

Vista 3 R2 (build 19525) Release Notes:

Introduction

After receiving extensive user feedback, Vista 3 has been developed to dramatically enhance existing functionality and introduce an array of intelligent new features that appeal to both existing and new users.

Build number: 3.0.19525

Release date: March 12th 2019

A list of new features, enhancements and bug fixes can be found on page 3.

This release supersedes:

- Vista 2.3 public build 18361 released on the 1st March 2018.
- Vista 3 R1 released on the 11th September 2018.
- Vista 3 R2 (build 19483) released on the 5th March 2019.

Technical support queries:

Please direct any technical queries to vistasupport@chroma-q.com. Please include as much detail as possible in your email, such as:

- The full software build number and platform you were using.
- An exported copy of the showfile you were using.
- Crash logs or diagnostic reports if available. On PC and OSX these are accessed under the "Help", "Export Logs" option. Follow the onscreen instructions to export the files and send them to us for examination.
- Detailed information about the problem you were seeing. If possible, try to recreate the problem and tell us the steps to recreate it. The three questions that help us help you are:
 - What did you do?
 - What did you expect to happen?
 - What actually happened?
- A video or screen capture of the problem is an excellent way of showing us the bug.

Installation packages:

Application installation packages for this software release are available for:

- Windows PC
- Mac OSX

Linux Platform

Significant changes in the Vista software architecture were required to support the new features found in Vista 3, some of which include, an enhanced GUI and many new display types. Linux does not support these changes and consequently Linux updates will not be issued for the L5, I3, T4 and T2 consoles.

To take advantage of Vista 3 and future software updates Windows 10 Pro can be installed on the L5 and I3 consoles allowing them to run the Vista Windows application. Users will need to purchase and install a licenced copy of Windows 10 Pro prior to installing the Vista 3 software. Chroma-Q will provide you with step by step instructions for installing Windows 10 on your L5 or I3 consoles on request.

The final software release for Vista T4 and T2 consoles is v2.3.18361.

Fixes in Vista 3 R2 build 19525:

Mac OSX installation package:

- This build includes an updated signature and therefore fix for Apple's Gatekeeper, which was blocking Vista from running in some scenarios.

New features and improvements in Vista 3 R2

Chooser & Timeline

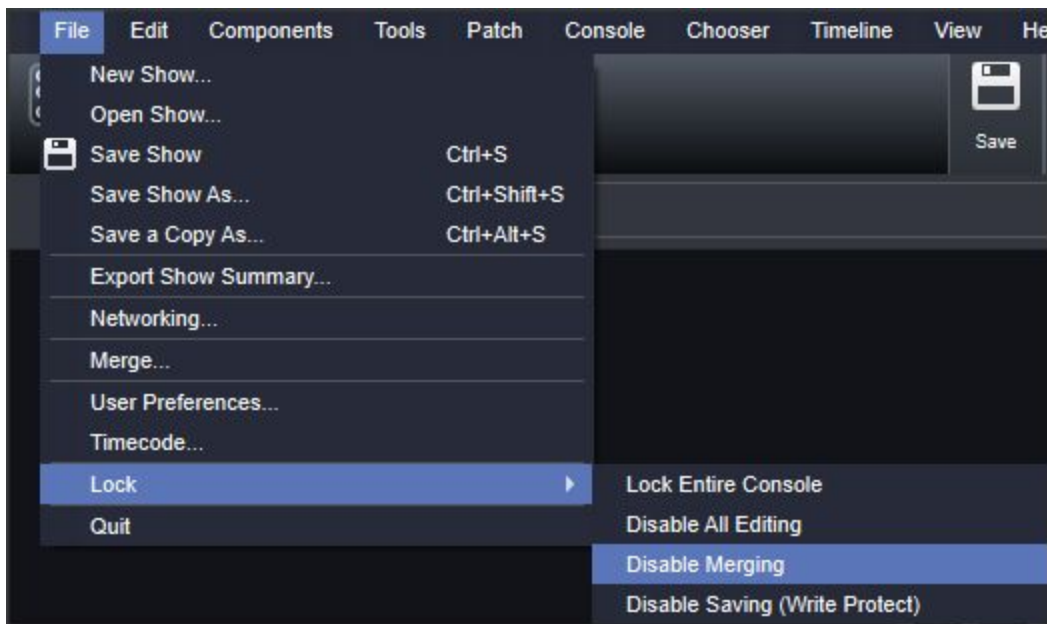
- Added dedicated "zoom to fixture selection" button in the fixture chooser.



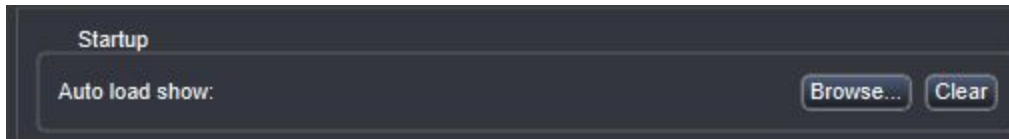
Show files

- Added "disable merging" to show locking options.

When this option is active within a showfile, the contents of this showfile are unable to merged nor can another showfile be merged into the locked show without the user set password.



- Increased security and reliability of locked showfiles.
- Added the ability to autoload a specific showfile on startup, within the user preferences.



Patching

- Streamlined fixture import process. Gobos and colours are now included when importing fixtures.

SmartFX

- Numerous fixes to SmartFX allowing effects to transition in a more predictable manner. Please see “Bug fixes” for a comprehensive list.

Command Line

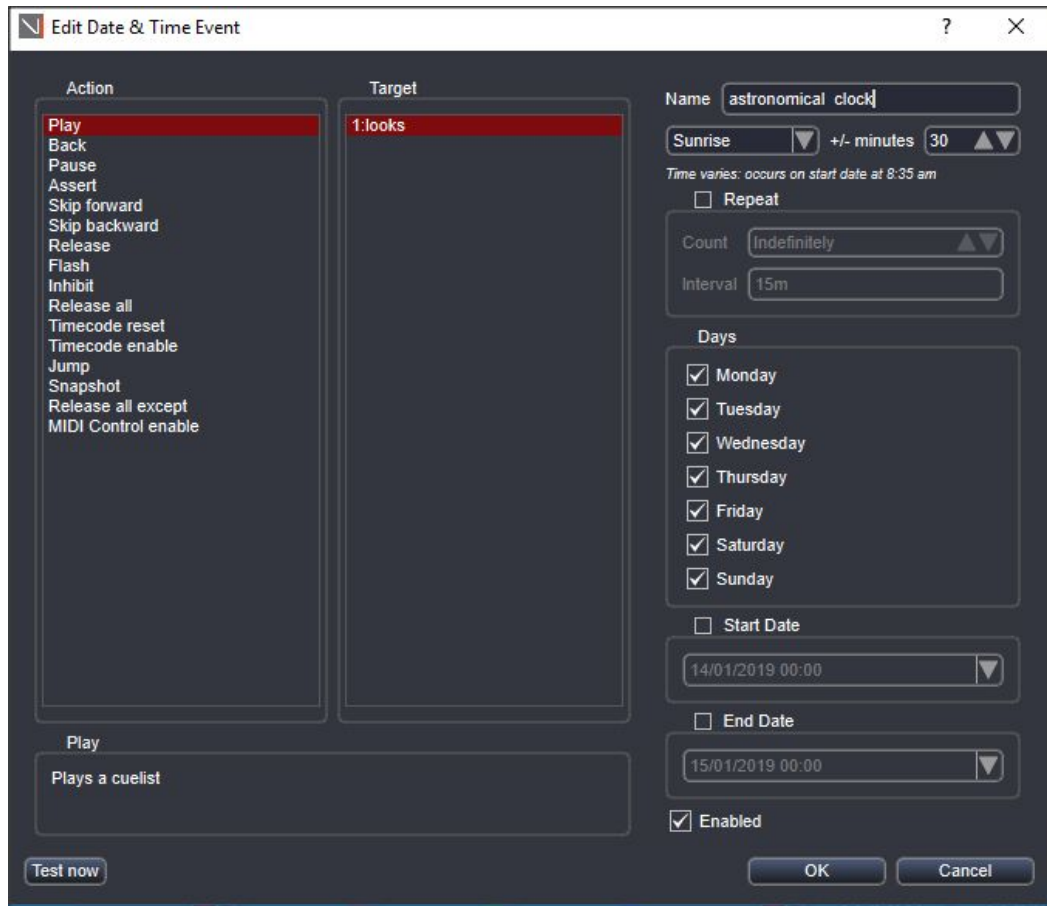
- Implemented fixture@cue syntax within the command line. For example:

```
> Fixture 1 @ [1:looks][5:Cue] Colour Gobo
```

(Fixture 1 apply the colour and gobo they were using in List 1 Cue 5)

Editing & Playback

- Astronomical Sunrise/Sunset based Date & Time triggered events implemented.



- Added ability to drag and drop cuelists onto EX superplaybacks
- Improvements to the store filters when creating presets

User Interface

- Simplified the locking of virtual consoles
- Added "Startup" tab to User Preferences to start other background applications when in Console Mode.

Hardware

- Added support for Chroma-Q vendor and hardware IDs for UD512

Fixture Library

- Fixture library updated to 15.0
- Custom fixtures now added to library

Bug fixes:

- Fixed M1 disconnection issue seen when loading old show files
- Fixed crash when quitting the application while the cuelist properties dialog is open (7598)
- Fixed a hang when loading some old shows containing snapshots
- Fixed FX sync issue for snap events (7595)
- Fixed quick picker disappearing when applying snapshots (7594)
- Fixed initialisation issues when patching fixtures – feature palettes wrong, etc. (7579)
- Fixed multiple issues when console is locked for editing, e.g., group submasters not working (7593)
- Fixed FX transitions between forwards and backwards (7587)
- Fixed issue where programmer couldn't be cleared (7582) (7620)
- Fixed crash when a snapshot is applied if the cuelist that was loaded in the superplayback was deleted (7581)
- Fixed issue where copying and pasting an effect ignored the selection order of the pasted to fixtures (7328)
- Fixed issue where copying and pasting an effect did not preserve the sorting options in the original effect (7576)
- Fixed issue where copying and pasting an effect resulted in a random selection order being applied to the effect (7573)
- Fixed issue where colour swing effects don't apply correctly to most fixtures until the effect is restarted (7575)
- Fixed issue where swing effects break when adding a second feature parameter
- Fixed multiple issues relating to inconsistent duplication of effects when they are modified in a different cue from where they are currently running
- Fixed issues where the feature palettes were not being correctly restored when starting a session or switching workspaces
- Fixed issue where effects were being changed or duplicated when playing through cues (7567)
- Fixed issue where RGBA fixtures wouldn't work in matrices (7564)

- Fixed broken colour wave effect transitions on RGBA fixtures
- Fixed some installer issues related to selecting default location for user data folder
- Fixed issue where updating a preset would use all console output even when specifying the current cue
- Fixed issue crash caused by deleting a group that was assigned to a direct encoder
- Fixed issues relating to selecting multi-patched fixtures in the patch table
- Fixed loading of legacy position effects, in particular the amplitude/size
- Fixed issue where the cuelist "layout" view can't display zero second cues
- Fixed an issue where cuelists wouldn't release if assigned to a manual crossfade fader that is not at zero
- Fixed some issues related to displaying in full-screen mode
- Fixed an issue affecting some legacy show files that prevented them from making changes in the live programmer when the show is locked for editing
- Fixed an issue in the command line where selecting a fixture would change the selected cuelist
- Fixed an issue where external windows would sometimes appear on top of the main application window when loading a show
- Fixed an issue where snapshots weren't correctly restoring the dock windows in external windows
- Fixed broken stop effects command line function
- Fixed gobo and colour images not displaying correctly in presets if the setting was set to icon.
- LibUSB updated to latest version (1.0.22)
- Fixed @+ , @- commands (7611)
- Fixed issue that caused Vista to exit from full screen when creating a new showfile (7558)
- Fixed FX rate multiplier issue (7609)
- Fixed timeline filter not updating with group and fixture selection changes (5507, 7584, 7600-7604)
- Dimmer fixtures no longer marked as custom.