

Vista 3 R3.1 Release Notes

Official release

Introduction:

Vista 3 continues to be improved based on user comments and feedback. We are pleased to be able to officially release the next version of Vista 3:

Release name: R3.1

Build number: 21910

Release date: 1st December 2021

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 OS

New features and improvements:

Factory library:

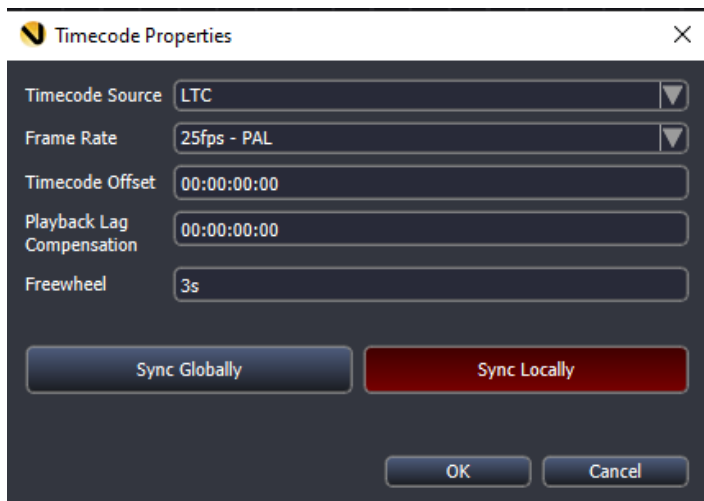
- Added Carallon factory library 17.4 (5313).

Programming:

- Alias cues are now able to have unique cue notes. (5204)
- Timecode "adjust timing" right click contextual menu is now available from the "playback window" (5209)
- Made "edit > undo" text clearer to understand. For example: a change to cuelist properties will now read "Undo cuelist properties for cuelist 1", whereas it used to say "undo live clip properties." (5334).

Playback:

- New "timecode sync" options within the "timecode properties" window.



- **"Sync Globally"** is the timecode sync mode that has always been present within Vista. "Sync globally" will trigger armed cues that have the current time stamp, in addition to triggering previous cues that have a preceding time stamp PLUS releases any currently playing cues that have a future time stamp.
- **"Sync locally"** will only trigger armed cues that have the current time stamp. All previous and future cues will be left unaffected. (Using "Sync locally", can remove the requirement for lots of inserted commands to disable/enable specific timecode cuelists).
- Created a new cuelist property called "default fader level". (5333). When a showfile is loaded in Vista all cuelists are given a default fader level of 100%. Doing so allows you to view actual output when working with cuelists that are , potentially, not on fader playbacks. With this new property you can set the default fader level to be any value. Some background: A downside to defaulting a cuelist to 100% is that if you were to "flash" one of these playbacks the cue would latch because the fader level was at 100%. This new

property will allow you to set the default intensity to 0%, resulting in all of your "flashes" working perfectly on show load, without the need to manually trigger them or place them on fader playbacks. (It is expected that as soon as you set this default level that it also sets the current fader level to that value.)

Bug fixes:

Programming:

- Custom parameters assigned to custom encoders now work correctly (4527)
- Store now records the correct individual fixture events when using group intensity faders. (5177)
- "f" for "Frames" is now recognized as a valid key entry in the timecode "adjust timings" window. (4116)
- DMX values within the "custom feature browser" or "raw DMX" now output correctly if the DMX channel has missing DMX ranges. (5217)
- Live preset edits now output DMX (4996)
- Released cuelists no longer plays if live editing cue time with "link" enabled (5271).
- Fixed a bug when editing an open list, with the intensity fader at 0, would result in output above 0 for a couple of seconds if the change of intensity was made using the encoders or GUI sliders. (5272)
- Discarding a cuelist edit no longer plays into the previously selected cue. (5249)
- Edit an inserted command does not register as a cuelist change / edit (5286).
- "Clear/Home" now correctly applies to all selected fixtures when executed from the gobo feature panel. (5335).
- "Global" color presets created on a color wheel fixture now correctly show the correct preset color. (5336).
- Gobo preset thumbnails now correctly show for the 2nd + wheel slots. (5315).

FX editor:

- Fixed a playback node crash when deleting part of an advanced fx (5187)
- The "Stop FX" button within the FX editor now correctly works for Matrix effects (4309)

General:

- Fixed an issue that would eat up memory when Vista was left running literally 24/7. (5115)
- Fixed an app crash when controlling some features (5129).
- The default cuelist store destination is not cleared when a new show is loaded (5132)
- "Stay in desktop mode" within the user preferences now functions correctly (5165)
- Fixed a rare app crash to do with saving showfiles with cuelists open in the editor and then reloading them. (5246)
- Fixed a bug that would cause a crash if deleting a fixture with a note attached and then undoing that action (5277).
- Bogus "show modified" message no longer appears on start up on some systems (4985).
- Fixed an application crash caused by a UUID (5325).

- Improved display of fractional seconds in various UI elements. For example 1.01s would be displayed as 1.1s (5327).
- Fixed a bug where hidden timed events increased show size. (5331).

Playback:

- Fixed Autoplay fader bug, where it "flashes" fixture to full. (5137).
- Fixed a HTP precedence issue that caused a problem with flash attack and decay looks (5164)
- If multiple audio tracks are assigned to cues in a single cuelist, pressing play to advance to the next cue/track causes audio playback to stop. (5178)
- FX templates assigned to console playback buttons now automatically update with their new versions if the FX template ID is updated/overwritten (5186)
- Fixed a bug where timecode would re-trigger previously played, none timecode, cues. (5200)
- Multiple warnings about disabling networked DMX ports (in connect universes) do not pop up when using tracking backup (5219)

Patch:

- Fixed an issue that caused all ArtPolls to be assigned a single UUID. All unicast ports should now appear correctly within "connect universes".(5139)
- Fixed an issue where Artnet or sACN would stop, for universes distributed from the "auxiliary" console, when using tracking backup. (5154)
- Artnet unicast ports no longer disconnect when loading an extremely large / old show. (5218)
- Fixed some missing custom factory profiles (5279), namely:
 - Clay Paky A.leda B-EYE K20 Shapes RGBW
 - Elation Artiste Picasso Extended
 - GLP JDC-1-SpixPro
 - Martin Mac 2000 Profile 16 bit
 - Prolights RA 2000 Profile 44ch
- Fixed an application crash if multiple Artnet nodes replied to an ArtPoll packet from the same IP address (5302)

Control surfaces:

- Vista M1 no longer holds last DMX frame when Vista is shutdown (5147).
- New firmware for MV/EX control surfaces (464M) - patch for VST-5176