Vista 3 R1 Release Notes No. DRAFT V3

Introduction

Vista 3 R1 has been made available for evaluation and testing purposes.

Build number: 3.0.18941

Release date: 7th August 2018

IMPORTANT: Whilst we have thoroughly tested this Beta version over the past few months, we can't foresee every possible scenario. Therefore, it is essential that this version is also personally tested by you, so that you can satisfy yourself with its use and stability before using it on a live production.

As a precautionary measure, please ensure that you have externally backed up your Vista 2 showfiles before attempting to open them in Vista 3.

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:
    o What did you do?
    o What did you expect to happen?
    o 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

System requirements

Windows:

- Windows 10 (Pro recommended) for UD512, M1, S1 & S3.

- Windows 10 Pro for I3 & L5.

- *Windows OS prior to Windows 10 are not supported.*

- *Intel® processor i3 (i5 or better recommended).*

- *4GB of RAM (8GB or higher recommended).*

- *4GB of available hard disk space*

Mac:

- Mac OSX High Sierra (version 10.13) and Sierra (version 10.12) for UD512, M1, S1, & S3.

- *Mac OS prior to OSX Sierra are not supported.*

- *Intel® processor i3 (i5 or better recommended).*

- *4GB of RAM (8GB or higher recommended).*

- *4GB of available hard disk space*

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.

Bug Fixes in Build 3.0.18941

- Multiple virtual consoles no longer appear when loading saved show files.

Bug Fixes in Build 3.0.18925

- Vista background processes now correctly shut down on a slave console when the master is shutdown.
- Showfiles created in 2.3 now correctly load in 3.0.
- Cuelists that are released now ungate when they are paged in, which fixes issues of having to move faders up and down to get cuelists to trigger.
- Chases now correctly release when letting go of the flash key.

Bug Fixes in Build 3.0.18895

- M1 modifier keys and DBO buttons now work correctly
- EX and MV keycap backlight colours work correctly.

New features and improvements in Vista 3 R1

Chooser & Timeline

- Fixture arrangements. Selected fixtures can be arranged in a circle or arc. To do this: select the fixtures, right-click, and select an option from the popup menu. Circular arrangements have size and rotation handles. Arc arrangements have spread, size and rotation handles. Arrange in grid now includes spacing options.

- The arrangements of elements in a multi- element fixture can be customised and saved to file. To do this select the fixture and choose the 'Fixture arrangement editor' option from the Patch menu. This option is also available on the right-click popup menu within the fixture chooser.

- Cuelists can now be also selected via the command line or by changing the open tab. Selecting a cuelist that is open in the editor will bring that tab into focus. Selecting a cuelist that is not open will go to the live tab.

- Cue tiles display split timing if the fade out time if not the same as fade in.

- Chooser shows fixture IDs when holding down the yellow modifier when fixtures aren't otherwise displaying them, for instance, when they are in a Matrix.

- Chooser icons can optionally display intensity as text. To do this select 'Layout options' from the Chooser menu and tick 'Show Intensity values'.

- Colours selected from the HSV picker now include calculated values for White, Amber, Lime, UV, Indigo, RedOrange, Cyan, GreenCyan, UV and Lime LEDs where applicable. Adjusting the custom controls for these colours will in reverse, affect the HSV values.

- Amber and White sliders added to the colour feature palettes. User preference added to show or hide with HSV pickers.

- All Palette HSV colour picker Value slider replaced with more useful Saturation slider.

- Amber, white, cyan, indigo, UV and lime are now visualised on fixture icons.

- Feature Timing Bars:- now resize in real time using skewing widget.

- Default Timing Bars now show time. Individual event bars show timing as semi-transparent if they are following the default timing.

Snapshots

- A new option 'Window workspace' allows the arrangement and location of Vista windows to be stored in a snapshot for both the main application and external windows. This includes the configuration and sizing of quick pickers.
- 'Workspace state' (v2.3) is renamed 'Console workspace'.
- Snapshots can now recall live timing.
- Snapshots can now clear live.
- Snapshots can now recall FX master settings.

Show files

- Added the ability to import parts of a show into a current show. To do this: select the 'Merge' option from the Vista File menu. Items that can be merged include; Cuelists, Fixtures, Groups, layouts, Presets, Snapshots, User Preferences, Softkey arrangements, Window and Quick Picker layouts.
- Users can now export cuelist data as a CSV. To do this select "file" > "export" and select the "Cue data" tab.
- New 'autorun on show load' option for cuelists, this is found within "cuelists properties".
- New copy-protection policy: entire network channel count will remain untouched in the event of the failover so long as the secondary consoles have at least half the channel count of the highest dongle on the network.

SmartFX

- FX masters added as a new show component. These can be masters for both size and/or rate for all linked effects. Two effect masters are available with a new show with more able to be created via the pickers, components views or via the FX masters assignment drop downs in the SmartFX editor. To assign a master, select it from the drop down list beside Rate and Size in the SmartFX editor. That rate or size (or both) will now always follow the FX Master. Adjusting the rate of an effect using a Master will affect all other effects using the same master. To control the size and rate of an FX master on a fader, simply assign it from the quick picker in the console window as you would for a cuelist or group. Faders and buttons can be associated to different actions via

the 'FX Master Buttons' and 'FX Master Faders' assignment section. Options include Rate, Size, Rate & Size, Tap Rate, Reset Rate and Restart. Current FX master settings can be saved into a Snapshot for easy recalling during a show.

- Added 'Stop Effect' button to SmartFX editor The button will stop the selected effect in the list
- Added a big Tap button in the Smartfx editor. Much improved tap syncing of effects and effect masters.
- Improved fx transitions, especially noticeable for long crossfades.
- Improvements to the active effects list. Should display active effects more reliably now and reduce duplicate effects being created.

Command Line

- The command line interface has been re-written and extended. For more details see the V3 command line document.
- Command line: Changed shortcut for cue action: 'Insert at Playhead' (Alt-I to Ctrl-Alt-I) due to conflict with cmd line

Extracts

- Extracts now work correctly when creating and playing back.
- New 'combined' dialogue to provide more clarity and flexibility in what is being stored.

Editing & Playback

- Added a Group properties dialog box with options to adjust settings for group submasters. To do this right-click on a Group in the Sidebar or a Quick Picker and select the 'Properties' option. Settings include: Ignore Snapshots; Ignore Release All; and Exclude from Store.
- Added 'exclude from store' option to cuelist properties.
- Added new store defaults to the user preferences, defaults tab. Options include the default 'Store Source' and default 'Store (fixture) selection'
- Added a user preference to allow spacebar to act as go for currently selected cuelist (denoted in the bottom left of the command line). The only exception to this rule is if a user clicks on a different list in any of the playback windows, then spacebar will act as go on that. CNTRL +

Spacebar is pause/play backwards. Shift + Spacebar is release cuelist. Cntrl/CMD + ALT + Spacebar is skip backwards.

User Interface

- Scaling is much improved and now readable on high resolution / DPI displays.
- Added extra columns to the playback window for intensity out and all other parameters. To show or hide columns right-click in the Cuelist title bar and select from the popup list.
- Pickers can now display labels as icons which are more friendly to touch. Colour presets have a corner flag to indicate colour stored within them. The component number is noted at the bottom of the icon.
- New external window allows the user to call up multiple copies of most dockable windows.
- Patch window - the number of channels used by a fixture is shown (in brackets) beside the fixture name.
- All new components that are created from the pickers or command line can now be stored straight away to console playbacks by double tapping a playback key once the dialog is open.
- 'Insert at Playhead' keyboard shortcut changed from Alt+I to Ctrl+Alt+I.
- Cut/paste: Cut cue is now CTRL-SHIFT-X, copy cue is now CTRL-SHIFT-C. Other changes: Ctrl-C and Ctrl-X changed to never cut or copy cues.
- Add dock and undock option to right click menu of virtual consoles.
- Added dockable "clone" virtual LCD displays for the EX, MV and M1. To apply this option press the dropdown menu at the top right of the virtual console and select "virtual console display"
- Dock widgets: added 'Unlock All Dockable Windows' option to View menu.
- Added "compact mode" for all quickpickers. This can be found within the dropdown menu of the component.
- New default theme 'Artusa' available in two shades. To select a theme choose the 'Window themes' option from the View menu. Then click the Load button to select a theme.
- Fixture chooser now supports pinch to zoom on multi-touch displays.
- Support for high resolution displays on Windows 10.
- Fan/Sort/ Group icons now cleaner, in addition to a new custom sorts window. Odd/evens has been added as a factory default sort.
- New Icon set for many of the menu items / softkeys and console actions.
- Added a dockable real time clock.

- Added an option in the installer for windows version to run in a protected console mode which runs Vista 3 in full screen and limits access to windows features and explorer. Console mode includes a simpler update function in the file menu. Simply put the windows update file in the root of a usb stick and run this function.

- Superblocking is now displayed with a red block icon.

- Users can now interact with the timeline while insert commands dialogue is open.

- Playback window: autoscroll now centres current cue.

- Grand Master reading in title bar now blinks red if under 100%.

- Learn Timing dialog: is now dockable and has some new operational buttons. Other changes include disabling if the live tab is selected or if console lock is enabled. LTC is paused when 'Stop Learning' or 'Discard' is clicked.

- Search fields now match any part of text.

- A new live time display box is simpler for text input and accepts split timing (i.e. 2/3) and shows both the scaled and set time if the Live time fader is below 100%

- Organised cuelist properties into tabs. Changes are now made straight away and you can interact with the application below the dialogue. Hitting cancel will revert changes.

- Changes to the implicit 'selected list' should be more apparent now and consistent when changing the selected list. Open cuelists in the editor will be focused on. If the cuelist is not open when selecting the list, select the live tab.

Hardware

- New EX and MV hardware added and fully supported in V3.

- USB consoles and UD512 are now detected upon connection. Rescan for USB devices should no longer be necessary.