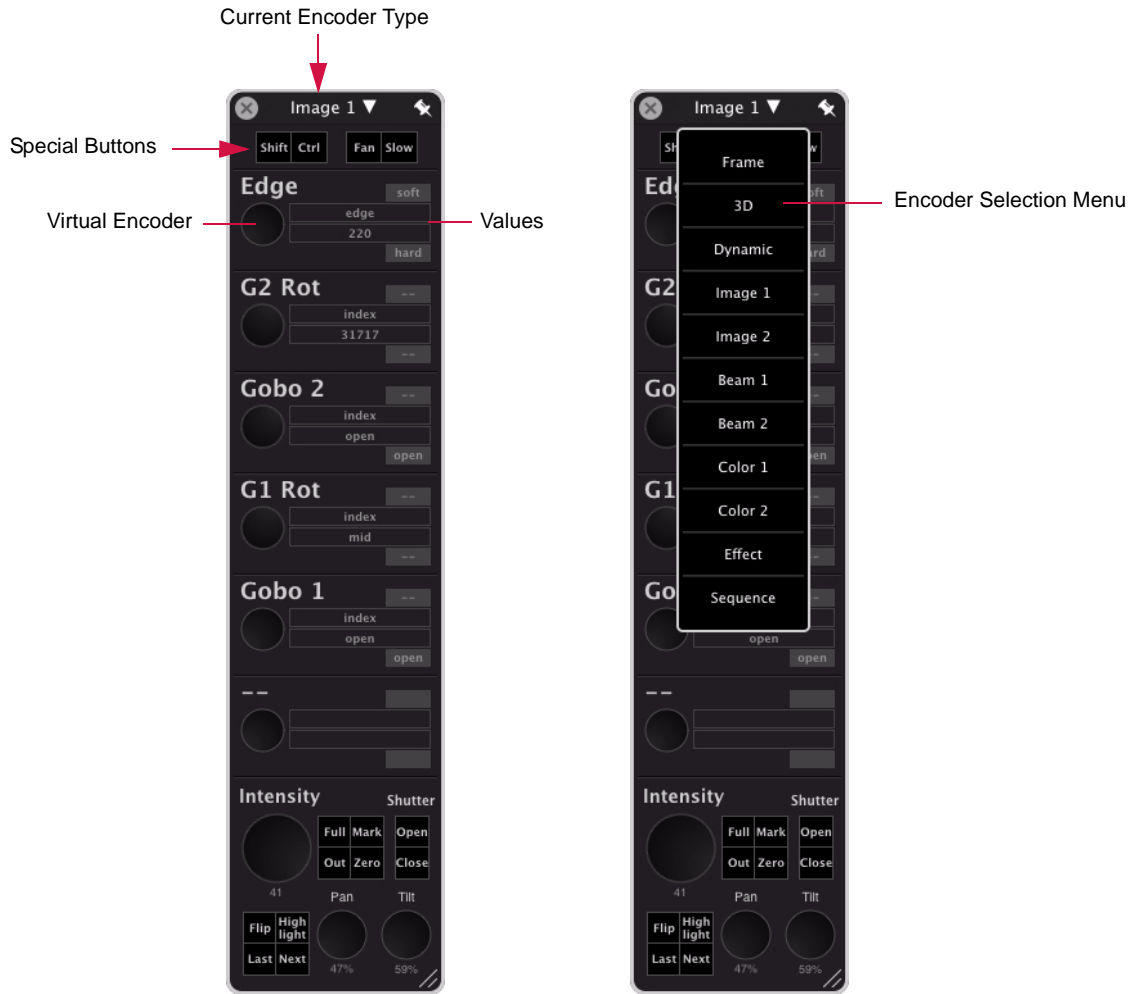
Submasters HUD Operation

The Submasters HUD provides submaster buttons and faders.

+ Click the buttons to select and operate the submasters.

+ Use the cursor to move the virtual faders and turn the Rate knob.

+ Switch between Faders display and Buttons display by clicking the appropriate button at the top of the window.

+ Switch between submaster banks (1-10, 11-20, 21-30) using the drop-down menu at the top of the window.
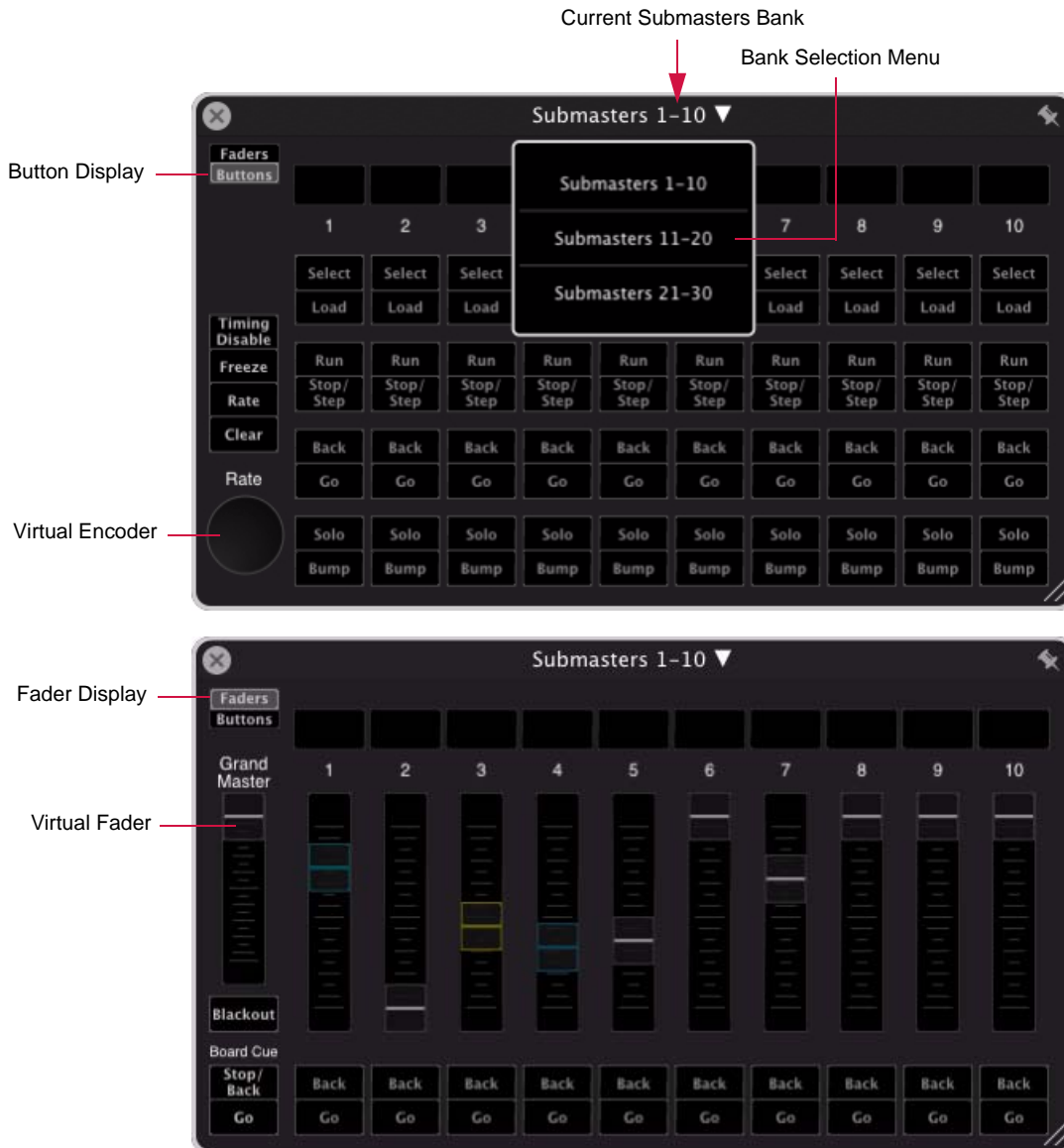
The colors of the Submaster HUD match the color coding in the main submaster display:

+ White: Selected
+ Green: Bump
+ Magenta: Effect

+ Teal: IFCB
+ Yellow: Inhibitive
+ Light Blue: Frozen

Note: Multiple Submaster HUD windows may be opened.