



Vector

Release Notes

Release Date: **3/02/2013**

Real time version: **3.20R03**

Windows version: **3.20R03**

RT interface version: **3.20R03**

NOTE: This version does not support Single Cole Consoles.

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2 Version Highlights

Version 3.20R03 brings a range of new and updated features together with 49 new devices and 14 updated devices.

Feature / Improvements	Description
Display	
<ul style="list-style-type: none"> PB Live View Enhancements 	The Fader/Level can now be separated into two fields.
<ul style="list-style-type: none"> Block Cue Enhancement 	A new option called Block Cue Indication has been added which enables you to easily view blocked cues in the Cue sheet.
Editing	
<ul style="list-style-type: none"> Toggle Bank Keys Layout 	You can now toggle the layout between the wheel bank group of keys and the group of keys under the Dimmer Wheel.
<ul style="list-style-type: none"> Shift Selection 	Selected fixtures can be shifted forwards or backwards by using [SHIFT+NEXT or PREV].
<ul style="list-style-type: none"> Change Beat Key to Next Key 	The BEAT key can now be used to function as the NEXT key.
<ul style="list-style-type: none"> Delete External Parameters Patch 	An external parameter patch can now be deleted separately from a Fixtures Patch.
<ul style="list-style-type: none"> New Parameter Fade Profiles 	3 new parameter fade profiles were added to profile options on the Editor Tool bar in Vector.
<ul style="list-style-type: none"> Topo Feature Improvements 	More than one Topo can now be created.
<ul style="list-style-type: none"> Topo Enhancements 	6 new enhancements were added to Topo.
<ul style="list-style-type: none"> Macro Editing 	Previously recorded Macros can now be edited and new macros can be created offline.
Playback	
<ul style="list-style-type: none"> Freeze All 	Freeze All is a new playback control feature that enables you to instantly freeze running effects or chasers on a fader.
System Settings	
<ul style="list-style-type: none"> DMX Protocols Enhancements 	You are now able to define which Ethernet Protocol Port Address you want to send a Universe Port to.

Pandora's Box Integration



Vector is now fully compatible with Coolux Pandora Box media server.

See: [Pandora's Box Integration](#)

3 Bug Fixes V3.20R03

- A show layout that was saved with soft keys on a certain page did not load correctly. Reported by Greg Shipley (US).
- An external parameter patch from the Patch Manager was not stored. Reported by Orit Freedman (Holland/Netherlands).
- There was a delay on the live view when *Active on Stage* was activated. Reported by Steven Plotkin (US), Pawel Jarzabek (Poland) and Alon Cohen (Israel).
- Interactive selection was incorrect when *Active on Stage* was activated. Reported by Pawel Jarzabek (Poland).
- Changing from Slave to Node and vice versa caused syncing errors.
- When not downloading thumbs the File/Folder picker did not open. Reported by Norbert Pobiegly (Poland).
- Import device caused a warning message in some languages. Reported by Isias Garcia (Spain).
- Starting a New Show caused a blank message pop up in some languages. Reported by Ernst Taubinger (Austria).
- The View Properties dialog was incomplete in some languages. Reported by Matthias Schoffmann (Austria).
- Removing and re-attaching fixtures to stage elements in TOPO caused a crash.
- Virtual dimmer did not affect all color layers if there was more than 1 layer. Reported by Alon Cohen (Israel).
- Fixture text did not work in Enter mode. Reported by Steven Plotkin (US).
- All sub master values dropped to zero during Patch changes. Reported by Tomer Shushan (Israel).
- The Shift button on the PC Wing did not affect the Macro button LED's. Reported by Moshiko Peer (Israel).
- An absolute dimmer value above 512 could not be entered. Reported by Meirson (Israel).
- Re-selection did not work after Storing/Updating records. Reported by Ronen Ben Harosh (Israel).
- User Defined dimmer curves did not load correctly from warm data. Reported by Gerhard Fiener (Germany).
- The Grand Master LED had syncing problems with the PC Wing. Reported by Matthias Schoffmann (Austria).

- Deleting a link between cues caused a system delay. Reported by Alon Cohen (Israel).
- Qkey mode on the Master node between 2 Violets did not separate the playbacks. Reported by Tomer Shushan (Israel).
- Fade out cue faded in cut time when first using the X-Fader. Reported by Pawel Jarzabek (Poland).
- A Block cue recorded all values on all patched fixtures. Reported by Matthias kern (Switzerland).
- Fade profiles was not applied to all system times, such as; Editor Fade in time, Editor Fade out time, Library time etc. Reported Shay Bonder (Israel).
- Next/Prev did not function after storing a group. Reported by Matthias Scoffmann (Austria).
- Reset rate did not move the fader to its actual position if the fader behavior was *Rate Master*. Reported by Matthias Schoffmann (Austria).
- *Look ahead* did not function correctly when the dimmer level was set at 1%. Reported by Pawel Jarzabek (Poland).
- The Flash button of joined playbacks did not work correctly after the system was booted from warm data. Reported by Ei Osawa (Japan).
- The Editor Toolbar did not show data of more than 1 row.

4 Text Conventions

The following text conventions exist in this document:

- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as **BUTTONS**. Touch screen **BUTTONS** are **BOLD ITALICIZED CAPS**.
- Dialog boxes, Window titles and field names appear in this font.
- Sequences appear like this; **[SEQUENCE, SEQUENCE]**.
- The word “Click” also refers to “tap”. This depends if you are using the mouse to “click” or “tapping” on the touch screen.

5 Toggle Bank Keys Layout

Note: This feature is for Vector Violet only.

By using the RT window you can now toggle the layout between the wheel bank group of keys and the group of keys under the Dimmer Wheel. Once you have toggled the layout, the wheel bank group of keys will replace the bottom group and visa-versa:



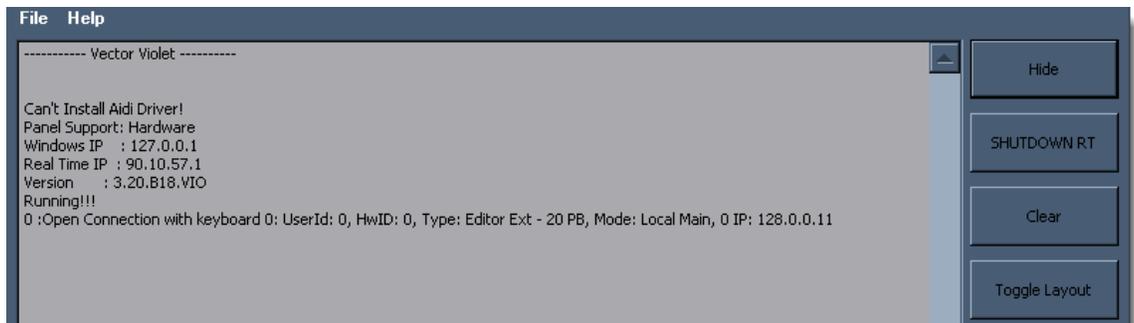
The wheel bank group of keys can be toggled with the bottom group keys and visa-versa.

To toggle layout

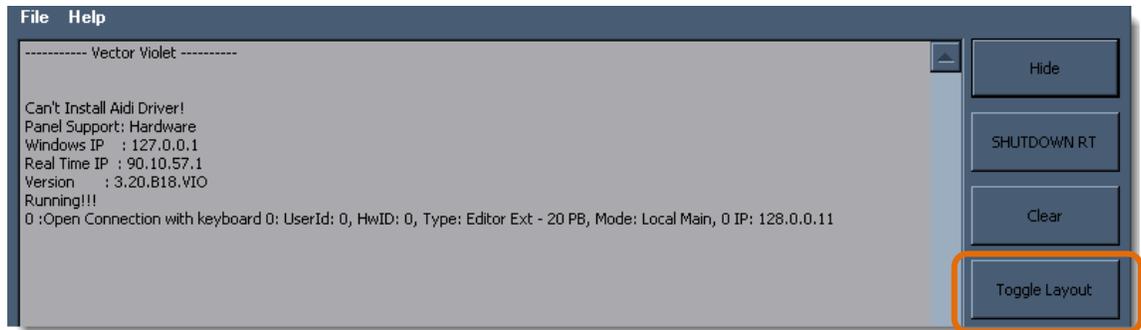
1. From the Windows Task bar double click on the RT icon 



The Vector RT window opens:



2. From the RT window click on the Toggle Layout button:



Confirmation of the layout change can be seen by an LED change of the active key on the console. Example; the **INTENSITY** LED will now move to the **LOLIGHT/HILIGHT** key –OR- if the **POSITION** key is active, the LED will move to the **FAN** key etc.



6 Freeze All

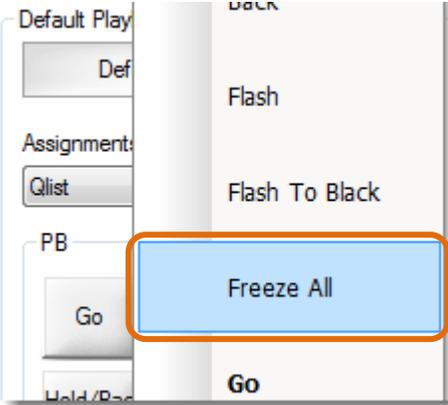
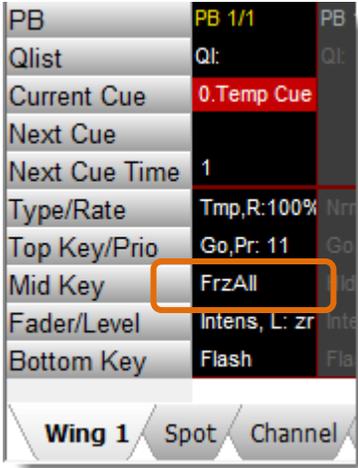
Freeze All is a new playback control feature that enables you to instantly freeze running effects or chasers on a fader. Freeze All can be assigned to either a PB key or Q-key.

Note: Freeze All only works with effects and chasers.

Assigning Freeze All to a Key

Assigning Freeze All to a PB key or Q-Key is done by selecting the option from the PB Keys Behavior list. The behavior list is accessed by selecting a PB key from the Settings ► Playback tab or the Playback Definitions tab in Qlist properties. The PB key text will change to *Freeze All* once assigned.

Freeze All can be assigned on-the-fly only via the Qlist properties, in which case the text *FrzAll* will appear in the PB wing view. Assigning Freeze All via the System Settings will only be applied to new assignments.

Freeze All in the PB Keys Behavior list	Example of a PB Key assigned to Freeze All	Example of <i>FrzAll</i> text on the PB wing
 <p>A screenshot of the 'PB Keys Behavior list' interface. The 'Freeze All' option is highlighted with a blue background and an orange border. Other visible options include 'Flash', 'Flash To Black', and 'Go'.</p>	 <p>A screenshot showing a PB key assigned to 'Freeze All'. The 'Freeze All' button is highlighted with an orange border. Other elements include 'Go', 'Intensity Master', and 'PB Beh'.</p>	 <p>A screenshot of the 'PB wing' view. The 'Mid Key' field displays 'FrzAll', which is highlighted with an orange border. Other fields include 'PB 1/1', 'Qlist', 'Current Cue', 'Next Cue', 'Next Cue Time', 'Type/Rate', 'Top Key/Prio', 'Fader/Level', and 'Bottom Key'. The 'Current Cue' field shows '0.Temp Cue'.</p>

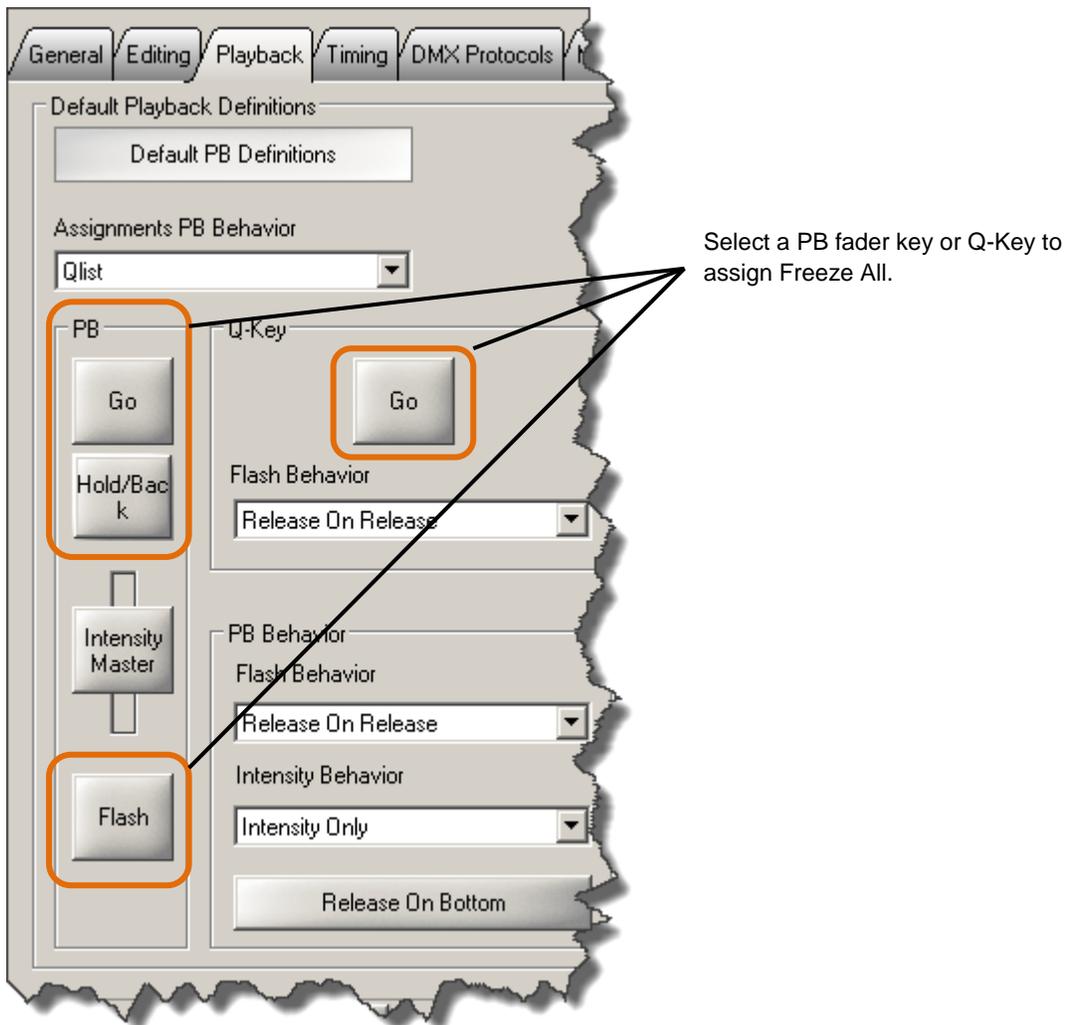
To assign Freeze All from System Settings

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. Select the **DEFAULT PB DEFINITIONS** option to activate the PB key options:



The PB key options become active.

3. Select a PB key to assign Freeze All:



4. From the PB keys behavior list select Freeze All.

Freeze All is now assigned and the selected key option text changes to Freeze All.

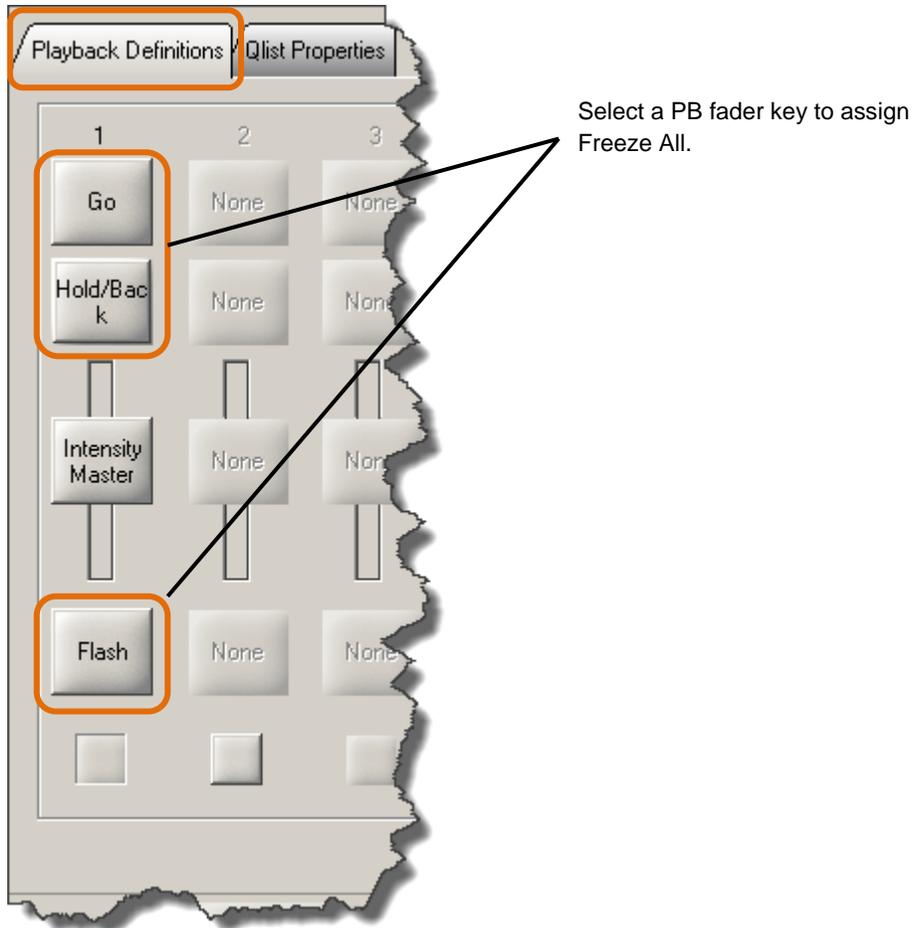
5. Click Apply to save the change.

To assign Freeze All from the Qlist Properties

1. Press [SETUP, PB SELECT#].

The Qlist Properties dialog opens.

2. Select the Playback Definitions tab:



3. Select a playback key to assign Freeze All.
4. From the Playback key behavior list select Freeze All.
Freeze All is now assigned and the selected key option text changes to Freeze All.
5. Click OK to apply the change and close the Qlist Properties dialog.

7 Shift Selection

By using **[SHIFT+NEXT or PREV]**, selected fixtures can be shifted forwards or backwards according to the selection sequence.

Examples of Using **[SHIFT+NEXT]**

Example 1

If Channels 1 ►3 are selected:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer	FL	FL	FL							
Wing 1	Spot	Channel	QKeys 1							

By using **[SHIFT+NEXT]** will move the selection forward to Channels 4 ►6:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer	FL	FL	FL							
Wing 1	Spot	Channel	QKeys 1							

Example 2

If Channels 1, 3 and 5 are selected:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer	FL		FL		FL					
Wing 1	Spot	Channel	QKeys 1							

By using **[SHIFT+NEXT]** will move the selection forward to Channels 2, 4 and 6:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer	FL		FL		FL					
Wing 1	Spot	Channel	QKeys 1							

Examples of Using [SHIFT+PREV]

Example 1

If Channels 8, 9 and 10 are selected:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer								FL	FL	FL
Wing 1	Spot	Channel	QKeys 1							

By using [SHIFT+PREV], the selection will move backwards to Channels 5, 6 and 7:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer								FL	FL	FL
Wing 1	Spot	Channel	QKeys 1							

Example 2

If Channels 5, 7 and 9 are selected:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer					FL		FL		FL	
Wing 1	Spot	Channel	QKeys 1							

By using [SHIFT+PREV], the selection will move backwards to Channels 4, 6 and 8:

Fixture No	1	2	3	4	5	6	7	8	9	10
Dimmer					FL		FL		FL	
Wing 1	Spot	Channel	QKeys 1							

8 Change Beat Key to Next Key

The **BEAT** key can now be used to function as the **NEXT** key.

By using a simple 4 digit code, you can change the **BEAT** key to function in the exact same way as the **NEXT** key.

This option is available on all Vector consoles.

To Change **BEAT** Key to **NEXT** Key

1. On the console press and hold **SHIFT**.
2. While holding down **SHIFT**, key in the numbers 1111.
3. Release the **SHIFT** key and press **ENTER**.

To Change Back to **BEAT** Key

Repeat the sequence above to revert back to the **BEAT** key.

9 Delete External Parameters Patch

An external parameter patch can now be deleted separately from a Fixtures Patch by using the External Parameter soft key from the editor toolbar.

Before deleting external patch:

Patch Data	Output				
Fixture	11.Cd				
Port/Address	2/1	2/2	2/3	2/4	2/5
Absolute Patch	513	514	515	516	517
Prop. Patch	FL	FL	FL	FL	FL
Curve	Linear	Linear	Linear	Linear	Linear
GM Enabled	Disabled	Disabled	Disabled	Disabled	Enabled
Parameter	Cyan	Magenta	Yellow	Beam Sh	Dimmer
Address Type	Main	Main	Main	Main	Extern

External parameter patch

After deleting external patch:

Patch Data	Output				
Fixture	11.Cd				
Port/Address	2/1	2/2	2/3	2/4	2/5
Absolute Patch	513	514	515	516	517
Prop. Patch	FL	FL	FL	FL	FL
Curve	Linear	Linear	Linear	Linear	Linear
GM Enabled	Disabled	Disabled	Disabled	Disabled	Disabled
Parameter	Cyan	Magenta	Yellow	Beam Sh	Main
Address Type	Main	Main	Main	Main	Main

External parameter patch deleted

To Delete External Patch

1. Select Fixture and Fixture number.
[CHANNEL / SPOT, #]
2. Press [DIM].
3. From the Editor Toolbar select the External Parameter soft key:



The Command line displays the text "External Parameter"

4. Press [DELETE].

The Clear Dimmer Patch dialog box appears:



5. Select Delete to clear the patch.

After the Patch is deleted the Command line displays the text "*Released*":

```
>> Released
```

ATTENTION! There is NO UNDO for External Patch delete.

10 DMX Protocols Enhancements

You are now able to define which Ethernet Protocol Port Address you want to send a Universe Port to. Each Ethernet Protocol now has a drop down menu for easy selection. An Auto Config and Clear All button has been added to each Ethernet Protocol.

Auto Config will automatically configure an Ethernet Protocol range according to the Max number of ports available.

Clear All will clear an Ethernet Protocol range to None.

The screenshot shows the 'DMX Protocols' tab in a software interface. At the top, there are tabs for 'General', 'Editing', 'Playback', 'Timing', 'DMX Protocols', and 'MIDI/SMPTE'. Below these is a table with columns for 'Universes', 'VC's', 'Art-Net', and 'ACN'. The table lists 14 ports, each with a VC number and 'None' in the Art-Net and ACN columns. A drop-down menu is open for 'Port 2', showing options from 'None' to 'VC# 13'. Below the table are two rows of buttons: 'Auto Config' and 'Clear All', each with three buttons corresponding to the three columns of the table. Annotations with arrows point to the drop-down menu and the buttons.

Universes	VC's	Art-Net	ACN
Port 1	VC# 1	None	None
Port 2	VC# 1	None	None
Port 3	VC# 2	None	None
Port 4	VC# 4	None	None
Port 5	VC# 6	None	None
Port 6	VC# 8	None	None
Port 7	VC# 9	None	None
Port 8	VC# 11	None	None
Port 9	VC# 13	None	None
Port 10	VC# 10	None	None
Port 11	VC# 11	None	None
Port 12	VC# 12	None	None
Port 13	VC# 13	None	None
Port 14	VC# 14	None	None

Annotations:

- Universe Ports (points to the 'Universes' column)
- Ethernet Protocols (points to the 'VC's' column)
- Drop down menu with Ethernet Protocol Port Addresses (points to the open menu for Port 2)
- New Auto Config and Clear All buttons (points to the button rows at the bottom)

Limitations

The following limitations exist when using the DMX Protocol enhancements:

- Two Universe Ports cannot be sent to the same Ethernet Protocol Port Address. Doing so will produce an error message.

For example: Universe Port 1 and 2 are both being sent to VC#1.

Universes	VC's	Art-Net	ACN
Port 1 →	VC# 1	None	None
Port 2 →	VC# 1	None	None

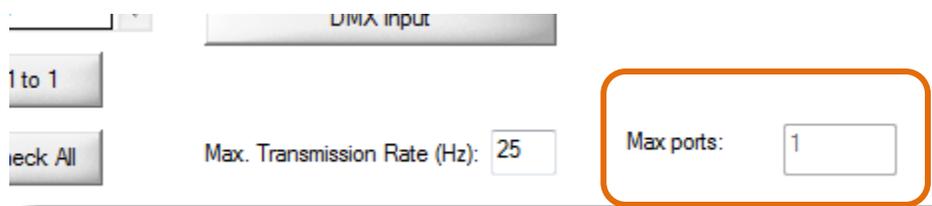
Port 1 and 2 are sent to VC1

Once the settings have been applied the following error message will appear:

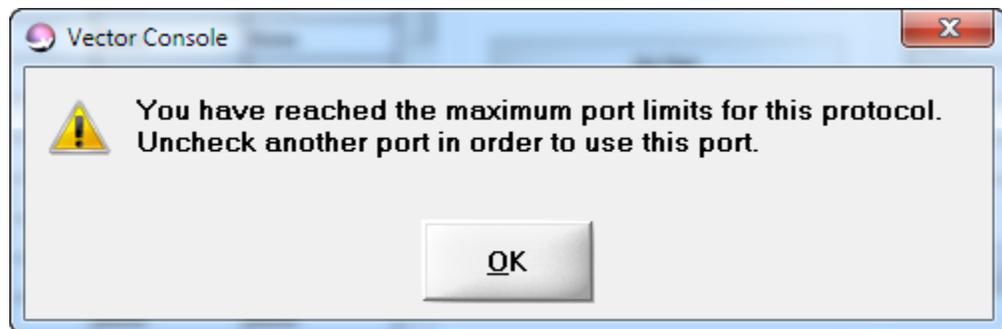


- The maximum number of Universe Ports that can be sent to Art-Net and/or ACN depends on the Max Universe Ports number. Any Universe Port can be used as long as it is in the Max ports range.

The Max Universe Port number is located on the bottom right hand side of the DMX Protocol dialog:



If the number of Universe Ports used exceeds the Max Universe Port number, an error message will appear:



Example:

Your Max Universe Ports is 1, with Universe Port 1 being sent to Art-Net Ethernet Protocol Port 1 and ACN Ethernet Protocol Port 2:

DMX input

1 to 1

Max. Transmission Rate (Hz): 25

Max ports: 1

Max Universe Ports is 1.

Universes	VC's	Art-Net	ACN
Port 1	VC# 1	AN# 1	ACN# 2
Port 2	VC# 2	None	None
Port 3	VC# 3	None	None

Universe Port 1 is being sent to AN#1 and ACN#2

If you try and send another Universe Port to another Ethernet Protocol Port; For example, Universe Port 2 to Art-Net AN# 1 an error message will immediately be displayed:

General Editing Playback Timing DMX Protocols MIDI/SMPTE

Universes	VC's	Art-Net	ACN
Port 1	VC# 1	AN# 1	ACN# 2
Port 2	VC# 2	None	None
Port 3	VC# 3	None	None
Port 4	VC# 4	None	None

Vector Console

You have reached the maximum port limits for this protocol. Uncheck another port in order to use this port.

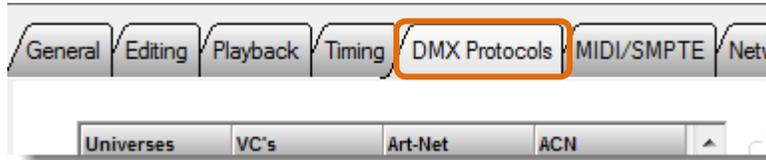
OK

To Define an Ethernet Protocol to a Universe Port

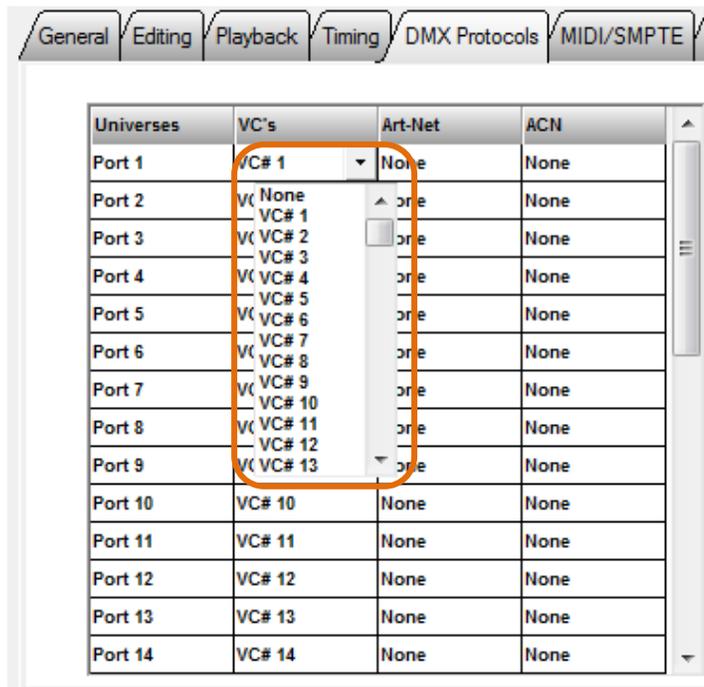
1. From the Menu bar click on Tools ► Settings.

The System Settings dialog opens.

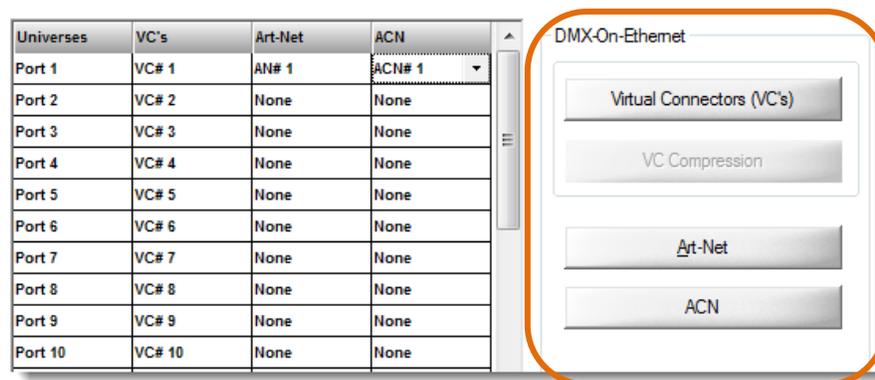
2. Click on the DMX Protocols tab:



3. Select an Ethernet Protocol according to the Universe Port that is being used. From the drop down menu select the Ethernet Protocol Port address:



4. Activate the Ethernet Protocol that has been selected in the step above by clicking on the correct DMX-On-Ethernet button:



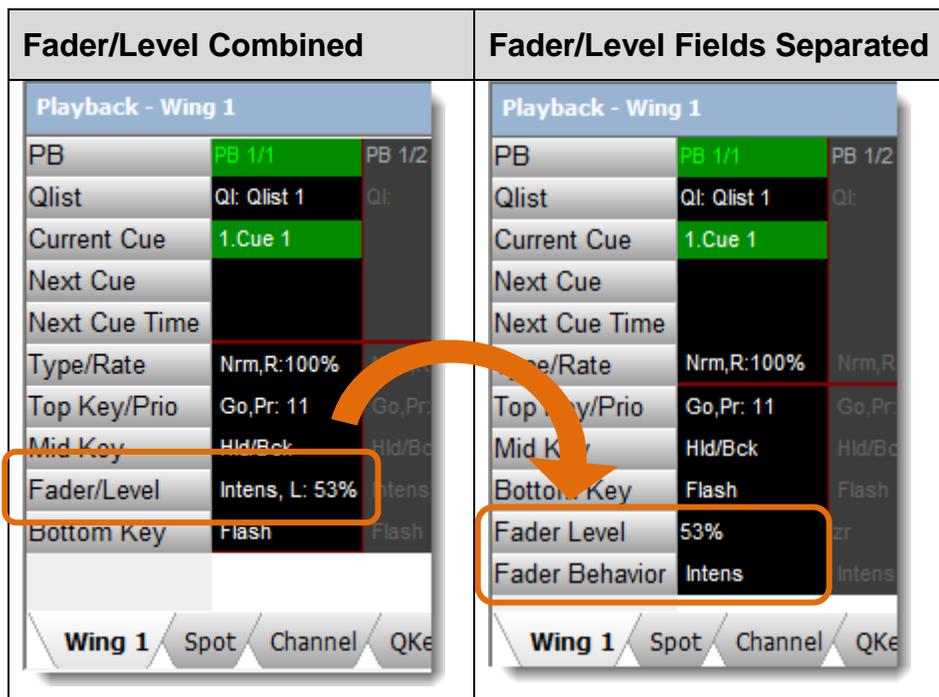
5. Click Apply then click OK.

11 PB Live View Enhancements

The Fader/Level field on the PB live view can now be separated into two fields; Fader Level and Fader Behavior:

- Fader Level displays the fader level output in percentage.
- Fader Behavior displays the behavior of the fader as set in Playback Definitions, for example; Intensity Master, Rate Master Etc.

Separating the fields is done in the Grid Properties dialog via View Properties.



To Separate Fader/Level Fields

1. Click on the View Properties icon on the grid view title bar:



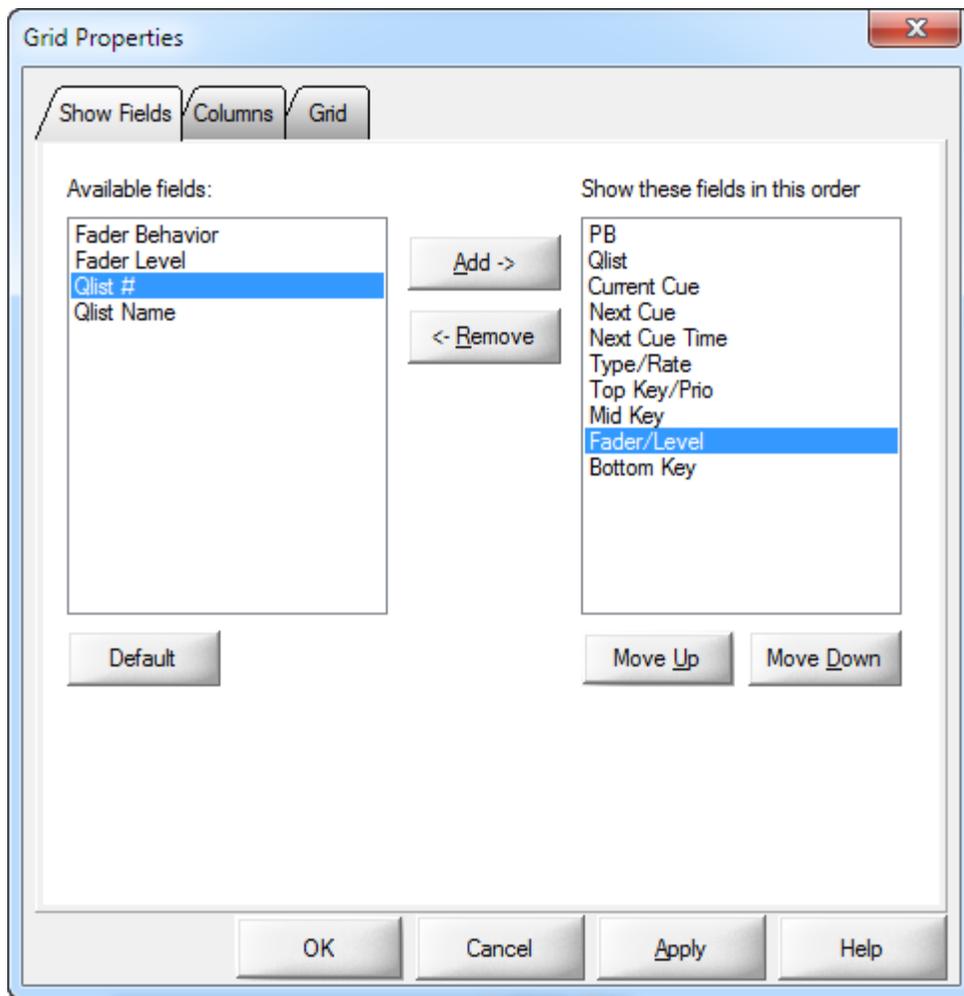
-OR-

Right click and select View Properties.

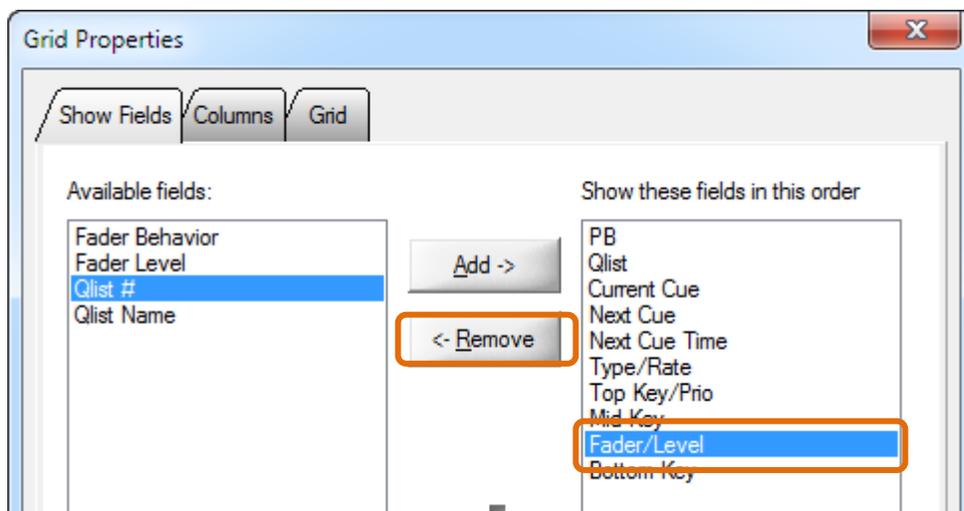
-OR-

From the Menu bar click View and select View Properties.

The Grid Properties dialog appears:

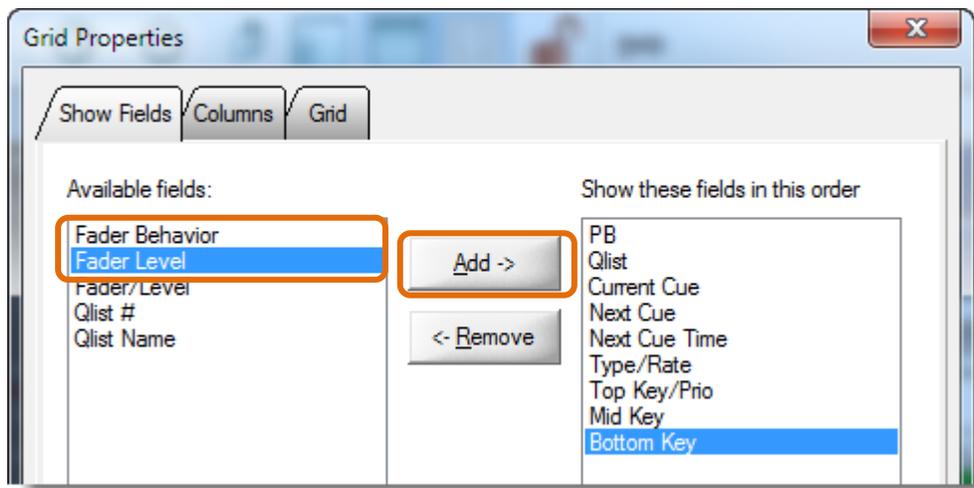


2. From the Grid Properties dialog select Fader/Level from the right hand side fields box and click Remove:

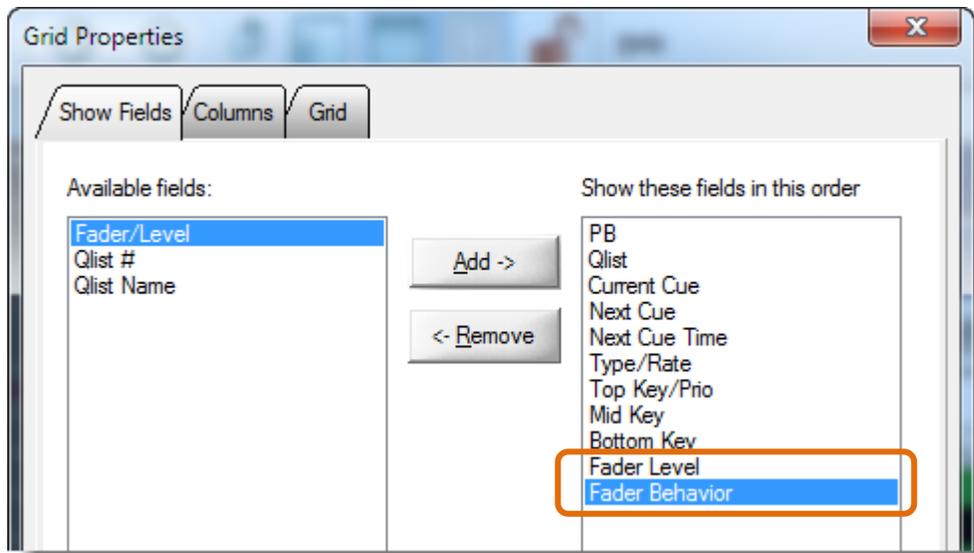


Fader/Level is now moved to the Available fields' box on the left hand side.

3. From the Available fields box click on either Fader Level or Fader Behavior and click Add:



The added field now shows in the right hand side field's box:



4. Click Apply then click OK to close the Grid Properties dialog.

12 New Parameter Fade Profiles

3 new parameter fade profiles were added to Profile Options on the Editor Tool bar in Vector. The new fade profiles can also be applied via device builder.

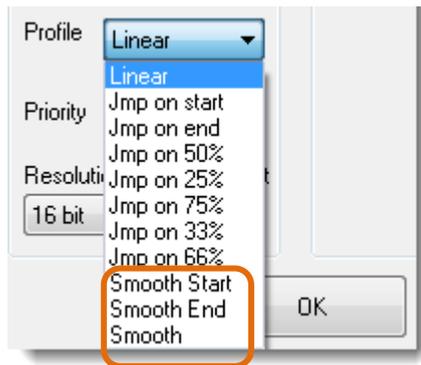
The New Fade Profile Options in Vector

The following are the new fade profile option buttons:



The New Fade Profile Options in Device Builder

The following are the new fade profile options in the Profile drop down menu in Device Builder:



The New Fade Profile Descriptions

The following are the 3 new fade profiles graphs and there descriptions:

Profile	What happens on the fade
Smooth Start 	On go, the parameter will fade slowly and end linear.
Smooth End 	On go, the parameter will start linear and fade slowly.
Smooth 	On go, the parameter will start slowly to linear and fade slowly

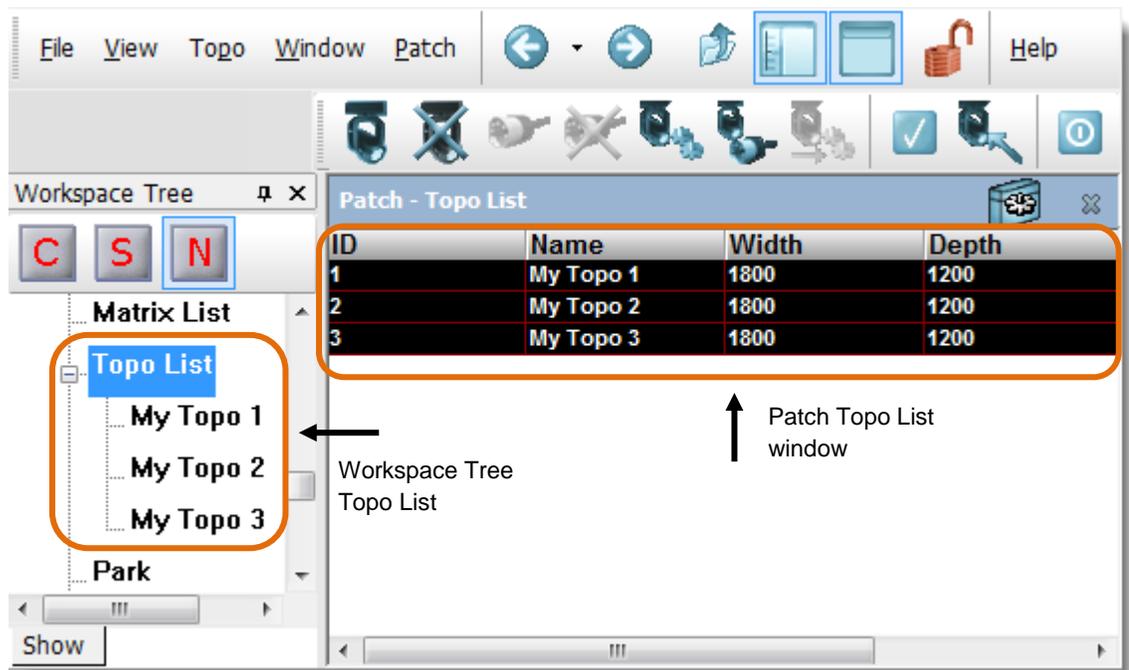
13 Topo Feature Improvements

More than one Topo can now be created. Topo's are created in the Patch Manager using the Create icon located on the Patch Tool bar.



↑ Create icon on the Patch Tool bar.

All created Topo's will now be visible in the Workspace Tree under the heading Topo List and the Patch Topo List window:



NOTE THE FOLLOWING:

The Topo Tab from the System Settings dialog has been removed. This is due to the fact that more than one Topo can be now created. Each time a Topo is added from the Patch Manager, you will be presented with an Add Topo dialog.

The Add Topo dialog enables you to add the following Topo information:

- Topo Data; Topo Name and any Topo notes.
- Stage Measurement Data
- Fixture Display Set Type

Adding, Editing and Deleting a Topo

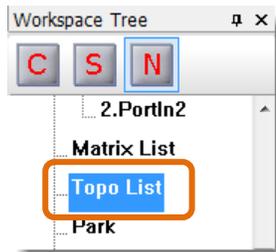
The following section describes how to add, view, edit, rename and delete a Topo.

To Add a Topo

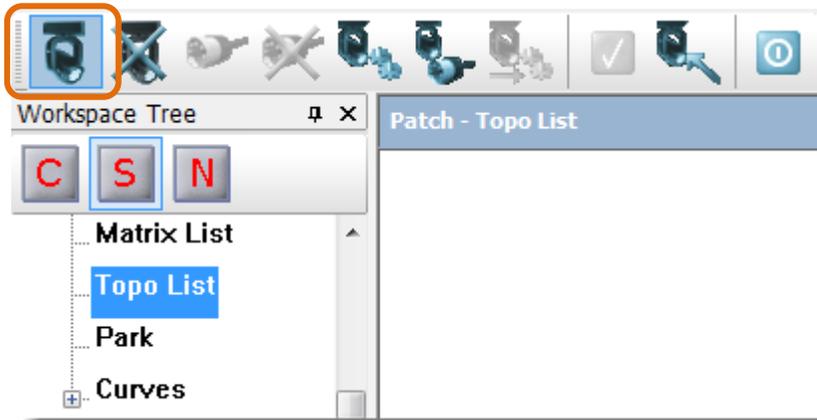
1. From the Menu bar select Tools ► Patch Manager.

The Patch Manager window opens.

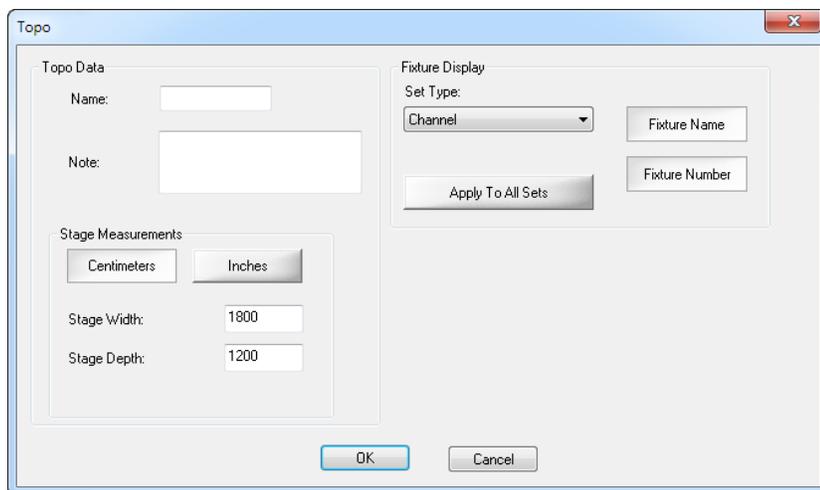
2. From the Workspace Tree in the Patch Manager scroll down and select Topo List:



3. From the Patch Tool bar select the Create icon:



The Add Topo dialog opens:



4. Enter a Topo name into the Name field and add any notes if needed:

The screenshot shows a dialog box titled "Topo". It has two main sections: "Topo Data" and "Stage Measurements". In the "Topo Data" section, the "Name" field is filled with "My First Topo" and the "Note" field contains "This is my first Topo". In the "Stage Measurements" section, the "Centimeters" button is selected, and the "Stage Width" field is set to "1800".

5. Enter Stage Measurements and Fixture Display data:

This screenshot shows the "Topo" dialog box with additional fields filled in. In the "Fixture Display" section, the "Set Type" dropdown is set to "Channel", and there are empty input fields for "Fixture Name" and "Fixture Number". An "Apply To All Sets" button is located below these fields. In the "Stage Measurements" section, the "Inches" button is selected, "Stage Width" is "1800", and "Stage Depth" is "1200".

6. Click OK to apply the new Topo.

The new Topo now appears under the Topo List in the Workspace Tree and the Patch Topo List window:

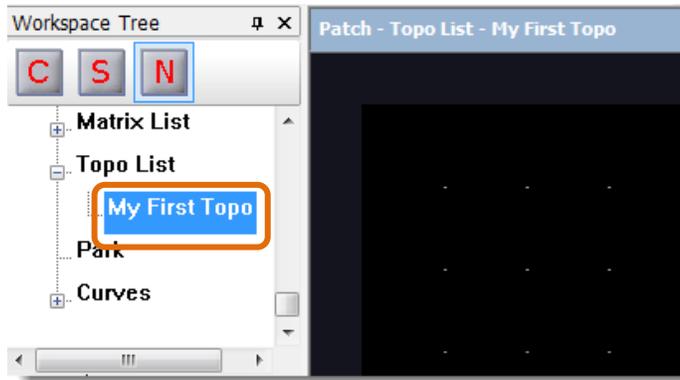
The screenshot shows two windows. On the left is the "Workspace Tree" with a tree view containing "Matrix List", "Topo List", "My First Topo", and "Park". The "Topo List" folder is highlighted. On the right is the "Patch - Topo List" window, which contains a table with the following data:

ID	Name	Width	Depth	Note
1	My First Topo	1800	1200	This is my first Topo

7. Repeat the steps to add another Topo to the list.

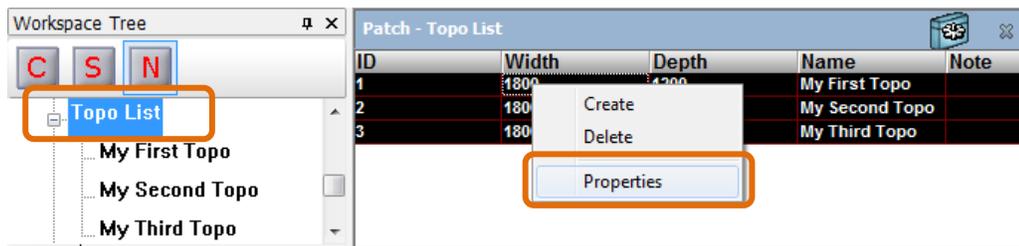
To View a Topo

1. From Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree and under Topo List click on the Topo name to view the Topo:



To Edit a Topo

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree select Topo List:



3. From the Patch Topo List window, place the mouse over the Topo to edit, Right click and select Properties.

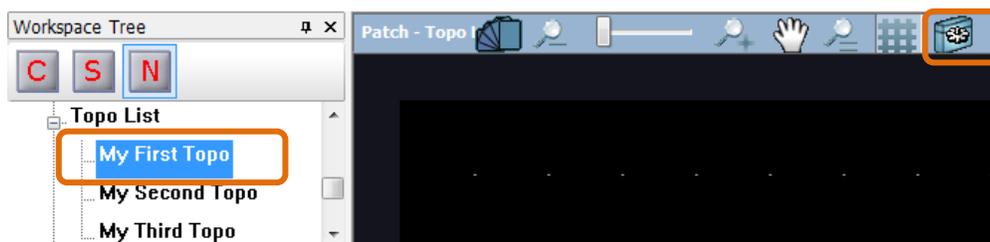
-OR-

Select the Properties icon on the Patch Tool bar:

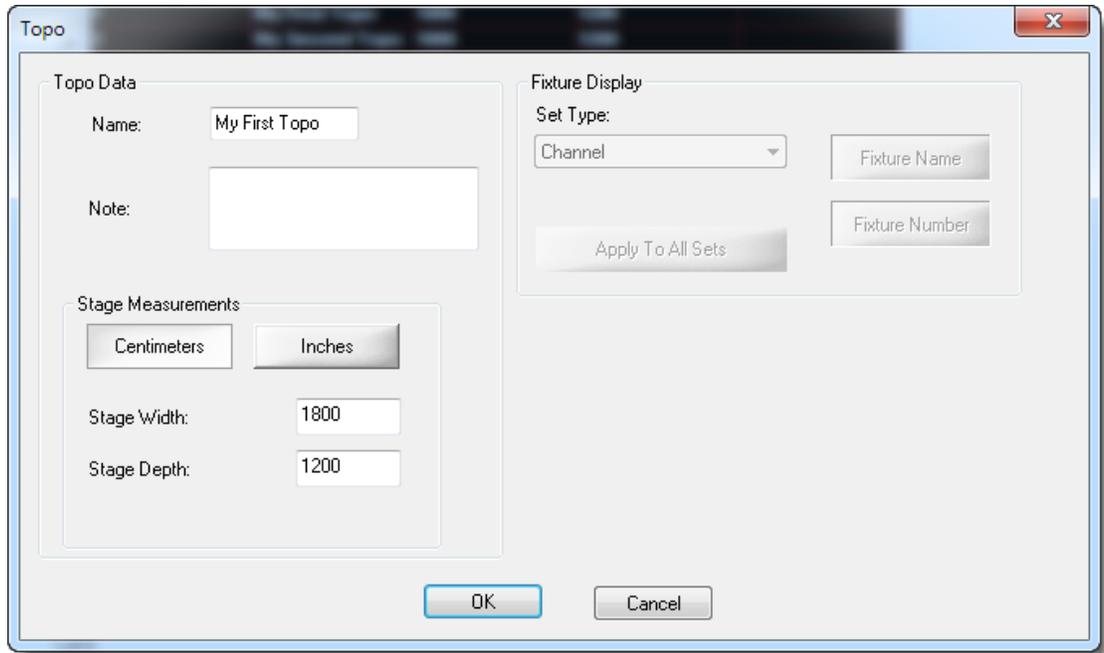


-OR-

From the Workspace Tree select the Topo to edit, then from the Topo title bar select the View Properties icon:



The Add Topo dialog opens:



4. Edit the Topo as desired and then click OK.

To Rename a Topo

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree select Topo List:

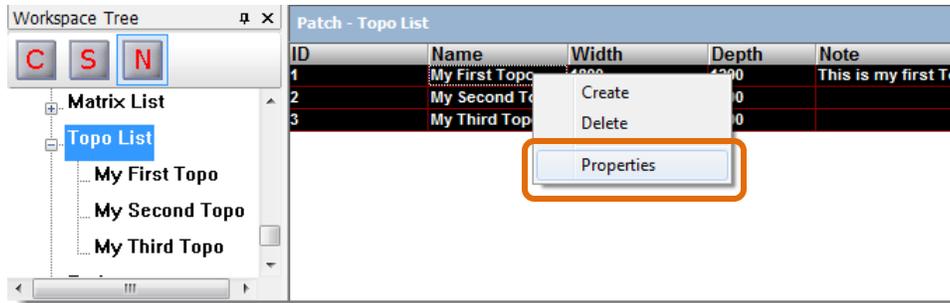


3. From the Patch Topo List window double click on the name field to rename a Topo:



-OR-

Place the mouse over the Topo to rename, right click and select Properties:



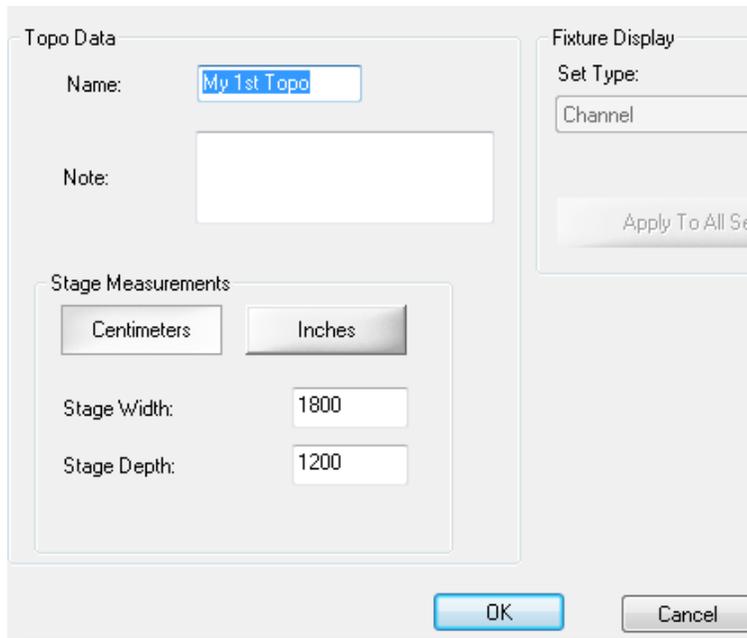
-OR-

Select the Properties icon on the Patch Tool bar:



The Add Topo dialog opens.

In the Name field enter the new Topo name then click OK.



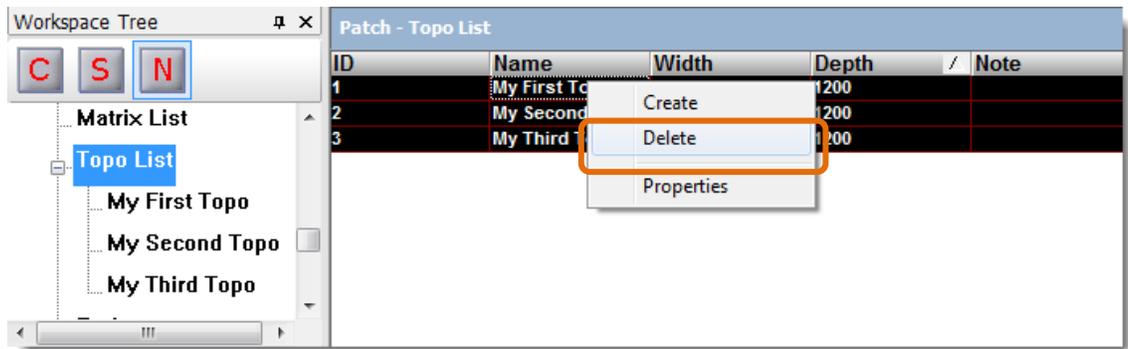
After renaming, the Topo name appears in the Patch Topo List window under the Topo List in the Workspace Tree.

To Delete a Topo

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree Select Topo List:



3. Place the mouse over the Topo to delete, right click and select Delete:



14 Topo Enhancements

The following Topo enhancements were added:

- A Zoom slider was added to the Live Topo List title bar:



- New Layers Tool bar:



See: [Using the New Topo Layers Toolbar](#)

- Objects can be added to a User Defined Layer, locked, displayed or hidden.

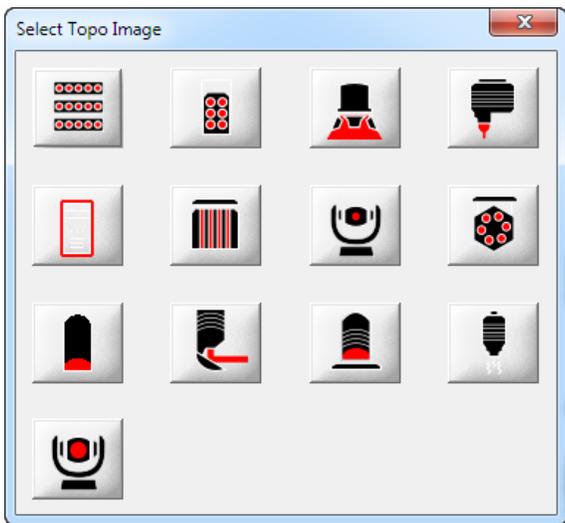
See: [Adding Objects to a User Defined Layer](#)

- Objects can now be aligned using the Aligned icons available on the Topo Tool bar or by Right clicking and selecting an Align option.



See: [Aligning Objects](#)

- Multiple objects can be selected using the Ctrl key on the Keyboard.
- A new range of Fixture icon images:



See: [New Topo Fixture Images](#)

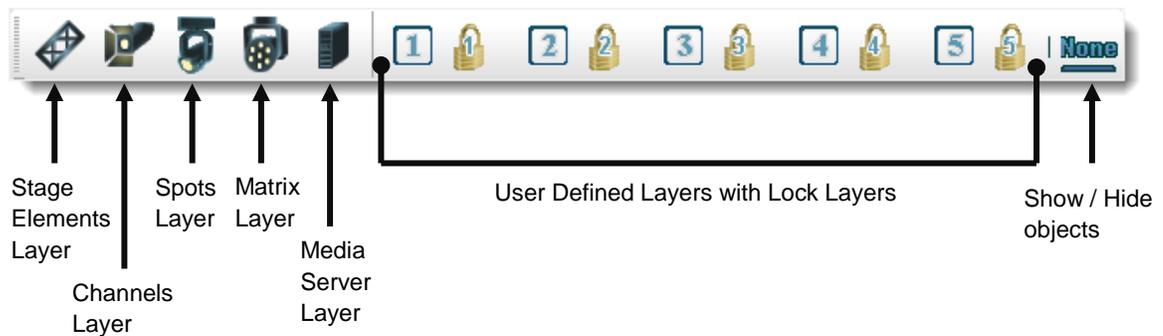
Using the New Topo Layers Toolbar

The new Topo layers tool bar enables you to do the following:

- Lock, display or hide objects
- Add objects to User Defined Layers

A Layers Toolbar button will only become active once a relevant object is added to the Topo.

Topo Layers Toolbar:



The Topo Layers Toolbar Options

The following is an explanation of the Topo Layers Toolbar options:

Toolbar Option	What it does...
	This option will show or hide stage elements in the Topo window.
	This option will show or hide Channel objects in the Topo window.
	This option will show or hide Spot objects in the Topo window.
	This option will show or hide Matrix objects in the Topo window.
	This option will show or hide Media Server objects in the Topo window.
	These are User Defined Layers. When a layer is locked you will not be able to select or manipulate the objects.
	This option will show or hide all objects that are not defined in a layer.

How to Display the Topo Layers Toolbar

The Topo Layers Toolbar can be displayed from the Topo live view and from the Patch Manager.

To Display Topo Layers Toolbar from Topo Live View

1. From the Workspace Tree select a Topo.
2. From the Topo List title bar click on the Layers Toolbar icon to display the Topo Layers Toolbar.



To Display Topo Layers Toolbar from Patch Manager

1. From the Menu bar select Tools ► Patch Manager.
2. From the Workspace Tree select a Topo.
3. From the Topo List title bar click on the Layers Toolbar icon to display the Topo Layers Toolbar:

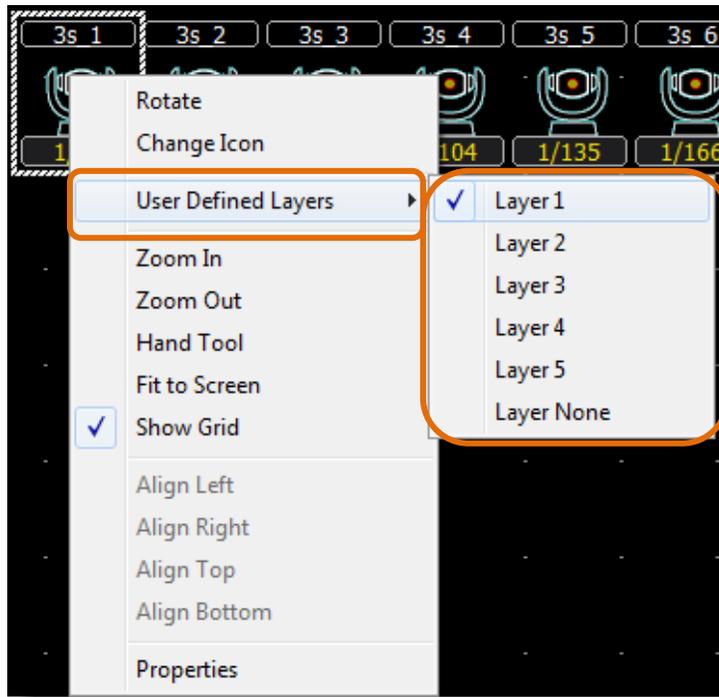


Adding Objects to a User Defined Layer

There are 5 User Defined Layers. Any object can be added to a layer.

To Add Objects to a User Defined Layer

1. Select the objects to add.
2. Right click.
3. From the User Defined Layers list select a layer from 1-5:



The corresponding User Defined Layer button on the Layers Toolbar will become active:



To Hide Objects in a Layer

- Click on the active User Defined Layer button number:



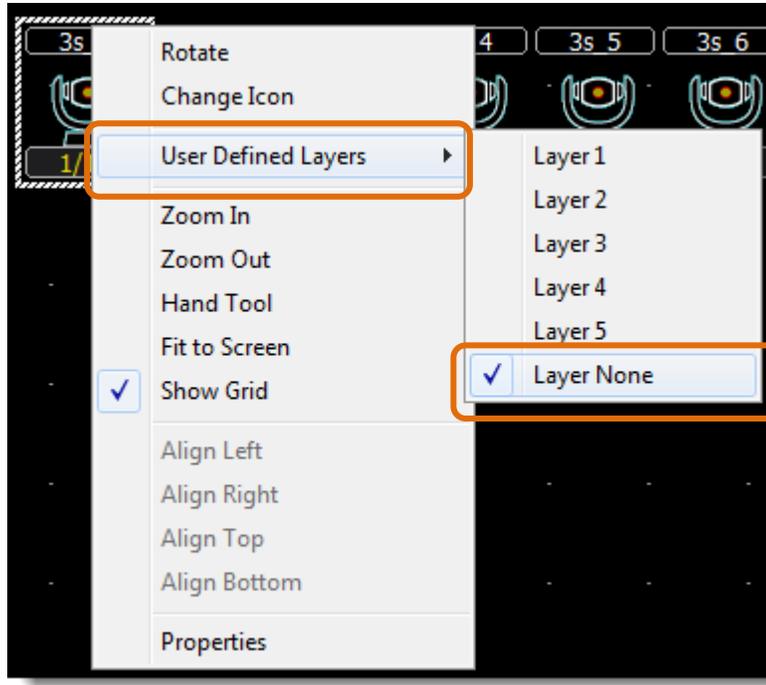
To Lock Objects in a Layer

- Click on the Lock button:



To Remove Objects from a User Defined Layer

1. Make sure the layer is unlocked.
2. Select the objects to remove.
3. Right click and from the User Defined Layers list select Layers None:



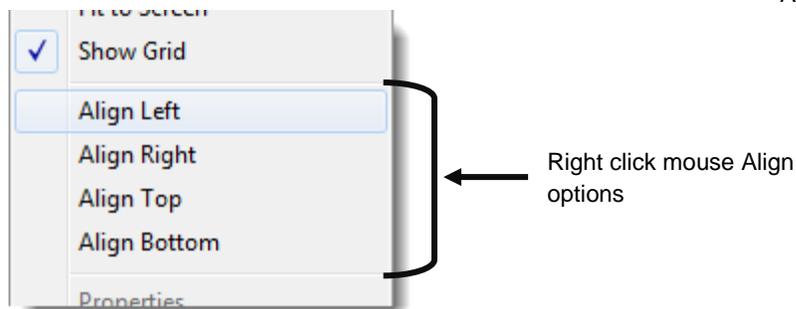
Aligning Objects

Objects in the Topo window can be aligned by using the Align icons on the Topo Toolbar or by Right clicking the Mouse and selecting an Align option.

The Topo Toolbar Align Icons:

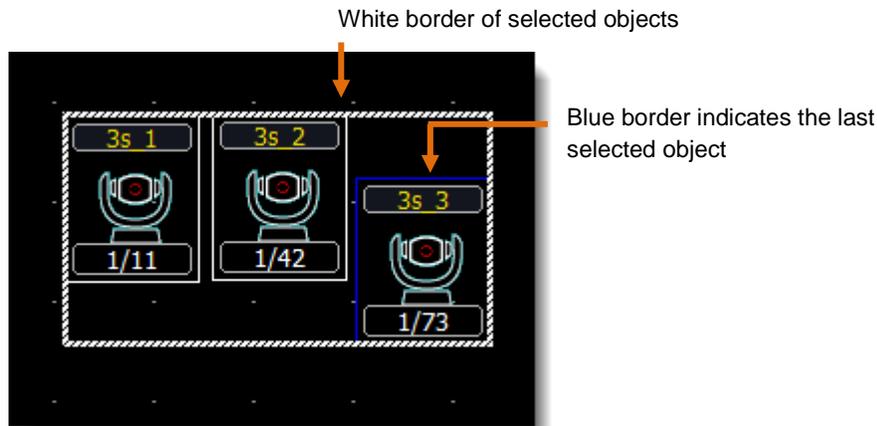


Right Click Align Options:



How to Align Objects

The Align options become active once 2 or more objects are selected. The selected objects will be aligned to the last selected object which is identified by a blue border.



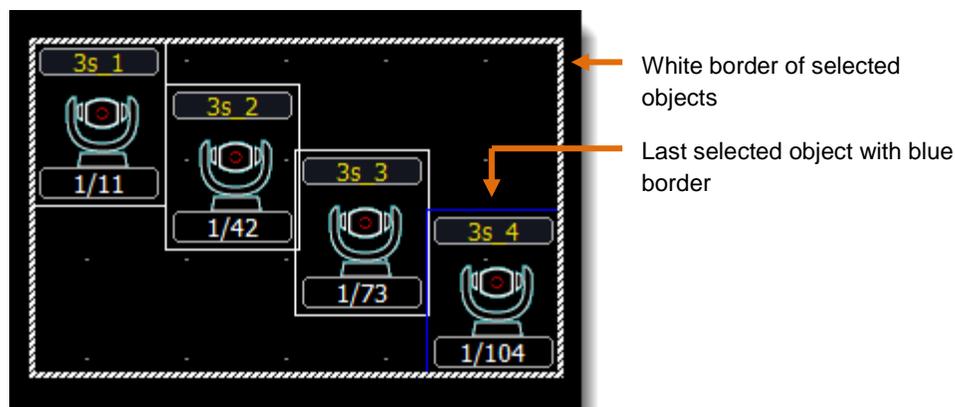
To Align an Object

Method 1

1. Press and hold Ctrl on the Keyboard then Left click the Mouse and select the objects.

The Align options become active and the selected objects will be contained within a white border, with the last selected object surrounded by a blue border.

Example image:



2. Select an Align option from either the Topo Toolbar or Right click the Mouse and select an Align option.

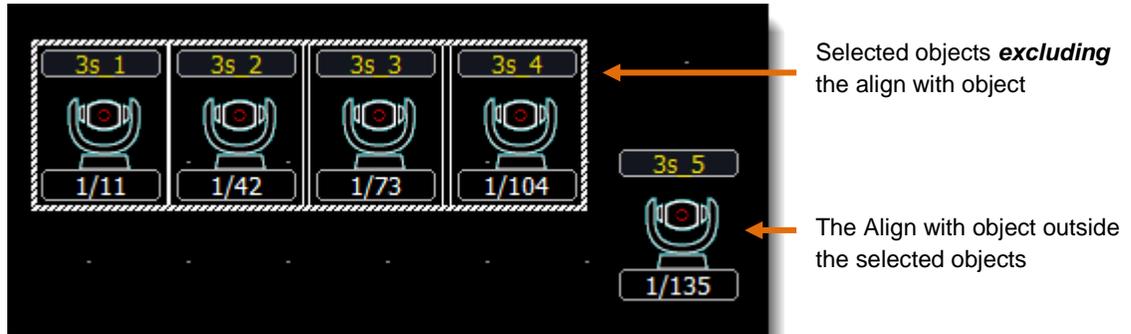
The selected objects will be aligned to the object with the blue border.

Method 2

1. Select the objects, **excluding** the object you want to align with, by drawing a box around the objects using Left mouse click hold.

The selected objects will be contained within a white border.

Example image:



2. Press and hold Ctrl on the Keyboard then Left click the Mouse and select the object to align with. This object must be *outside* of the selected objects.

The Align with object becomes part of the selected objects with a blue border.

Example image:



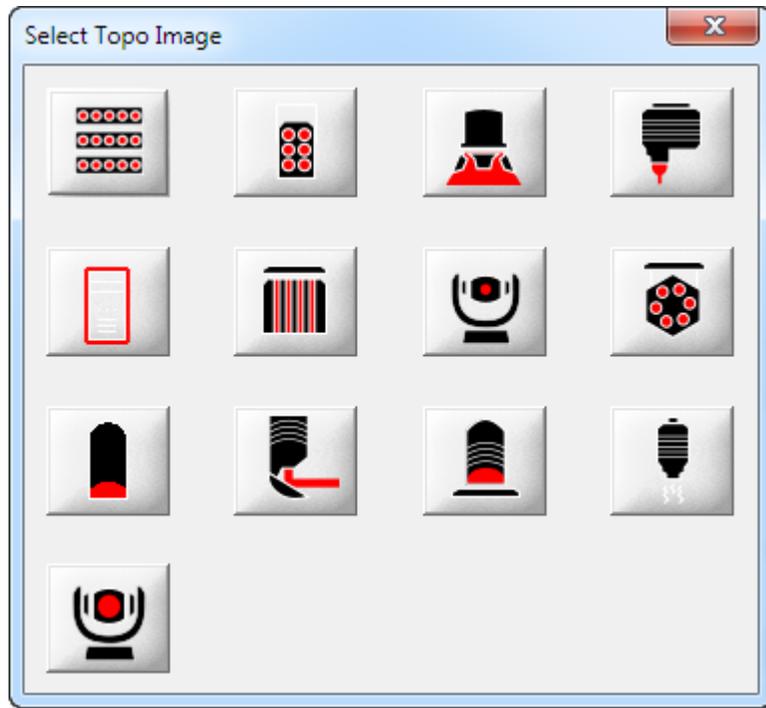
3. Select an Align option from either the Topo Toolbar or Right click the Mouse and select an align option.

The selected objects will be aligned to the object with the blue border.

New Topo Fixture Images

A new range of Topo Fixture icon images have been added. There are now a total of 13 images which can be selected via Stage Fixture Properties.

Topo Fixture images can only be changed from the Patch Manager.



The following is a list of all the available Fixture icon images and their meanings:

Icon	Meaning
	Bar
	Blinder
	Fresnel
	Laser
	Media Server

	Panorama
	Moving Head
	Par LED
	Par
	Scanner
	Profile
	Smoke
	Wash

To Change Topo Fixture Icons

1. Select a Fixture from the Patch Manager Topo List.
2. Right click and select Change Icon.

The Select Topo Image dialog opens.

3. Select a Topo image.

-OR-

1. Select a Fixture from the Patch Manager Topo List.
2. Right click and select Properties.
3. From the Stage Fixture Properties dialog select the browse icon:



15 Pandora's Box Integration

Vector is now fully compatible with Coolux Pandora Box media server. Vector controls the Pandora Box media server using the VC Ethernet Protocol. New Pandora Box server devices have also been added in this release.

Media server Thumbnails are downloaded in real time on Vector which are viewed via the Media Server tab.

NOTE: Pandora Box must have the same Subnet Mask IP as the Vector console.

Thumbnails from Pandora's Box as Viewed in Vector



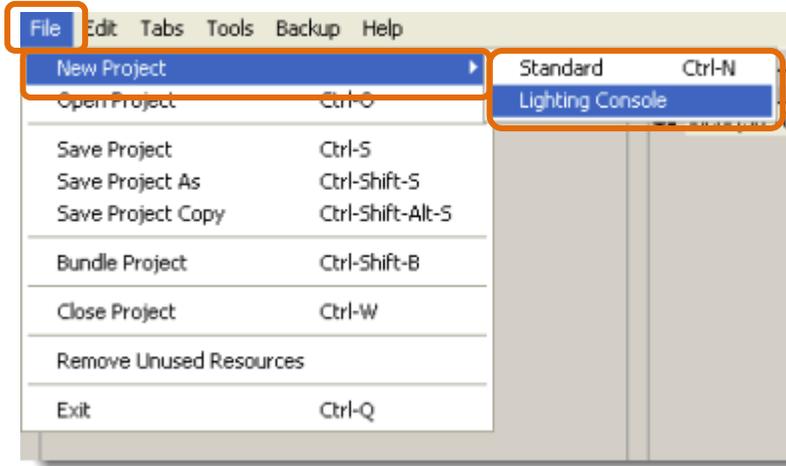
Getting Started with Pandora's Box and Vector

The following section describes how to do the following:

- How to Start and Save a new project in Pandora's box
- How to Select device types
- How to add the Compulite tab
- How to enable Compulite VC Input
- How to add files to a Pandora's Box project

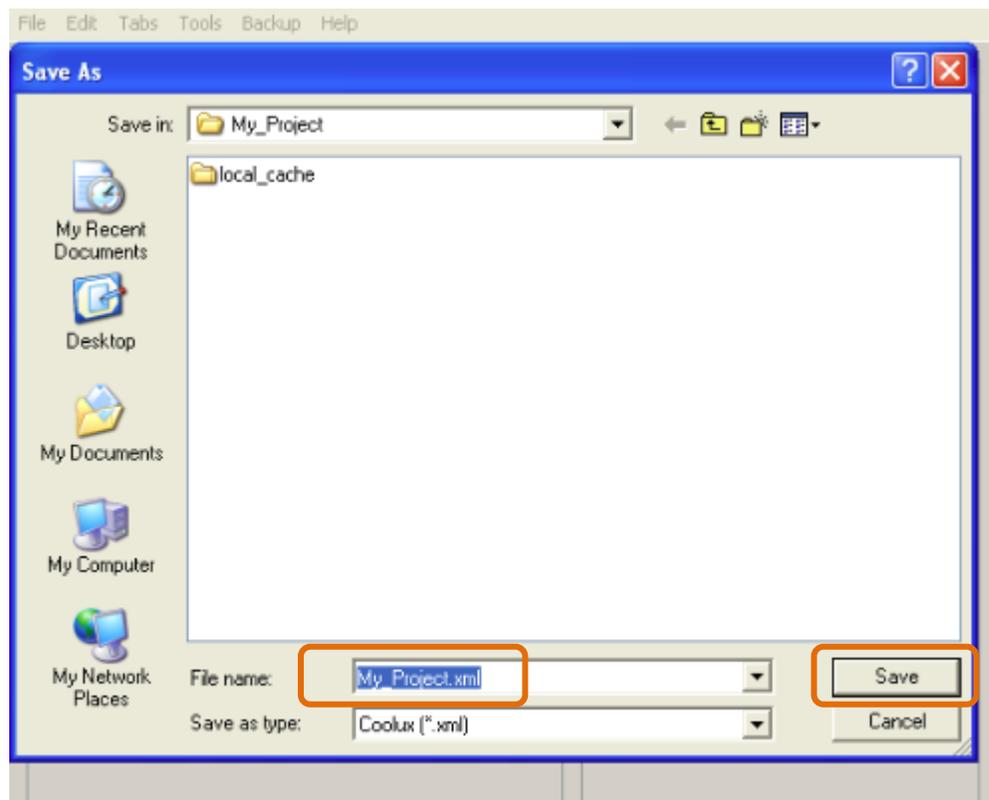
To Start and Save a New Project in Pandora's Box

1. Start Pandora's Box.
2. From the Menu bar click File ► New Project and select either Standard or Lighting Console:



The Save As dialog opens.

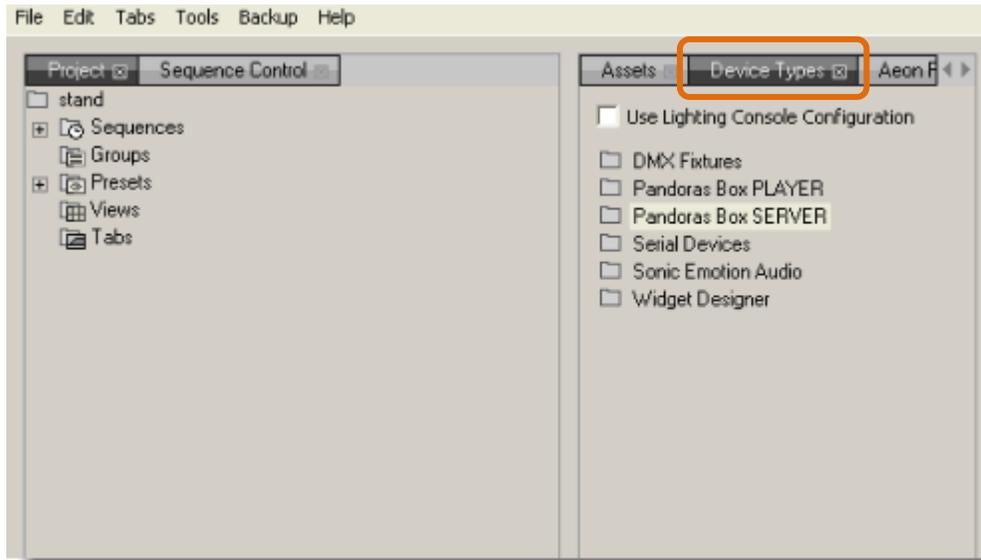
3. Enter a project name in the Save As File name field:



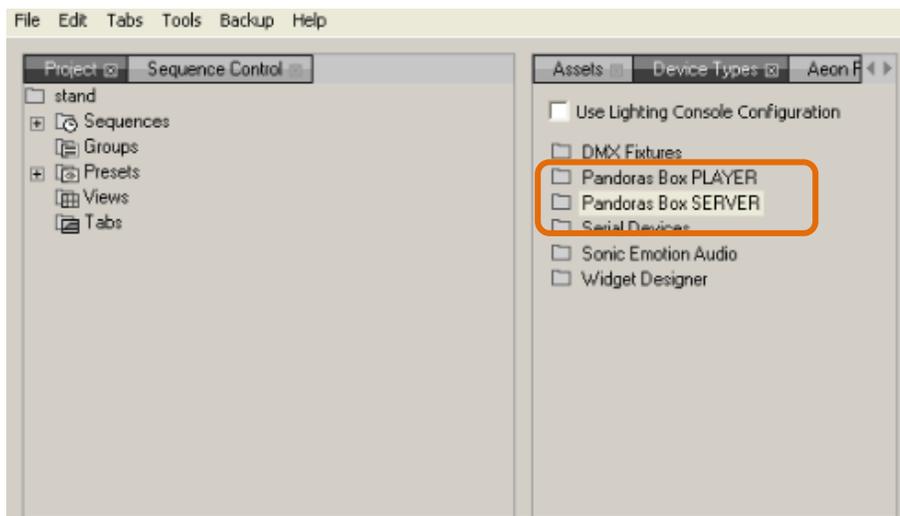
4. Click Save.

To Select Device Types in Pandora's Box

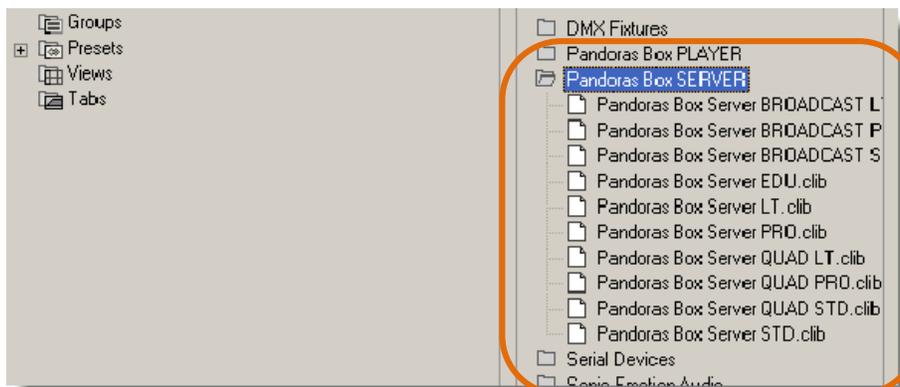
1. From Pandora's Box main screen click on the Device Types tab:



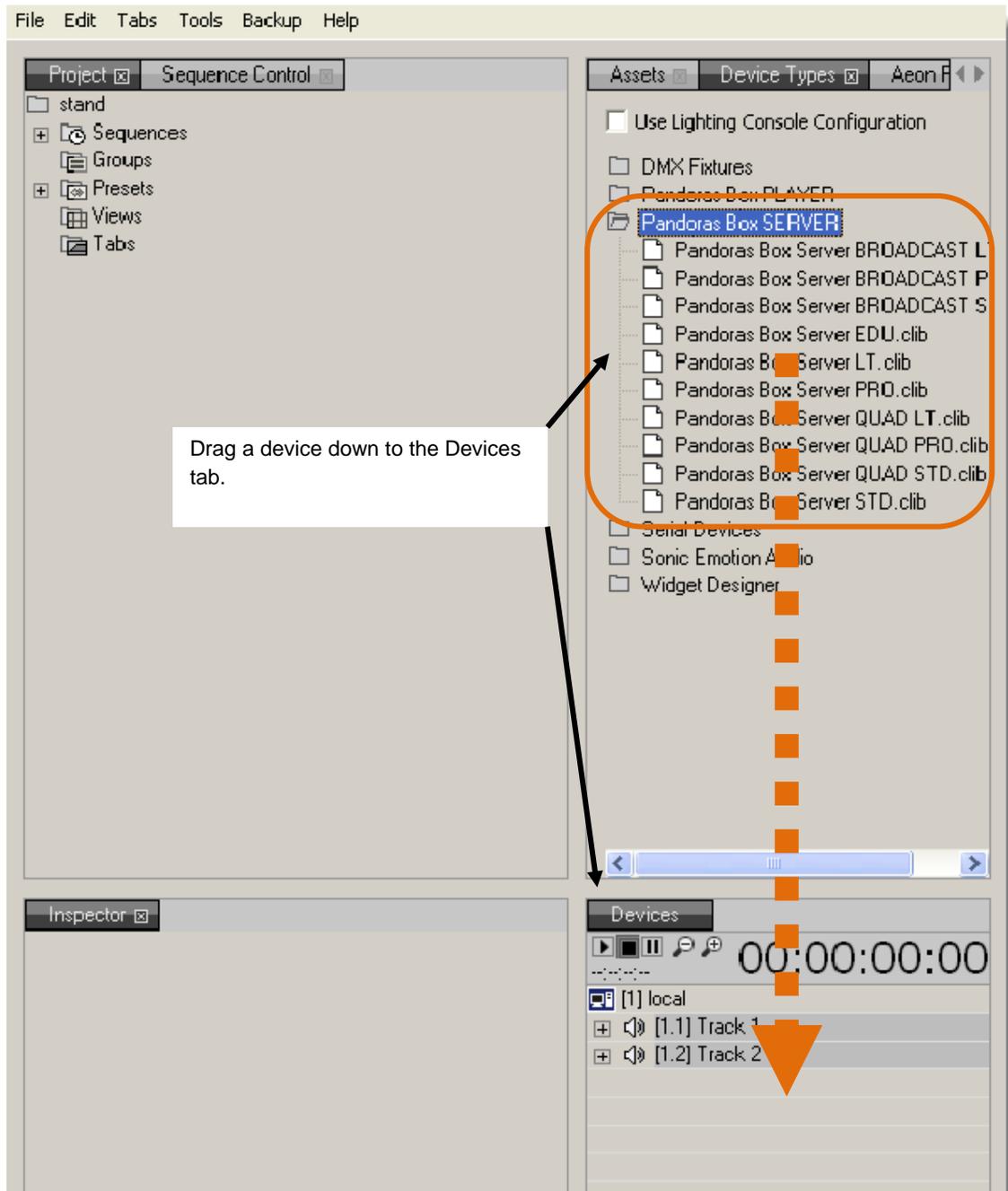
2. From the Device Types tab double click on either the Pandora's Box PLAYER file or the Pandora's Box SERVER file:



The selected file list appears:

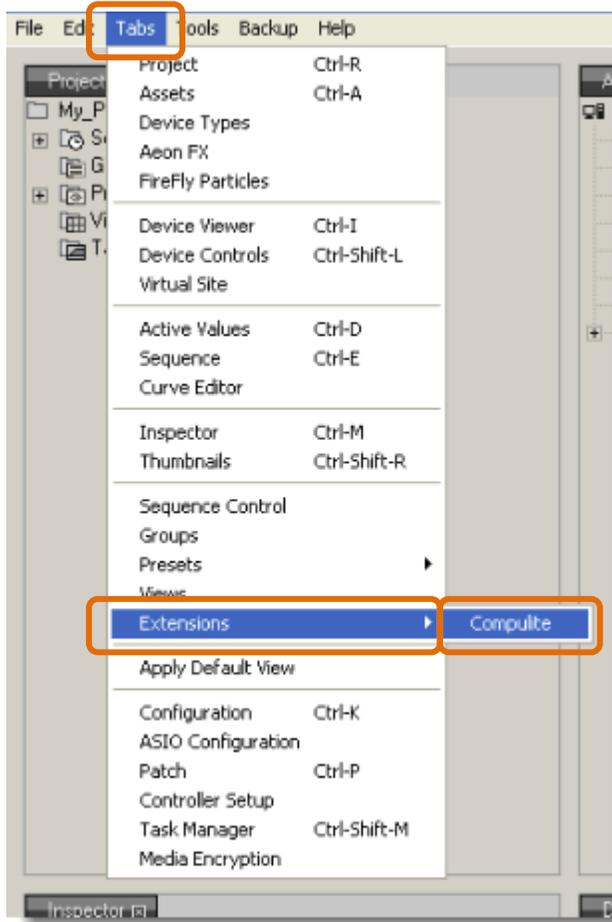


- From the selected file device list select any device and drag it down to the Devices tab:



To Add the Compulite Tab

1. From the Pandora's Box menu bar click **Tabs** ► **Extensions** ► **Compulite**:



The Compulite tab appears on the lower left hand corner:

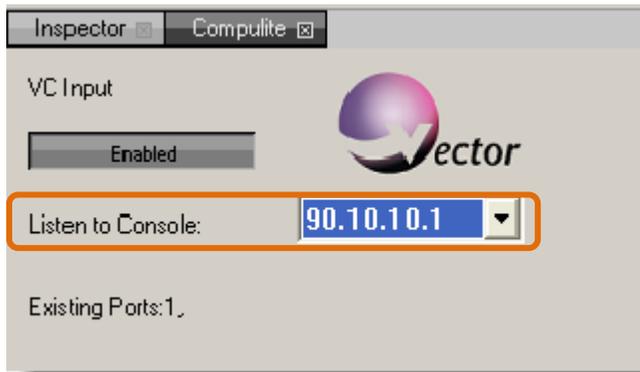


To Enable Compulite VC Input in Pandora's Box

1. From the Compulite tab click on the Enabled button under the heading VC Input:

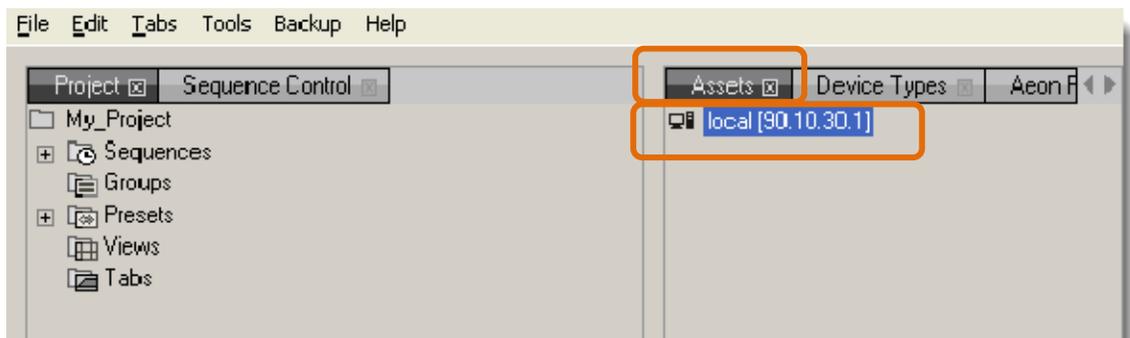


2. Click on the Listen to Console drop down list and select the Vector IP of the console that will be controlling Pandora's Box:



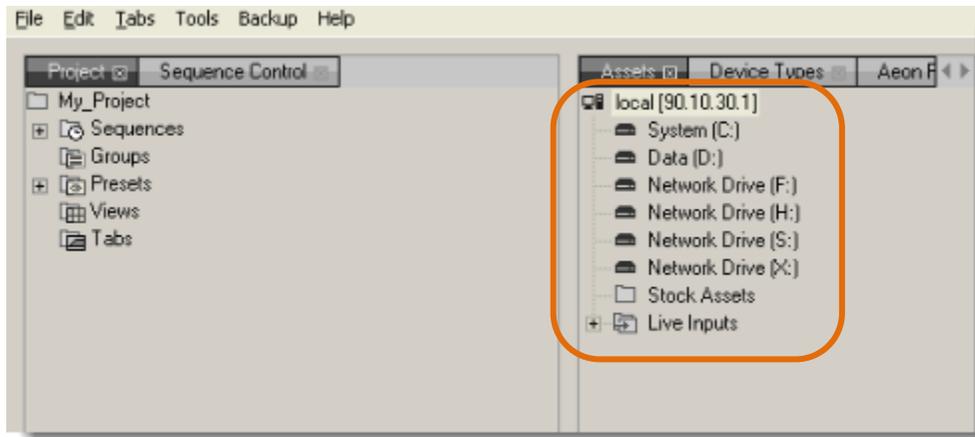
To Add Files to a Project

1. Click on the Assets tab located in the middle window:

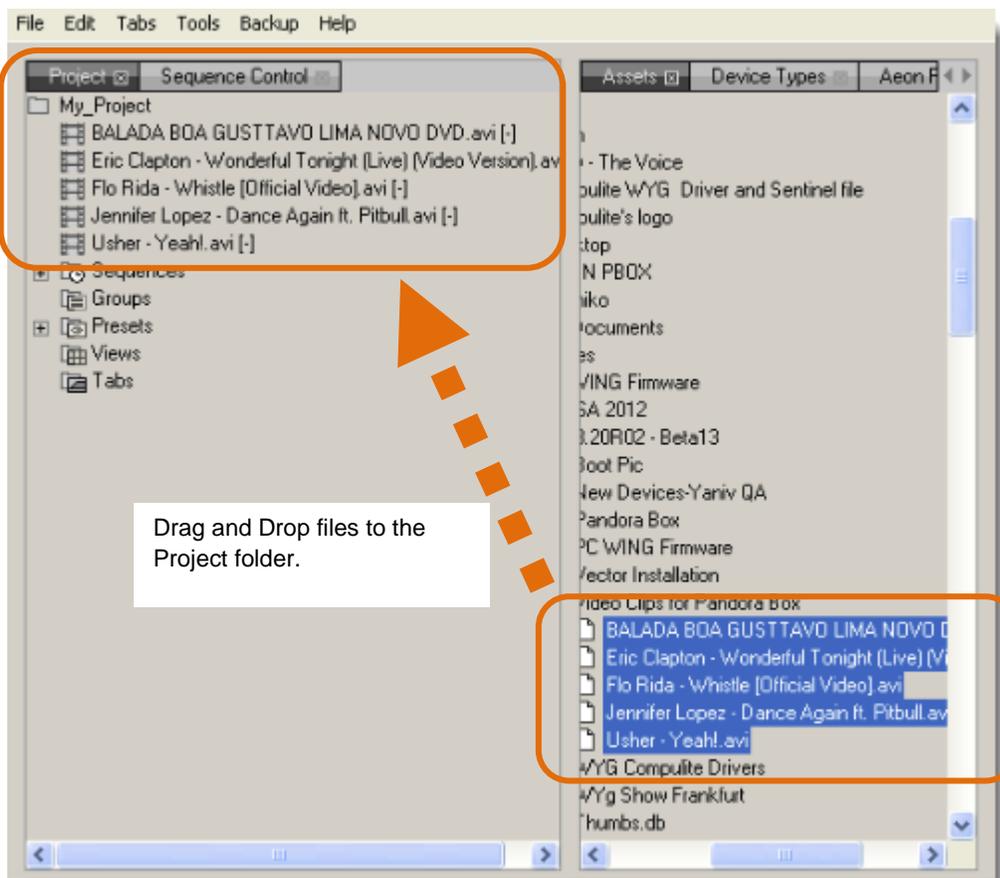


2. Double click on the local IP.

The local IP file list appears:



3. From the local IP file list locate the files you want in the project and drag and drop them to the Project folder:



How to Sync Vector to Pandora's Box

The following procedure will guide you through the process of syncing Vector to Pandora's Box.

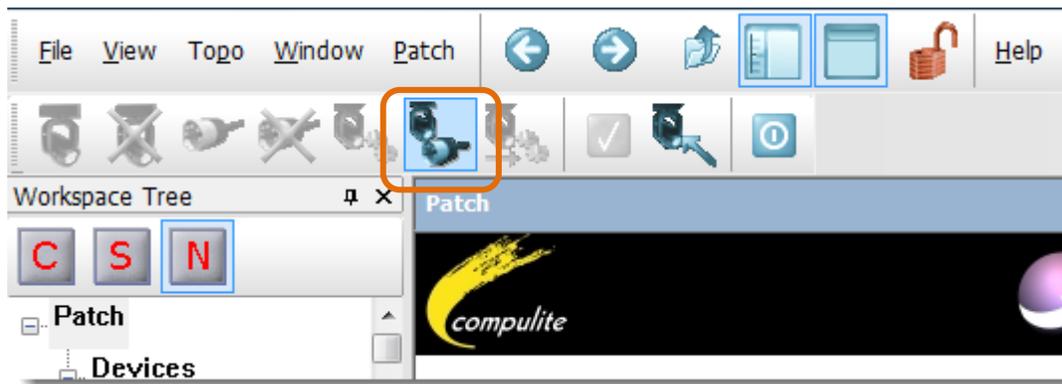
Please make sure that Pandora Box is installed on a separate PC.

To Patch a Coolux Device in Vector

1. From the Vector menu bar select Tools ► Patch Manager.

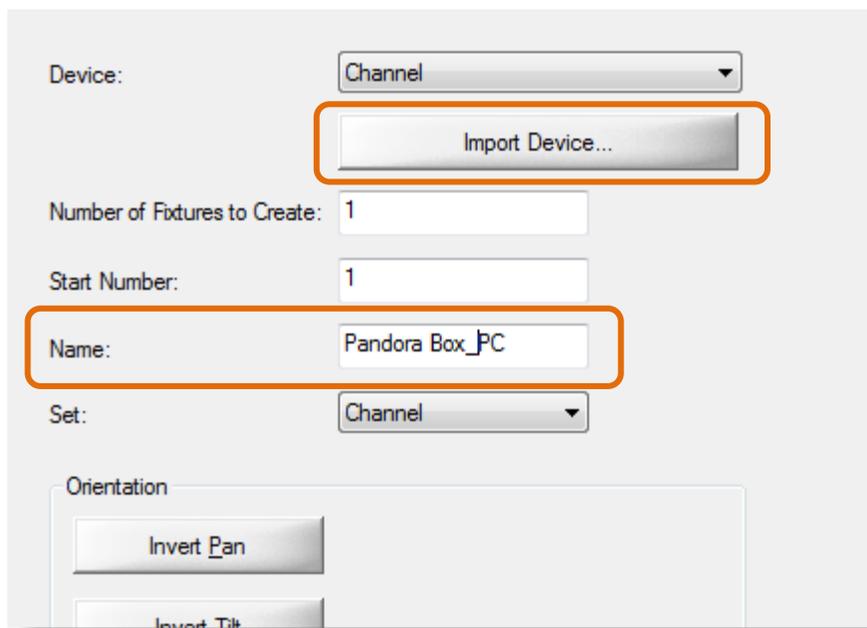
The Patch Manager window opens.

2. From the Patch Manager tool bar click on the Create and Patch icon:



The Create and Patch Fixtures dialog opens.

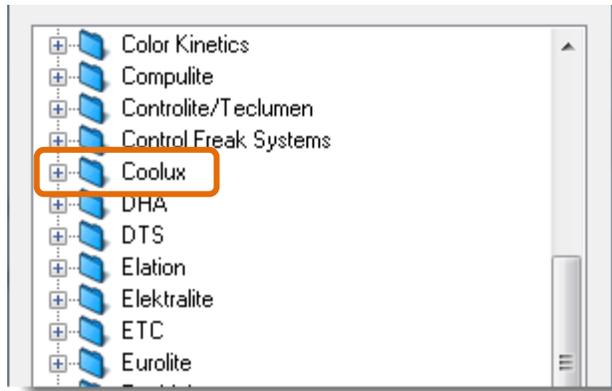
3. In the Name field of the Create and Patch Fixtures dialog enter the name of the PC or IP of the System that contains Pandora's Box:



4. Click on Import Device.

The Import Device list dialog opens.

5. Scroll down the device list and click on Coolux:



6. From the Coolux device list select a device according to the following:

NOTE: Only V5 devices should be selected.

If you created a **Standard** Pandora Box project then select any PB V5 device with the ending "Standard".

If you created a **Lighting Console** Pandora Box project then select any PB V5 device with the ending "Lighting".

See [Getting Started with Pandora's Box and Vector](#)

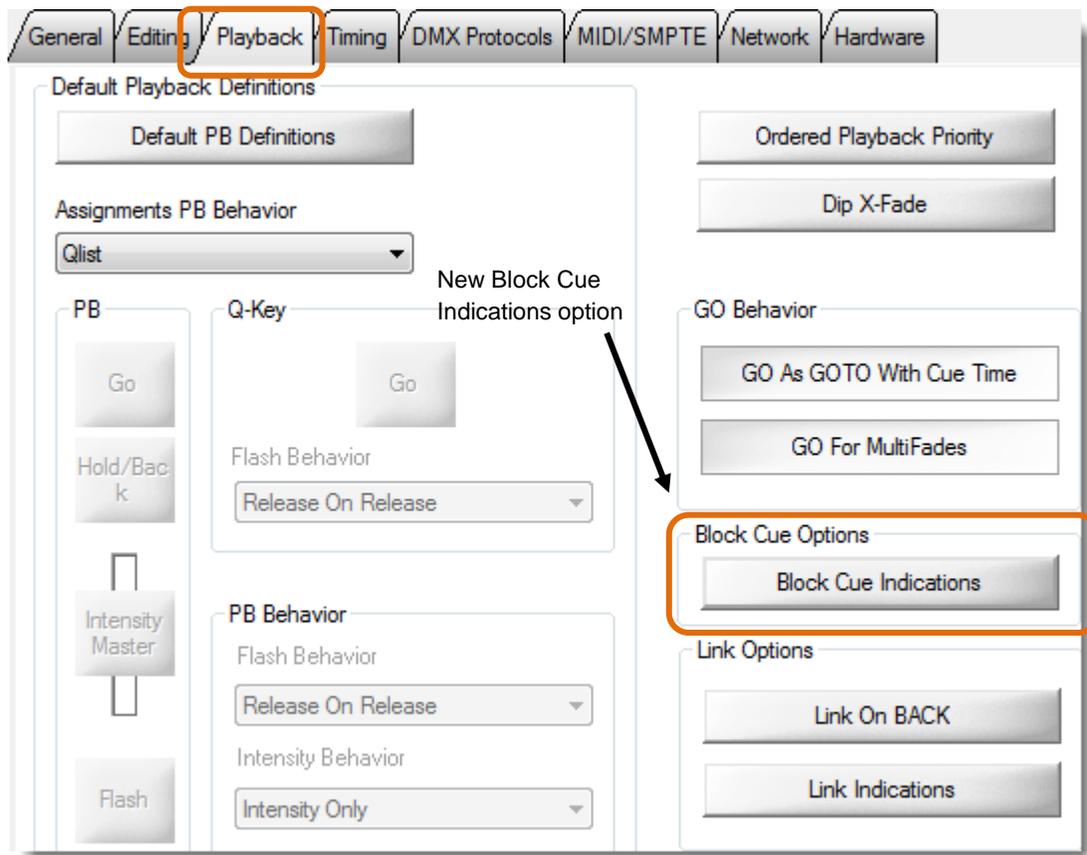
7. Apply the device to the Patch.
8. Enable VC from the System Settings ► DMX Protocols tab.
9. Activate the Media Server by using the following sequence:
[Media Server, #]
10. From the Editor Tool bar tap on the Download Thumbs soft key. Use the arrow keys to scroll left or right if the Download Thumbs soft key is not visible.

16 Block Cue Enhancement

A new option has been added to the Tools ► Settings ► Playback tab called Block Cue Indications, which enables you to easily view Blocked cues in the Cue Sheet window.

Once Block Cue Indication is activated, the blocked cue will change to an orange color. Block Cue Indications can be activated on-the-fly.

By default the Block Cue Indications setting is off unless the setting has been changed and saved as default.

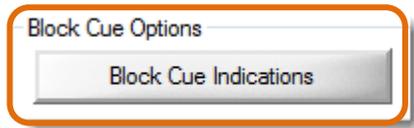


Cue #	Cue Name	Time In	Time Out
2	Cue 2	2	2
3	Cue 3	2	2
4	Cue 4	2	2
5	Cue 5	2	2

Orange color indicates a Block cue.

To Activate Block Cue Indications

1. From the Menu bar select Tools ► Settings ► Playback tab.
2. From the Playback tab and under Block Cue Options select Block Cue Indications:



3. Click Apply then click OK to close the System Settings dialog.

17 Macro Editing

Previously recorded Macros can now be edited and new Macros can be created offline.

The Macro Editing Toolbar

Macros are edited from the Macro editing window using the Macro editing toolbar:



Macro Editing Toolbar Options

The following is a description of each option on the Macro editing toolbar:

Option	Description
	<p>Add command before selected command.</p> <p>This option activates Select Command mode. Use this option to insert a new Macro command before the selected command.</p>
	<p>Add command after selected command.</p> <p>This option activates Select Command mode. Use this option to insert a new Macro command after the selected command.</p>
	<p>Edit command.</p> <p>This option activates Select Command mode. Use this option to edit a selected command.</p>
	<p>Delete command.</p> <p>This option will delete a selected command.</p>
	<p>Rename Macro.</p> <p>Use this option to rename a Macro.</p>
	<p>Save Macro.</p> <p>Use this option to save changes.</p>
	<p>Discard changes.</p> <p>This option will discard any changes that have been made.</p> <p>Note: This option will not discard any changes to the Macro name.</p>

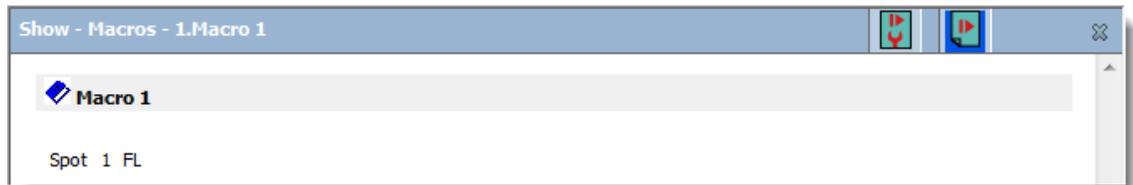
How to Edit a Macro Offline

The following process will guide you through editing a Macro offline.

To Edit a Macro Offline

1. Select the Macro to edit by using one of the following methods:
 - **[MACRO,#,EXAM]**
 - **[MACRO,EXAM]** then double click on the Macro number from the Macro list.
 - Select the Macro from the Workspace Tree.

Either way opens the Macro Exam window:

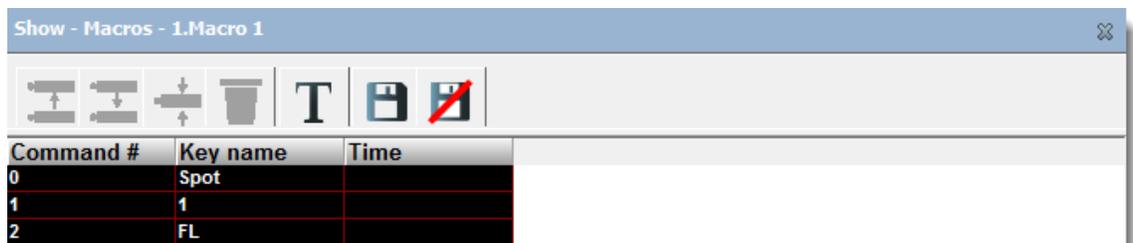


2. From the Macro Exam window click on the Edit Current Macro icon :



The Macro editing window opens.

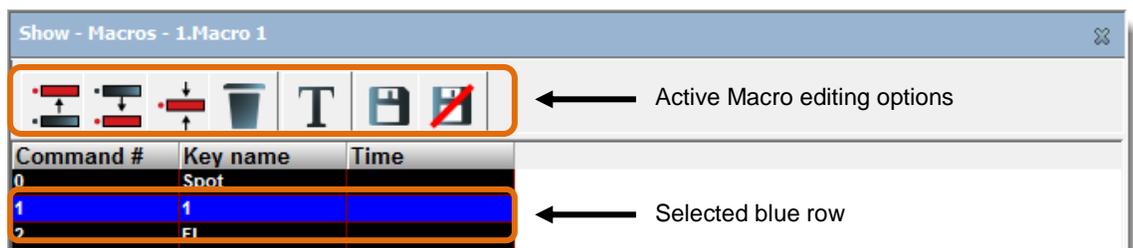
Example:



3. From the Macro editing window select a row to edit.

The Macro editing toolbar options become active and the selected row blue.

Example:

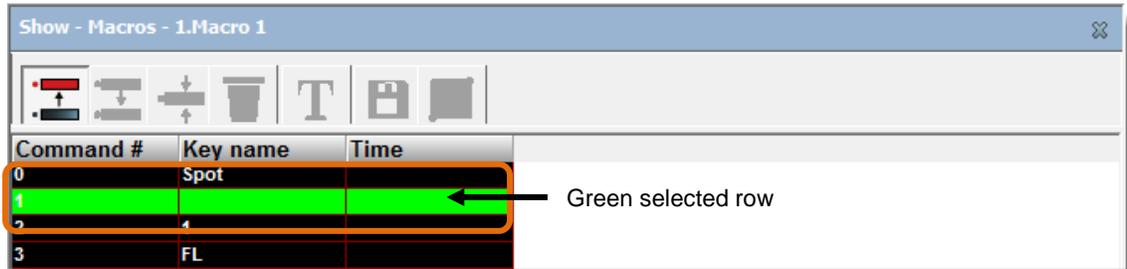


4. Edit the Macro using the Macro editing toolbar options.

See: [Macro Editing Toolbar Options](#)

The selected row becomes green if Add new Macro before, Add new Macro after or Edit current Macro option is selected. This indicates that the System has entered Select Command mode.

Example of Select Command mode:



The Command line color also changes to green with the text **[SELECT COMMAND]:**

[SELECT COMMAND]>>[Channel] ← Green Command line

Note the following when Select Command mode is active:

- All Macro editing options will be disabled except the selected option. Select the selected Macro editing option to exit the current mode.
- The Editor Toolbar will become active with all the existing system Toolbar commands.
- Panel Keys, Soft Keys and Editor Toolbar options can be used to insert commands.
- Each single input command will create a new row.

5. From the Macro editing toolbar select the activated editing option.

The System exits Select Command mode. The selected row changes from green to blue.

6. Select the Save option to save the edited Macro or select another editing option to carry on editing

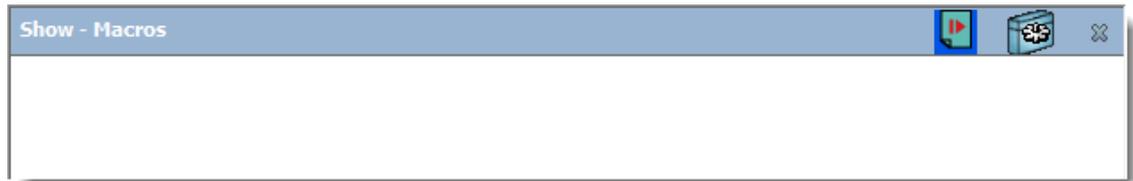
How to Create a New Macro Offline

The following process will guide you through creating a new Macro offline.

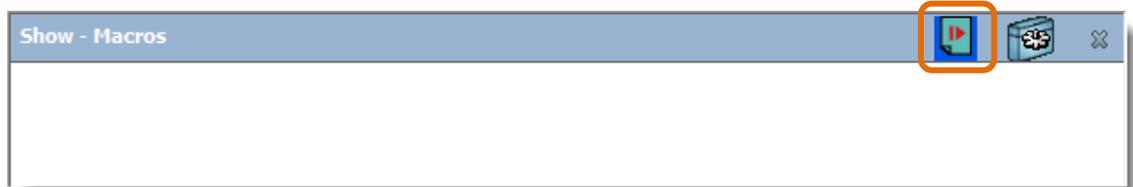
To Create a New Macro

1. From the Workspace Tree select Macros.

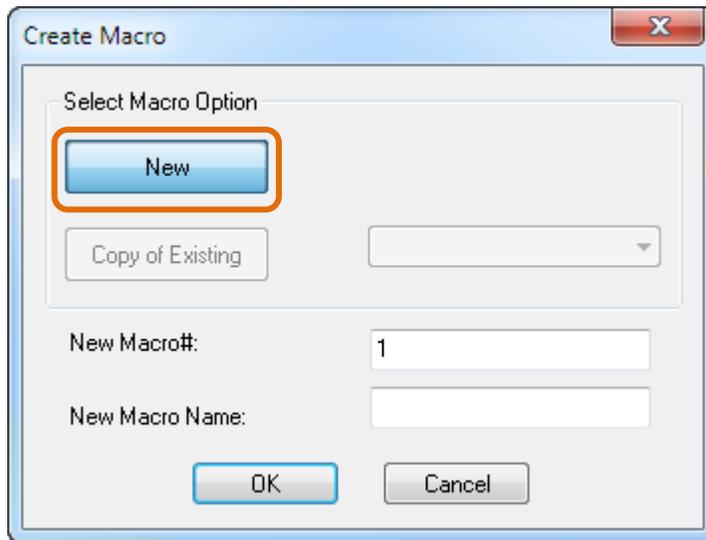
The Macro list window opens:



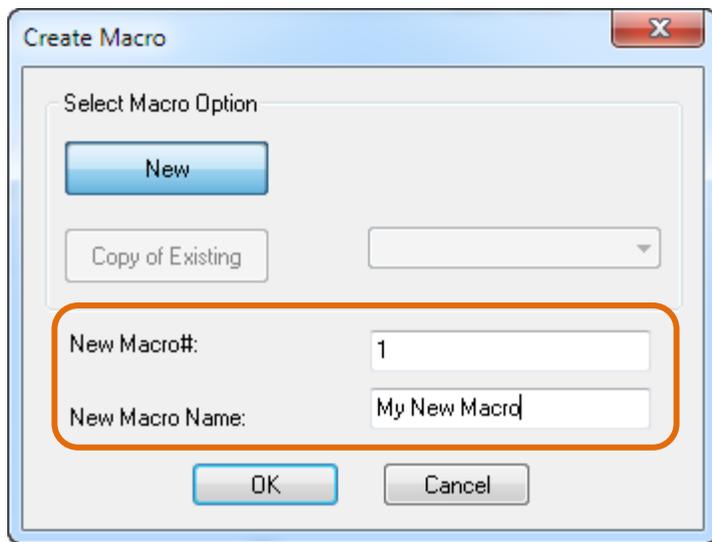
2. From the Macro list window select the Create New Macro icon :



The Create Macro dialog opens with the New option selected:

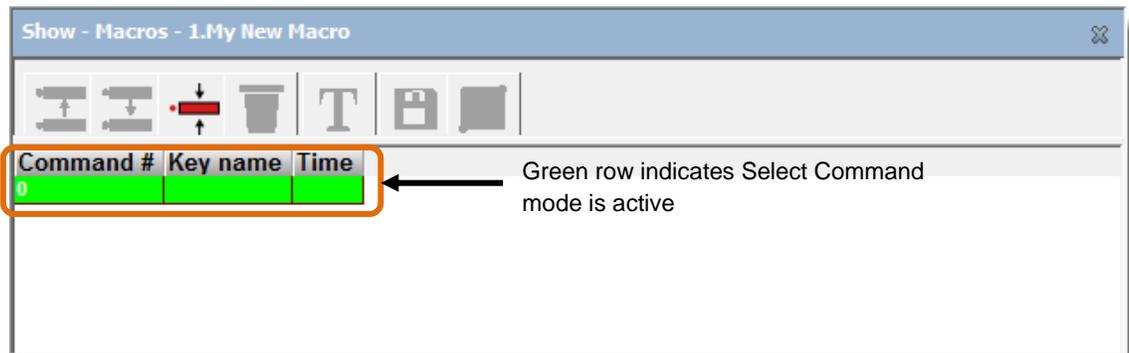


3. In the New Macro number field enter the new Macro number.
4. In the New Macro Name field enter the new Macro name:



5. Click OK.

The Macro editing window appears with Select Command mode active:



Note the following when Select Command mode is active:

- All Macro editing options will be disabled except the selected option. Select the selected Macro editing option to exit the current mode.
- The Editor Toolbar will become active with all the existing system Toolbar commands.
- Panel Keys, Soft Keys and Editor Toolbar options can be used to insert commands.
- Each single input command will create a new row.

6. The new Macro can now be edited using the Macro editing toolbar options.

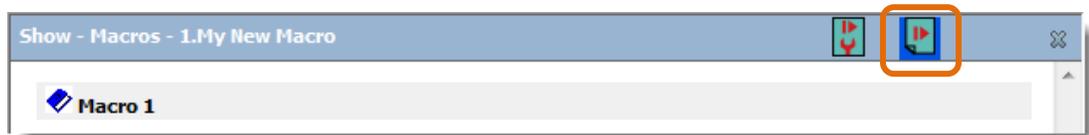
See: [Macro Editing Toolbar Options](#) and [How to Edit a Macro Offline](#)

How to Create a Macro from an Existing Macro

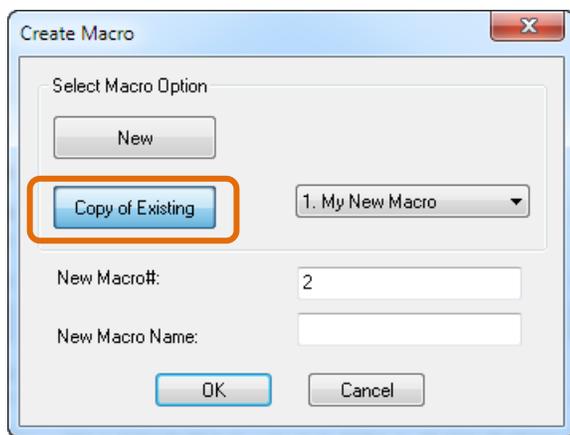
A new Macro can be created using an existing Macro. This is done by selecting the Copy of Existing option from the Create Macro dialog.

To Create Macro from Existing Macro

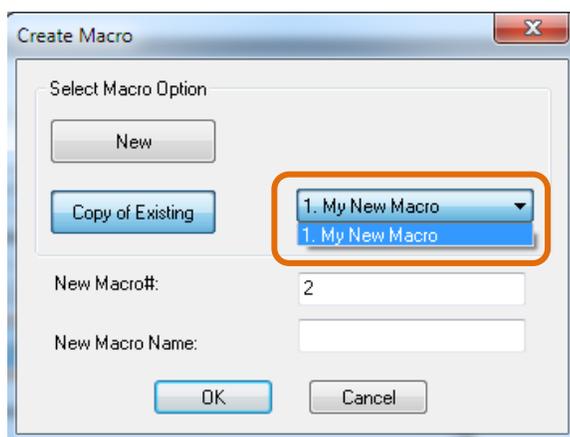
1. Select the Macro to copy by doing either of the following:
 - Select the Macro from the Workspace tree.
 - **[MACRO,#,EXAM]**
 - **[MACRO,EXAM]** then double click on the Macro number from the Macro list.
2. From the Macro Exam window select the Create New Macro icon:



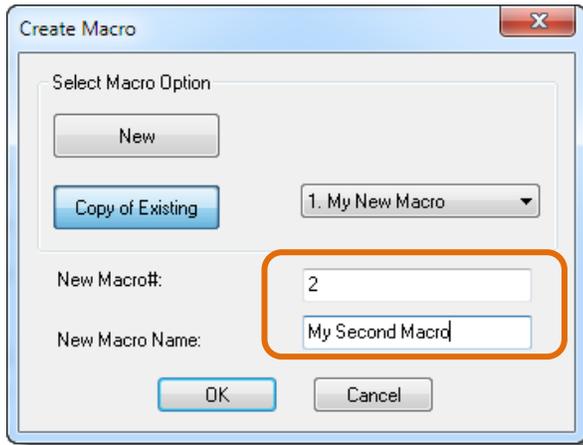
The Create Macro dialog opens with the Copy of Existing option selected:



3. Make sure that the Macro you intend to copy is selected from the existing Macro drop down list:



4. Enter the new Macro number in the New Macro number field.
5. Enter the name of the new Macro in the New Macro Name field:



6. Click OK.

The Macro editing window opens containing the copied Macro.

The Macro can be edited using the Macro editing toolbar options.

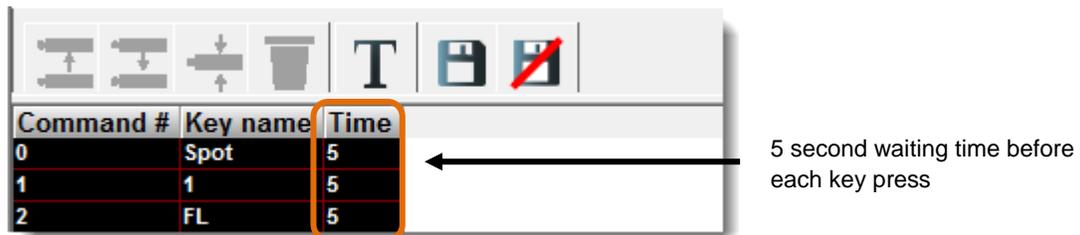
See: [Macro Editing Toolbar Options](#)

See: [How to Edit a Macro Offline](#)

Macro Time Editing

Macro time is the “waiting time” between key presses, for example:

The following image shows a 5 sec “waiting time” between key presses. The system will wait for 5 seconds before the key **SPOT** is pressed. 5 seconds later key **1** is pressed and after another 5 seconds the **SPOT 1** will be at **FULL**:

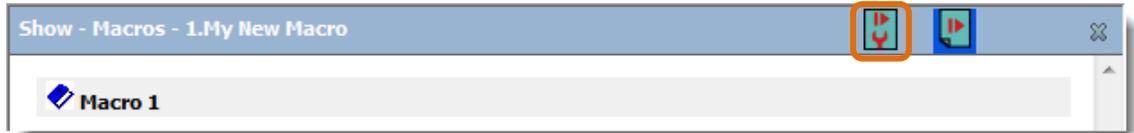


Command #	Key name	Time
0	Spot	5
1	1	5
2	FL	5

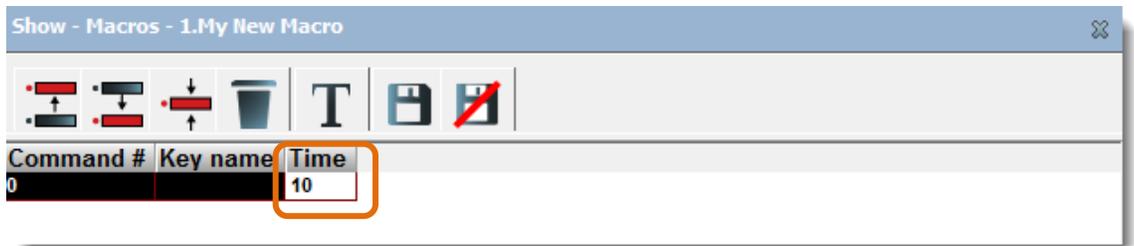
Macro time is edited in the Macro editing window. Time can entered in seconds and milliseconds.

To Edit Macro Time

1. Select a Macro by doing either of the following:
 - Select the Macro from the Workspace Tree.
 - **[MACRO,#,EXAM]**
 - **[MACRO,EXAM]** then click on the Macro number from the Macro list.
2. From the Macro Exam window select the Edit Current Macro icon:



3. From the Macro Editing window double click in the Time cell:



4. Edit the Macro time.
5. Click on the Save Macro option to save the new Macro time:

