

Vista 3 Command Line

No. CQTB002

Introduction

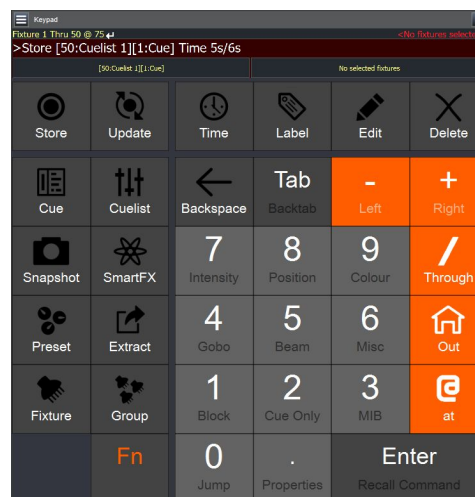
Vista 3 features a new Command Line interface that provides a new and expanded keypad syntax for patching, selecting fixtures, setting features, storing cues and more. The Command Line is synchronized with the graphical interface so that when you type a command you see the equivalent action happen on the fixture icons and control palettes. To display the CLI, select the Command Line option from the View menu. Vista displays the CLI at the bottom of the editor window.

The info window at the top of the virtual keypad and surrounding the command line shows:

- The last command
- The current command
- The selected or “implicit” cuelist
- The selected fixtures.



Vista 3 includes a virtual keypad for use with a touch screen or with a mouse. To open the virtual keypad select the Keypad option from the View> Add Dockable window menu. Vista displays the Keypad window, which includes a Command Line display as a dockable window



Keyboard shortcuts

The following keyboard shortcuts are available when the CLI or Virtual keypad is being used:

This key	does this...
Q	Cue
W	List
E	Effect
R	Renumber
T	Time
Y	Delay
U	Update
I	Move in Black (M.I.B.)
O	Q-Only
P	Preset
A or @ or *	AT
AA or @@ or **	FULL (at 100% intensity)
S	Store
D	Edit
F	Fixture
FF	Recalls last fixture selection
Alt/OPTION + F	Cycles through previous fixture selections
G	Group
H	Home
J	Jump
K or @ .	Release
L	Label

Z	Out (0% intensity)
X	Extract
B	Block
M	Snapshot
Alt/OPTION + T	Delay
Alt/OPTION + I	Intensity
Alt/OPTION + P	Position
Alt/OPTION + C	Colour
Alt/OPTION + G	Gobo
Alt/OPTION + B	Beam
Alt/OPTION + M	Misc features
Alt/OPTION + D	Delete
Alt/OPTION + .	Properties
Alt/OPTION + L	Renumber
Alt/OPTION + Enter	Recalls last command
/	Thru

Alt/OPTION + 0-9 can also be used on a keyboard's numpad to mimic the virtual keypad functions.

7 Intensity	8 Position	9 Colour
4 Gobo	5 Beam	6 Misc
1 Block	2 Cue Only	3 MIB
0 Jump	. Properties	En Recall C

Command line syntax rules

Rules for the implicit cue list:

When a cue list is not specified for a command line store operation Vista will automatically store to the selected cue list.

A cue list can be 'selected' by;

- Pressing the select button on a playback.
- Typing "List # ENTER."
- Clicking a cue list tab.
- Changing to a different cue in an open cue list tab.

Rules for the implicit cue:

When a cue is not specified for a command line store operation Vista will automatically store to:

- The currently playing cue.
- The last cue if selected cue list is released.
- Store operations will store 1 cue after the implicit cue using either the next whole number if available or next point number if not.

Command line examples

Selecting fixtures

To...	Use this syntax...
Select fixtures Select sub elements 2 thru 8 on fixture 1 thru 3 Select groups	Fixture 1 thru 10 + 20 thru 30 Fixture 1.2 thru 5.8 Group 1 - fixture 10 Group 1 thru 3 + fixture 10
Recall last fixture selection	Fixture Fixture
Cycle through previous fixture selections	Fn + Fixture
Add to last selection	Fixture Fixture + Fixture 4 + Group 5
Deselect fixtures	Fixture Enter

- Selections made in the fixture chooser window or by using group buttons are automatically written to the command line.
- Once programming has been applied to the fixtures the fixture selection in the CMD is automatically cleared ready for the next input.

Setting fixture levels and attributes

To...	Use this syntax...
Set Fixtures intensity	Fixture 1 THRU 10 - 5 @ 40 Enter
Set Fixtures intensity to full	Fixture 2 @ @
Decrease fixtures intensity by 20%	@ -20 Enter
Increase fixtures intensity by 20%	@ +20 Enter
Go to 50% of set output	@ /50 Enter
Set intensity to 0%	{Fixture selection} Out
Home	Fixture 2 thru 5 Home Fixture 2 Intensity Position Home Fixture 2 - Position Home

Copy look from another fixture or group	Fixture 1 @ Fixture 2 (Position) Enter Fixture 1 Position @ Group 2 Enter Group 1 @ Group 2 Enter
Clear Fixtures	Fixture selection @ Enter Fixture 1 @ Enter Fixture selection position @ Enter Fixture 1 -Intensity - Position @ Enter
Convert to release event	Fixture 1 @ Release Enter Fixture 1 Position @ Release Enter

Timing

To...	Use this syntax...
Set Fixture Feature Times	Fixture 1 (position colour) Time 3 Enter Fixture 1 List 1 Cue 3 ...
Set Fixture Feature Delays	Fixture 1 (position) Delay 5.5 Enter Fixture 1 List 1 Cue 3 ...
Set Fixture Feature Times to default	Fixture 1 Time Enter Fixture 1 (position colour) Time Enter
Set Cue Timing (all features) Set Cue Timing with Intensity in and out fade.	(Cue 1) Time 3 Enter (List 1 Cue 3) Time 3/4 Enter
Modify Default Cue Timings	(Cue 1) Intensity Time 3/5 Enter (Cue 1) Colour Time 4 Enter
Reset the Default Cue Timings	Time Enter (Cue 1) Colour Time Enter

- Commands act on the cuelist that is open in the editor, else the selected cuelist.
- It's possible to set time and delay in the same syntax: Fixture 1 Time 1 Delay 2.
- It's possible to set multiple times in the same syntax. Time 2 Intensity Time 3.

Patching

To...	Use this syntax...
Patch selected fixture from within the library on the selected Universe, starting at a channel	Fixture 1 thru 5 @ 200
Patch selected fixture from within the library on any Universe, starting at a channel	Fixture 1 thru 5 @ 2.5 Enter (Patches 1 thru 5 starting at 5 on Universe 2)
Multi-Patch	Fixture 1 @ 2.1 + 3.4 Enter
Locate a fixture in the Patch window	Select fixtures in the fixture chooser, open the patch window and press @ Fixture 701 @
Unpatch fixtures	Fixture 1 thru 10 @ Enter
Move fixtures in the Patch	Fixture 1 thru 5 @@ 105 Enter
Delete patched fixtures (in the Patch window)	Fixture 1 Delete Enter <i>Delete Fixture 1 Enter</i>

- A secondary “Enter” press is required to confirm the deletion of fixtures from the patch.
- *Commands in Italics represent syntax structure which can be reversed.*

Deleting events and components within a cuelist edit

To...	Use this syntax...
Delete all the events for specified fixtures.	Fixture 1 thru 4 Delete Enter <i>Delete fixture 1 thru 4 Enter</i>
Delete only some features	Fixture 1 (colour) Delete Enter <i>Delete (colour) Fixture 1 Enter</i>

- *Commands in Italics represent syntax structure which can be reversed.*

Renaming / labeling

To...	Use this syntax...
Rename Fixtures	Fixture 1 Thru 4 Label Enter <i>Label fixture 1 thru 4 Enter</i> You can also select fixtures in the fixture chooser and then press "label Enter"
Rename Groups	Group 2 Label Enter <i>Label Group 2 Enter</i>
Rename Cues	Label Enter (will label currently playing cue of selected list) Label Cue 1 Enter <i>Cue 1 Label Enter</i> Label Cue 1 Thru 5 Enter Label Cue 1 thru 5 - 2 Enter
Rename Cuelists	Label List 1 Enter <i>List 1 Label Enter</i> Label list 1 thru 5 Enter
Rename Extracts	Label extract 1 Enter <i>Extract 1 Label Enter</i>
Rename Presets	Label preset 1 Enter <i>Preset 1 Label Enter</i>
Rename Snapshots	Label snapshot 1 Enter <i>snapshot 1 Label Enter</i>
Rename Effects	Label effect 1 Enter <i>Effect 1 Label Enter</i>

- Upon pressing "Enter", Vista's Label window will appear. At this point users can input their text. A secondary "Enter" press is required to complete the action.
- *Commands in Italics represent syntax structure which can be reversed.*

Renumbering

To...	Use this syntax...
Renumber Fixtures	Fixture 1 Thru 4 Renumber Enter Renumber fixture 1 thru 4 Enter You can also select fixtures in the fixture chooser and then press "renumber Enter"
Renumber Groups	Group 2 Renumber Enter <i>Renumber Group 2 Enter</i>
Renumber Cues	Renumber Enter (will Renumber currently playing cue of selected list) Renumber Cue 1 Enter <i>Cue 1 Renumber Enter</i> Renumber Cue 1 Thru 5 Enter Renumber Cue 1 thru 5 - 2 Enter
Renumber Cuelists	Renumber List 1 Enter <i>List 1 Renumber Enter</i> Renumber list 1 thru 5 Enter
Renumber Extracts	Renumber extract 1 Enter <i>Extract 1 Renumber Enter</i>
Renumber Presets	Renumber preset 1 Enter <i>Preset 1 Renumber Enter</i>
Renumber Snapshots	Renumber snapshot 1 Enter <i>Snapshot 1 Renumber Enter</i>
Renumber Effects	Renumber effect 1 Enter <i>Effect 1 Renumber Enter</i>

- Upon pressing "Enter", Vista's Renumber window will appear. At this point users can input their new number..A secondary "Enter" press is required to complete the action.
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Cues & Cuelists

To...	Use this syntax...
Select cuelist	List 1 Enter
Store Cue Store certain parameters to a cue Store certain fixtures to a cue Store certain fixtures and parameters Store to a certain cue number Store to a number of cues Store to a number of cues with filtered fixtures and features Store cue with timing Store cue with up and down timing Store cue with feature timing	Store Enter (stores to selected cuelist or open edit) Store Intensity, colour Enter Store fixture 1 thru 5 Enter Store colour,intensity fixture 1 thru 5, Enter Store 5 enter Store cue 5+10 Enter. Store cue 5 thru 10 colour intensity fixture 1 thru 5 Enter Store cue 3 time 5 Enter Store cue 5 time 5/10 Enter Store Intensity time 2 colour time 4 delay 2 enter
Update Cue Update a specific cue Update a specific feature Update a specific fixture Update a specific fixture & feature	Update Enter (updates currently selected cue) Update cue 4 Enter <i>Cue 4 Update Enter</i> Update Colour, beam Enter Update fixture 1 through 5 Enter Update intensity position fixture 1 thru 5 enter Fixture 1 thru 5 intensity position update Enter
Store or update cue Q-Only Store features Q only	Store Q only Enter Store colour Q only Enter Store Q only Colour Enter
Block cues Block specific cue Block multiple cues	Block Enter (blocks currently selected cue) Block cue 10 Enter. <i>Cue 10 Block Enter</i> Block cue 5 thru 10 Enter
Mark Cues (move in black) Mark currently playing/selected cue and specify where you want the move to happen Mark Specific feature Mark specific fixtures Mark specific features and fixtures Specify where the move happens and mark specific features and fixtures	MIB Enter (marks currently selected cue) MIB Cue 2 Enter MIB position colour Enter MIB fixture 1 thru 5 Enter MIB colour position fixture 1 thru 5 Enter MIB Cue 3 colour intensity fixture 1 thru 4 Enter
Show properties of selected cuelist Show properties of a specific cuelist Show properties of selected Cue Show properties of a specific cue	Properties Enter List 5 Properties Enter <i>Properties list 5 Enter</i> Cue properties Enter <i>Properties cue enter</i> Cue 5 properties Enter

	<i>Properties cue 5 enter</i>
Delete currently selected cue Delete a specific cue Delete a number of cues Delete Q only	Delete Enter Delete Cue 5 enter <i>Cue 5 Delete Enter</i> Delete cue 5 thru 10 + 15 Enter Delete cue 5 Q only Enter <i>Delete Q only cue 5 Enter</i> <i>Cue 5 Delete Q only Enter</i>
Edit selected cuelist Edit specific cue (of selected list) Edit specific cuelist	Edit Enter Edit 9 Enter Edit cue 9 Enter <i>Cue 9 edit Enter</i> Edit list 2 Enter <i>List 2 Edit Enter</i>
Jump to cue in the selected list Jump to a specific list and cue Open the jump window of a specific list	Jump 9 Enter Jump Cue 9 Enter <i>Cue 9 Jump Enter</i> Jump List 2 Cue 5 Enter <i>List 2 Cue 5 Jump Enter</i> Jump list 2 Enter <i>List 2 Jump Enter</i>
Release selected cuelist Release a specific cuelist Release a number of cuelists	Release enter Release list 2 Enter <i>List 2 release Enter</i> Release list 1 + 3 Enter Release list 1 thru 5 Enter <i>List 1 thru 5 release</i>

- Storing without specifying a cuelist will always store to the cuelist open in the editor or, if no cuelist is open, it will store to the selected cuelist. In the case of a new showfile Vista will store to and create cuelist 1.
- When pressing “Enter” on Store or Update commands Vista will open the Store and Edit windows. A secondary “Enter” press is required to complete the action.
- When the Store window is open users can directly assign this to a playback by double tapping the desired empty playback.
- Update without specifying a cuelist/cue will always update the implicit list / cue.
- If no cue number is specified when storing Vista will store to the next whole number after the currently playing cue. If the cuelist is not playing Vista will store to the end of the cuelist.
- Blocking a cue that is already blocked unblocks it.
- *Commands in Italics represent syntax structure which can be reversed.*

Groups

To...	Use this syntax...
Store group (with current fixture chooser selection) Store group with specified selection	Store group Enter Fixture 1 thru 5 store group Enter
Update group	(Fixture selection) update group 5 Enter Fixture 10 thru 20 update group 5 Enter
Delete group Delete multiple groups	Delete group 1 Enter <i>Group 1 Delete Enter</i> Delete group 1 thru 5 Enter
Open group properties Open and set multiple group properties at once	Group 1 Properties Enter <i>Properties group 1 Enter</i> Group 1 thru 5 Properties Enter <i>Properties group 1 thru 5 Enter</i>

- When storing, after pressing “Enter”, the Store Group window will open and the user can immediately name their group. A secondary “Enter” press is then required to complete the action.
- When the Store Group window is open users can directly assign this to a playback by double tapping the desired empty playback.
- Users can specify a group ID number when storing if required, otherwise Vista will use the next whole free number.
- A secondary “Enter” press is required to confirm and delete groups. Deleting groups does not delete the fixtures.
- *Commands in Italics represent syntax structure which can be reversed*

Presets

To...	Use this syntax...
Apply preset Apply preset on fixture selection Apply preset with filtering	Preset 2 Enter Fixture selection preset 2 Enter Fixture 1 thru 5 @ preset 2 Enter Fixture 1 @ Preset 1 colour Enter
Delete Preset Delete multiple presets	Delete preset 5 Enter <i>Preset 5 Delete Enter</i> Delete preset 1 thru 5 Enter <i>Preset 1 thru 5 Delete Enter</i>

- When storing, after pressing “Enter”, the Store Preset window will open and the user can immediately name their preset. A secondary “Enter” press is then required to complete the action.
- When the Store Preset window is open users can directly assign this to a playback by double tapping the desired empty playback
- Users can specify a preset ID number when storing if required, otherwise Vista will use the next whole free number.
- A secondary “Enter” press is required to confirm and delete presets.
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Effects

To...	Use this syntax...
Activate entire effect Activate (filter) part of an Effect	Fixture selection FX 1 Enter Fixture selection @ FX 1 Enter Fixture 1 thru 5 FX 1 Enter Group 2 + 3 FX 1 Enter Fixture selection effect 2 position colour Enter
Stop all effects Stop all effects of a particular feature. Stop all FX on selected Fixtures Stop a certain effect feature on selected fixtures	Effect @ Enter Effect colour @ Enter Fixture selection Effect @ Enter Fixture 1 thru 5 Effect @ Enter Group 1 Effect @ Enter Fixture selection effect @ intensity colour Enter
Stop a specific FX	Effect 123 @ Enter

- When activating FX the ID number refers to the FX template number.
- When stopping FX the ID number refers to the instance number listed in the SmartFX active effects list.

Extracts

To...	Use this syntax...
Store contents of programmer or selected cue/events to an extract Store an extract of a specific cue Store certain features to an extract. Store certain features and fixtures to an extract. Store an entire cuelist to an extract Store an entire cuelist with filtered features extract Store certain cues of a list to an extract	Store Extract (1) Enter <i>Extract 1 Store</i> List 2 Cue 5 Store Extract Enter Store colour position Extract Enter Store Extract colour position Enter Store extract colour position fixture 1 thru 5 Enter List 1 store Extract Enter List 1 store Extract position colour Enter List 1 cue 3 thru 6 store Extract Enter
Activate extract Activate extract with feature filtering applied Activate extract over specific fixtures / filters	Extract 2 Enter Colour extract 1 Enter <i>Extract 1 Colour Enter</i> Fixture 1 (Colour) Extract 1
Edit Extract	Edit Extract 5 Enter <i>Extract 5 Edit Enter</i>
Delete Extract Delete multiple Extracts	Delete Extract 5 Enter <i>Extract 5 Delete Enter</i> Delete Extract 5 Thru 10 Enter <i>Extract 5 thru 10 Delete Enter</i>

- When storing Extracts when pressing “Enter” Vista’s store extract window will appear. A secondary “Enter” press is required to complete the action.
- When applying extracts to an open cuelist edit Vista will use the user preference defined in editing tab of the user preferences - insert, merge or prompt.
- When the Store Extract window is open users can directly assign this to a playback by double tapping the desired empty playback.
- Users can specify a Extract ID number when storing if required, otherwise Vista will use the next whole free number.

- A secondary “Enter” press is required to confirm and delete extracts.
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Snapshots

To...	Use this syntax...
Store Snapshot	Store Snapshot (5) Enter <i>Snapshot (5) Store</i>
Activate Snapshot	Snapshot 5 Enter
Update Snapshot	Update Snapshot 5 Enter <i>Snapshot 5 Update Enter</i>
Delete Snapshot Delete multiple Snapshots	Delete Snapshot 5 Enter <i>Snapshot 5 Delete Enter</i> Delete Snapshot 5 Thru 9 Enter Snapshot 5 thru 9 Delete Enter

- When the Store Snapshot window is open users can directly assign this to a playback by double tapping the desired empty playback.
- The Store Snapshot window will automatically remember the checkboxes you last used.
- Users can specify a snapshot ID number when storing if required, otherwise Vista will use the next whole free number.
- A secondary “Enter” press is required to confirm and delete snapshots.
- *Commands in Italics represent syntax structure which can be reversed*

Additional keyboard (non CMD) shortcuts

Pressing / doing this...	Does this...
Cntrl/CMD + ALT + 1	Opens patch view
Cntrl/CMD + ALT + 2	Opens virtual console view
Cntrl/CMD + ALT + 3	Opens fixture chooser view
Cntrl/CMD + ALT + 4	Opens timeline view
Cntrl/CMD + ALT + 5	Opens playback view
Cntrl/CMD + ALT + 6	Opens output view
Cntrl/CMD + 1	Opens/closes feature browser
Cntrl/CMD + 2	Opens/closes components
Cntrl/CMD + 3	Opens/closes FX editor
Holding Shift or red modifier key	Fine control of feature pickers or events in the timeline Selects all events / cues between first and last selection
Holding Cntrl/CMD or yellow modifier key	Apply currently selected Fan Selects multiple events / cues
Holding Alt/OPTION or green modifier key	Super Fine control of feature pickers or events in the timeline. Allows you to move components around the quick pickers, into new pages or favourites. Brings quickpicker selections into the command line
Holding Right ALT or Cntrl+Alt or CONTROL(Mac) or blue modifier key	Releases cuelist when pressed in a quickpicker
Dragging and dropping a cue in the open edit Dragging and dropping a cue in the open edit whilst holding red or shift	Copies the look of the cue Copies the cue put performs a paste special action.
Cntrl/CMD + S	Saves showfile
Cntrl/CMD + Shift + S	Saves showfile as
Cntrl/CMD + Z	Undo

Cntrl/CMD + X	Cut / clear (selected fixtures) from programmer
Cntrl/CMD + C	Copy
Cntrl/CMD + V	Paste
Cntrl/CMD + Shift + V	Paste Special
Cntrl/CMD + Shift + X	Delete / Cut cues (in open edit)
Cntrl/CMD + Shift + C	Copy Cues (in an open edit)
Cntrl/CMD + W	Close open cuelist
Alt/OPTION + S	Save changes to open cuelist
Cntrl/CMD + M	Marks cue / MIB (in an open cuelist edit)
Cntrl/CMD + B	Blocks Cue (in an open cuelist edit)
Cntrl/CMD + Shift + B	Superblocks Cue (in an open cuelist edit)
Cntrl/CMD + U	Opens update window
Cntrl/CMD + J	Opens Jump window
Cntrl/CMD + H	Turns on highlight
Cntrl/CMD + Shift + H	Turns on Solo
Cntrl/CMD + K	Opens FX editor
Spacebar Cntrl/CMD + Spacebar Shift + Spacebar	Acts as play on selected /open cuelist Acts as Pause/Play backwards on selected cuelist Acts as Release on selected cuelist
Note that this option has to be enabled in the user preferences	
Cntrl/CMD + Shift + I	Insert cue before selected (in an open cuelist edit)
Cntrl/CMD + Alt + I	Insert cue at playhead (in an open cuelist edit)
Cntrl/CMD + I	Insert cue after selected (in an open cuelist edit)
Cntrl/CMD + Left	Previous Cue (in an open cuelist edit)
Cntrl/CMD + Right	Next Cue (in an open cuelist edit)
Cntrl/CMD + Alt + F	Puts application in/out of fullscreen mode