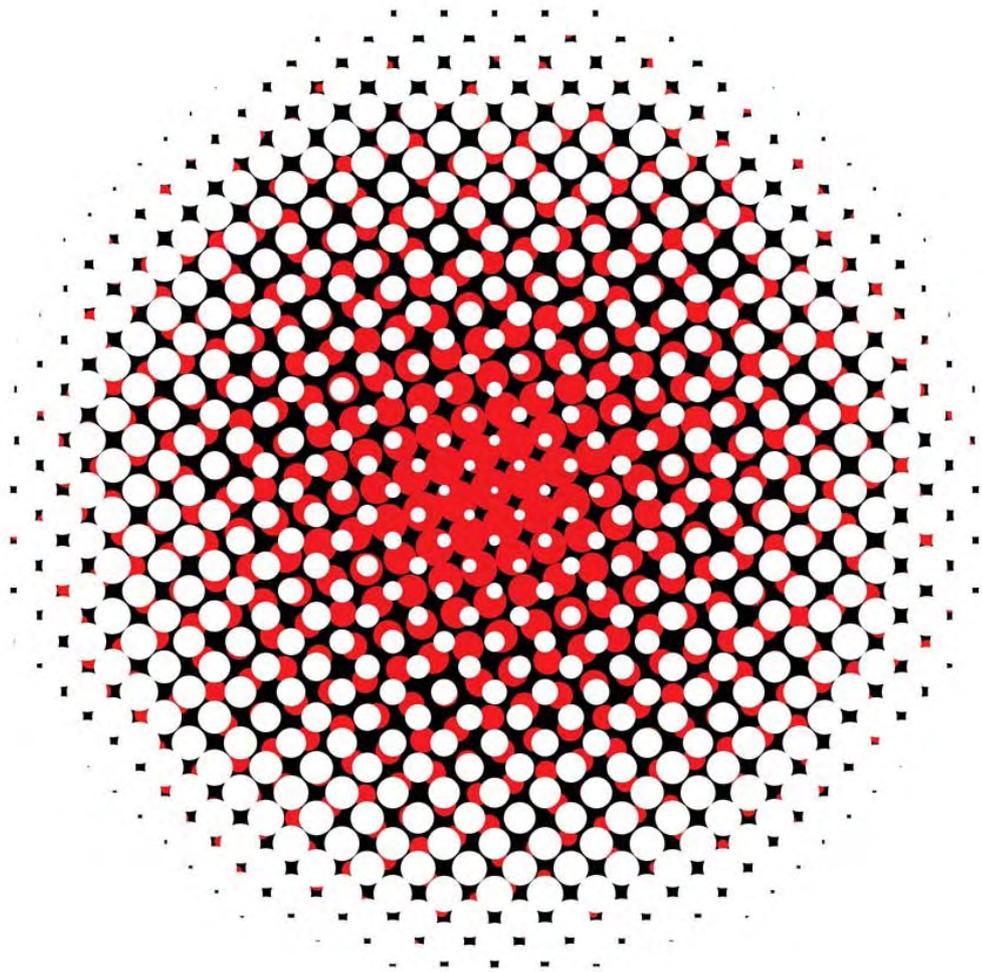


# The Vista

Simple, Powerful, Visual



Version 2.1 B



# Copyright & disclaimer

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This product is approved for use in Europe and Australia/New Zealand and conforms to the following standards:

- |                  |                                    |
|------------------|------------------------------------|
| • European Norms | Australian / New Zealand Standards |
| • EN55103-1      | AS/NZS 4251.1                      |
| • EN55103-2      | AS/NZS 4252.1                      |
| • EN60950        | AS/NZS60950                        |

Conformance has been achieved for intended usage in environment E1: Residential.

To ensure continued compliance with EMC Directive 89/336 and the Australian Radio communications Act 1992, use only high quality data cables with continuous shield, and connectors with conductive back shells. Examples of such cables are: DMX: Belden 8102 (100% Aluminium foil screen, 65% Copper braid)

TIP: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not properly installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient or relocate the receiving antenna;
- increase the separation between the equipment and receiver;
- connect the equipment into an outlet on a different circuit from that to which the receiver is connected;
- consult the dealer or an experienced radio/television technician for help.

## Disclaimer

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Jands lighting products must only be used for the purpose they were intended by the manufacturer and in conjunction with the user manual. Disconnect mains power when not in use.

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Manufactured in Australia by:

**JANDS Pty Limited ACN 001 187 837**

Locked Bag 15 (40 Kent Rd) MASCOT NSW 1460 Sydney Australia

Phone: +61-2-9582-0909

Fax: +61-2-9582-0999

Web: [www.jands.com.au](http://www.jands.com.au)

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# 1. Welcome to the Vista

---

Welcome to the User Guide for the *Jands Vista* lighting console. This guide is intended to give you the information you need to get your Vista up and running as quickly as possible.

Note that this guide will be regularly updated as enhancements are made to the Vista. A current version of the manual is available at [www.jandsvista.com](http://www.jandsvista.com).

## What's different about the Vista?

You'll have noticed that the Vista is a bit different to most other consoles you've used. Instead of a keypad, it uses a pen; instead of relying on you entering hundreds of key combinations, the Vista lets you do everything visually; instead of representing your show as numbers, the Vista represents it as events happening over time.

If you've seen any of the digital editing software packages for sound and video that are available these days, the most different aspect of the Vista, the timeline, will be instantly familiar to you. If not, don't worry, once you start using it you'll pick it up very quickly.

The Vista is different, but that's what makes it so much easier to use. Once you've read this guide you'll have enough of an idea of how this console works to create your first lightshow.

## What things are the same as on other consoles?

Apart from the pen and the timeline concept, the Vista contains all the basic elements of live lighting that you're familiar with. You'll find controls for intensity, colour, beam, gobos and so on; you'll find libraries of all the manufacturers' most popular fixtures to choose from; you'll find a console that has the usual faders, buttons and LCD displays.

So don't worry, the Vista has a lot in common with other consoles - we've taken all the best elements of existing consoles and added a whole new dimension to them. You'll soon be right at home with the Vista.

## About the generic fixture model

One thing about the Vista that's not immediately obvious is the 'generic fixture model'. What is it? It's a part of the software that works in the background and enables all fixtures, no matter what type or manufacturer to be treated the same way.

Let's say you've programmed a show using one brand of fixture but need to replace some of them with a different kind. Normally this would be a major hassle because you'd have to find a similar fixture then re-program each and every cue.

With the Vista, you can replace a fixture and you don't have to do any re-programming. Why? Because everything you've programmed is stored in generic form rather than as specific DMX channel values. For instance if you've programmed the lights to be Red, the Vista can send that information to any light and achieve the same colour.

Sure, if you replace a fixture that has colour mixing with a fixture that has a fixed colour wheel, you won't expect to get the exact same result, but even in this case, the Vista will adapt and provide as near a match as the replacement fixture is capable of.

## Need more information?

If you have questions about the Vista or you'd like more information, go to our website at [www.jandsvista.com](http://www.jandsvista.com), or call us on +61-2-9582-0909.

## 2. Getting started

---

### Setting up the console

#### Power

Connect the Vista T, I or S series console to any mains supply between 100 and 240vAC. The Vista M series obtains power via the USB port

#### External displays

You can attach two external displays, including touch screen monitors to the Vista T series consoles using standard VGA connectors.

Vista I series consoles have connections for one DVI and one VGA monitor. A DVI - VGA cable can be used if you prefer to use two VGA monitors.

Vista L series consoles have connections for one DVI / HDMI and one DVI / VGA monitor.

- ➔ Vista has been tested with Wacom pen tablet LCDs and ELO 'Intellitouch and Accutouch' monitors. ELO makes many different touch screen monitors and not all models may be compatible. Please check for compatibility before purchasing touch screen monitors for use with your Vista console.

For Vista M and S series control surfaces, monitor configuration will depend on the configuration of the computer you are using.

#### Desk Lights

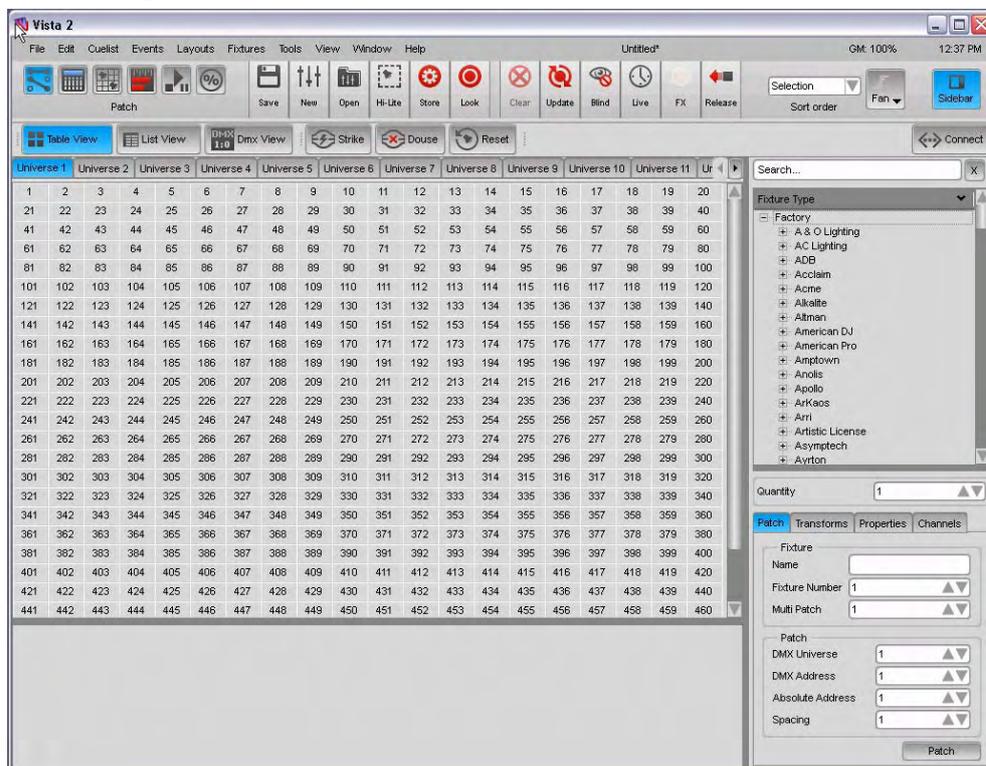
You can attach two Littlelite or equivalent desklights to the Vista L and T series console and one to the I and S series consoles.

# Switching on

When you switch the console power on or launch the application on your PC, Vista starts up and displays the opening splash screen:



Once it finishes loading the program, Vista displays the Patch screen. If this is the first time you've opened Vista V2 or you are starting a new show the patch table will be empty.:



This is the Patch window, waiting for you to start creating a new show. To see the other Vista windows you use the buttons on the toolbar at the top left of the screen:

This button...	does this...
	displays the Patch window
	displays the Console hardware simulation window
	displays the Programmer Fixtures window
	displays the Programmer Timeline view.
	displays the Playback control window
	displays the fixture Output window

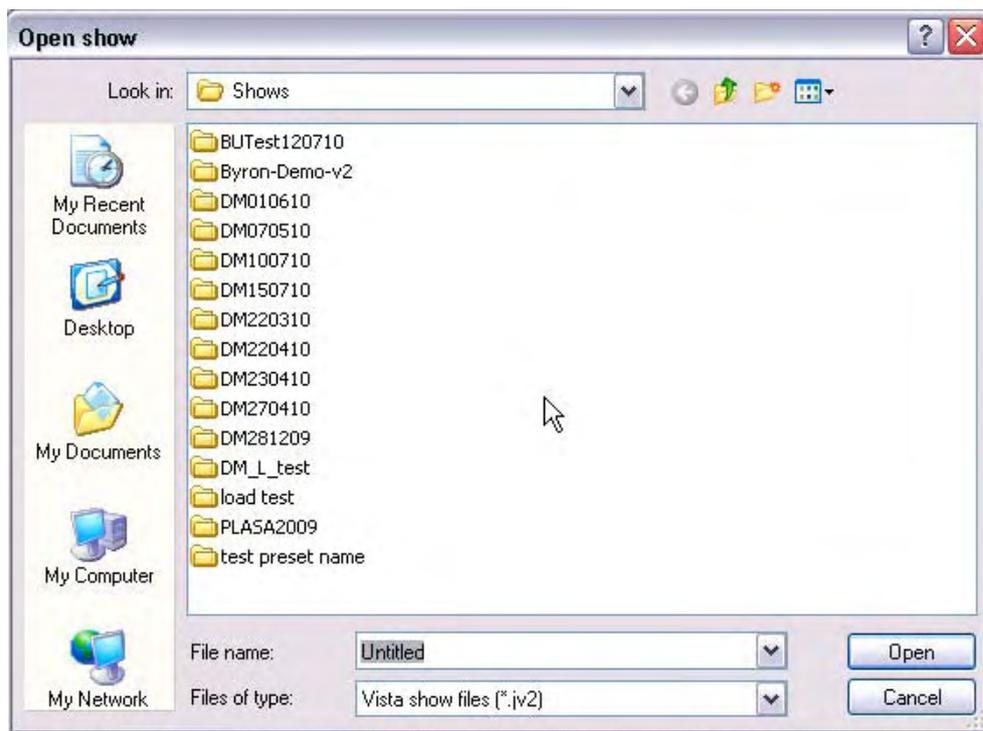
# Creating and loading shows

## Creating a show

To create a new show at any time, choose the New Show option from the File menu.

## Loading existing shows

To load a show you've already created, choose the Open Show option from the File menu. Vista displays the Open Show window:

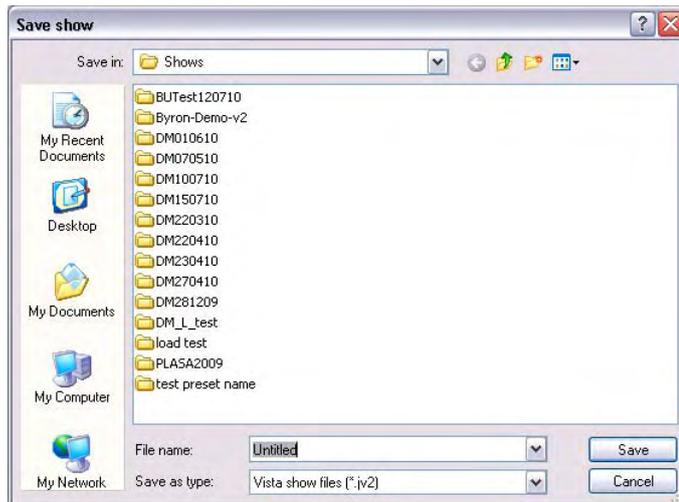


To load a show archive you've previously saved (or transferred to the console using the export / import function), find the directory containing it, then click on the filename to select it and hit the Open button to load it.

## Saving shows

To save a show at any time, choose the Save Show option from the File menu. As with any computer, it's a good idea to save regularly in case of power failure.

The first time you save a new show, Vista displays the Save As window:



Type a name for the file and then click the Save button. Vista automatically creates a show folder, with the same name and puts the show file inside it. Once you've named the file, each time you choose the Save option from then on, Vista overwrites that file with the new details without displaying this window.

## Saving copies of shows

To save a separate version of a show with a different name, choose the Save Show As... option from the File menu. You can then give the file another name and save it in a separate show folder.

## Importing show archives

You can also open shows you've created on a PC or another console onto the Vista. The shows must be on a CD or any kind of storage device that connects to the Universal Serial Bus (USB) port (such as a memory stick).

To open a show, attach the USB device or put the CD in the CD drive (if available) and choose the Import > Show... option from the File menu.

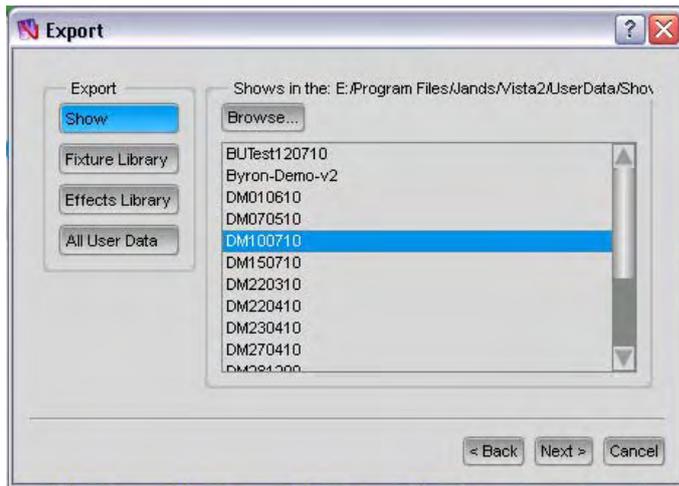
## Exporting show archives (backing up)

It's extremely important to make backup copies of your show user data folders. Like any other computer, the Vista stores your shows on a hard drive, and although it's extremely unlikely, if this drive were to fail (e.g. if the console was dropped) you could lose all the show files stored on it.

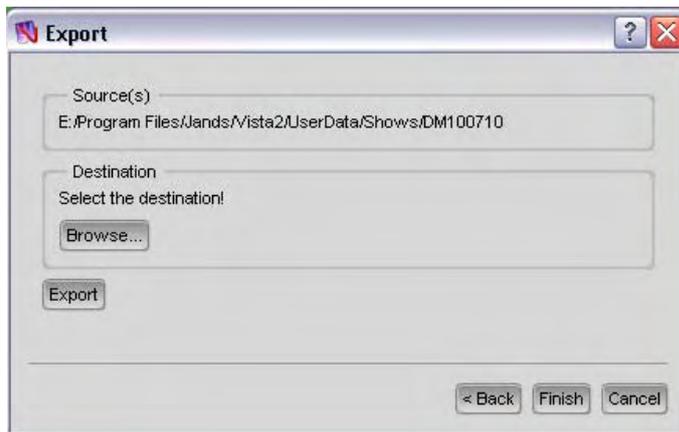
For this reason we recommend that you make regular backups of your work, onto a storage device that you can connect via a USB port.

To export a show archive onto an external storage device:

1. Connect a USB Flash drive or external disk to the USB port.
2. Choose the Export option from the File menu. Vista displays the Export window:



3. Click on the Show button and then select the show to backup from the list of show files.
4. Click the Next button. Vista displays the Export window:



5. Click the Browse button and choose a drive and directory on the computer or storage device and hit the Export button.
6. Click the Finish button to close the Export window.

## Deleting shows

To delete a show, choose the Open show option from the File menu, then right-click on the show folder name and choose 'Delete' from the popup menu.

## Password-protecting your console or show

You can lock your console or show file or disable editing, with a password. To do this:

1. Choose the Lock option from the File menu. Vista displays a popup menu with three options:

<b>This option...</b>	<b>does this...</b>
Lock entire console	the password is required to use any console functions or controls.
Disable all editing	the password is required to edit cuelists, groups, presets and all other show components
Lock current show	the password is required to save changes to the show file

2. Select an option from the popup menu. Vista displays the Password window:



3. Enter your password in both boxes and click 'OK'

Your show or console is now password protected.



## 3. Using the interface

The latest version of Vista features a new simpler layout. No matter whether you have worked with Vista before or are seeing it for the first time it's worth taking some time to get familiar with the new window layout and options.

### Menu bar

At the top of the window you'll see the main menu bar. Click on any menu heading to access Vista's dialog boxes, submenus and commands.

The main menu bar also shows:

- the show file name - if Autosave is turned on you'll see '[A]' after the show name
- the Grand Master level setting
- the time.

### Main toolbar

At the top of the window you'll see the main toolbar which is common to ALL windows. This toolbar contain the most frequently used buttons and is divided into three sections. The centre section contains 12 buttons that map to the Function buttons on Vista consoles and the 'F' keys on your keyboard you can be customized to suit your style of operation.

### Window navigation

You switch between the main windows using the 6 buttons on the top left side of the main toolbar. You can also switch between windows by selecting the Patch, Console, Fixture Chooser, Timeline, Playback or Output option from the View menu.



 Hovering over the icons shows the button name.

This button...	does this...
 (Alt + 1)	displays the Patch window
 (Alt + 2)	displays the Console hardware simulation window

This button...	does this...
 (Alt + 3)	displays the Programmer Fixtures window
 (Alt + 4)	displays the Programmer Timeline view.
 (Alt + 5)	displays the Playback control window
 (Alt + 6)	displays the fixture Output window

### V1 classic style window navigation

If you prefer to select windows from the bottom of the screen you can open a toolbar that emulates the earlier versions of Vista. To do this select the 'Vista Toolbar' option from the View menu.

Vista places the toolbar at the bottom of the window:



Click on the buttons to select the Patch, Console, Fixture Chooser, Timeline, Playback or Output window.

### The Soft buttons

The twelve buttons in the centre of the main toolbar provide quick access to frequently used commands, functions and windows.

- If you are using a T series console these buttons are automatically mapped to the function buttons, above the LCD / tablet.
- If you are using an I or S series unit the first 6 (5 on the S3) buttons are automatically mapped to the function buttons in the top centre section of the control surface.
- For all Vista systems you can use your keyboard F1-F12 buttons to activate these buttons.



 You can display text labels, for the function buttons, at the top of your tablet or monitor. To do this select the 'Softkey Toolbar' option from the View menu.

### Standard buttons

When you first start a new show Vista loads the standard set of buttons but you can customize each and every button, as described below.

This button...	does this...
	Saves the show file to disk
	Opens a new Cuelist in the Editor
	Opens an existing Cuelist in the Editor
 HiLite	Turns on the Editor's 'Highlight' mode. When you are focusing or testing your fixtures you can use Highlight to bring up the intensity of each fixture automatically when you select it in the Fixture Chooser.
 Store Part	displays the Store Part window where you can save the contents of the editor to any cue in any cuelist. Store part provides many options and must be used for tracking to operate correctly. <i>See Store Part on page xxx</i>
 Store All	displays the Store Look window where you can save the complete output (the look on stage). Storing this way will ensure that when you play a Cue back it will appear exactly as it did when you saved it
 Clear	Clear all information coming from the Live tab. If a Cuelist tab is selected this button closes that tab.
 Update	displays the Update window where information coming from the Editor (the Live tab or any Cuelist tab) can be used to update one or more Cues and Presets.
 Blind	Turns the output from the editor off. In this mode you can still edit cues but there will be no output sent from the editor to your fixtures.
 Live	displays the Live time window where you can set a fade time that applies to any selections you make from the editor palettes or presets.
 FX	displays the SmartFX window where you can create and edit effects. <i>See SmartFX on page 7-1</i>

This button...	does this...
 Release All	Clicking this button releases all the fixtures from their current settings as determined by the cuelists that are running and returns them to their default state.

## Modified soft buttons

The soft buttons provide different functions when you press the Red (Shift), Green (Alt), Yellow (Control) or Blue (Control+Alt) modifier.

### Shift set (Red modifier)

Hold down the Red modifier button or the Shift button, on your keyboard, to access and display the Shift set.

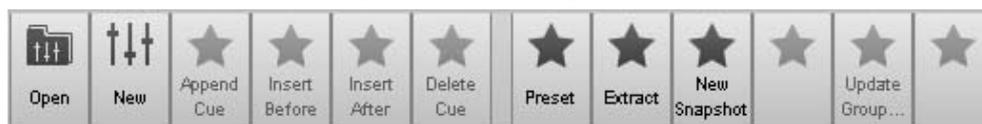


This button...	does this...
 Next Fixture	Used to step through fixtures, selects the 1 <sup>st</sup> fixture (or the one after the current selection) and de-selects the others. Each subsequent press selects the next fixture. Useful when focusing fixtures.
 Previous Fixture	Used to step through fixtures, selects the last fixture (or the one before the current selection) and de-selects the others. Each subsequent press selects the previous fixture. Useful when focusing fixtures.
 Invert	Inverts the fixture selection (i.e. all selected fixtures are de-selected and all de-selected fixtures are selected).
 Active	Selects all the active fixtures (i.e. those that have Intensity).
 Programmed	Select all the fixtures that are programmed in the current cue.
 All	Selects every fixture.

This button...	does this...
 De-select all	De-selects all fixtures
 Previous selection	Vista remembers the last set of fixtures you selected; you use this button to toggle back to your previous fixture selection.
 Next selection	If you have used the previous selection command this button will toggle back to the fixture selection you had before pressing previous selection.
 Strike	Ignites the lamps in the selected fixtures
 Douse	Switches off the lamps in the selected fixtures off.
 Reset	Resets the selected fixtures to their factory default settings. This is useful if a fixture has a control problem and you need to get it 'back to normal'.

### Alt set (Green Modifier)

Hold down the Green modifier button or the Alt (Option) button, on your keyboard, to access and display the Alt (Option) set.



This button...	does this...
 Open Cuelist	Opens a new Cuelist in the Editor
 New cuelist	Opens an existing Cuelist in the Editor

This button...	does this...
 Append cue	Adds a new cue at the end of the cuelist being edited
 Insert before	Inserts a new cue, before the cue that is being edited
 Insert after	Adds a new cue after the cue that is being edited.
 Delete Cue	Deletes the selected cue
 New Preset	Displays the Create Preset window
 New Extract	Displays the Create Extract window
 New Snapshot	Displays the Create Snapshot window
 New Group	Displays the Create Fixture Group window
 Update Group	Updates the selected group to include any additional fixtures that have been selected.
 New Matrix	Creates a new fixture matrix container in the Fixture Chooser window

**Ctrl set (Yellow Modifier)**

Hold down the Yellow modifier button or the Control button, on your keyboard, to access and display the Control set.



<b>This button...</b>	<b>does this...</b>
Live properties	Opens a Live tab properties window.
Cuelist properties	Opens the Cuelist properties window.
Insert Command	Opens the Insert Command window where you can add a command to the cue you are editing (i.e. to play another cue)
Convert to release events	Sets the selected events to release the feature.
Merge Cues	Merges the events in 2 or more selected cues into a single cue. Select the cues in the Cue navigator bar.
Show tracked events	Shows or hides tracked events in the time line. Tracked events are shown in a lighter, transparent colour and cannot be selected.
Clear Fixtures	Clears all features from the selected fixtures so that they return to their previous state.
Home Fixtures	Sends the selected fixtures to their Home settings
Block cue	Blocking copies any tracked events into the selected cue and prevents any future changes, to earlier cues from tracking through. This means that no matter what changes are made to other cues in the list, the cue will play back the exact look it had at the time it was blocked. <i>See Blocking a cue on page 6-18</i>
Super - Block cue	If you 'Super Block' a cue, when it runs any features, for the fixtures in the cue, that aren't included in the cue are automatically sent to their home value. This means that the cue will look as it would if no other cuelist was playing.
Un-Block cue	Removes redundant events, from the selected cue. This means that if the selected cue includes an event that is exactly the same as an event that is tracking through from a previous cue, that event will be removed. Unblocking will not change the cue's look.

This button...	does this...
Move in Black	Opens the Move in Black window where you can Mark a cue and add MIB events that pre-set the selected fixtures so that when they turn on you don't see them moving, changing colour etc.

### Ctrl + Alt set (Blue Modifier)

Hold down the Blue modifier button or the Control & Alt buttons, on your keyboard, to access and display the Control-Alt set.



This button...	does this...
Show selection order	Shows selection order numbers on the fixture icons.
Show Tracked Events	Shows timeline events for tracked fetures.
Cue Only Editing	
Not used	
Not used	
Set Event Timing	Opens the event timing window.
Align Start	Aligns the start position of the selected events.
Align End	Aligns the end position of the selected events.
Not used	
Not used	
Stop FX	Stops all running effects.
Not used	

## Configuring the soft buttons

To change the function of a soft button, right click on the button and choose a command or function from the popup menu. Any command from any menu can be assigned to the soft button. To change one of the alternate sets hold the Shift, Alt or Ctrl key while right clicking.

### Soft key toolbar

The soft buttons correspond to the hardware buttons above the main screen on L and T series consoles. To make it easier to identify the buttons you can add on-screen labels below the buttons. To do this select the 'Softkey Toolbar' option from the View menu.

Vista places the softkey labels toolbar at the top of the window:



## The Sidebar

To show or hide the sidebar click on the 'Sidebar' button at the top right side of the main menu bar:



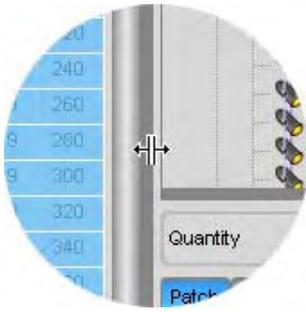
The sidebar provides access to different features, depending on the window you have open:

- In the Patch window you use the sidebar to select fixtures from the library, and configure them.
- In the Console window you use the sidebar to select components (i.e. Cuelists, Groups, Presets and more) and assign them to the Playback sets. You can also assign fader and button functions to the playback controls.
- In the Fixture Chooser and Timeline the sidebar contains the palettes (i.e. Intensity, Position, Colour, Gobo, Beam) and component panels (i.e. Groups, Presets, Extracts, Effects and more)
- There is no sidebar in the Playback Control and Output windows.

## Configuring the sidebar

If you prefer the Sidebar can be moved to the left side of all windows. To do this select the Sidebar, 'Dock Left' option from the View menu.

You can adjust the width of the sidebar by clicking on the window divider and dragging to the left or right.



## Toolbars

Most windows have optional toolbars that provide buttons for sets of menu commands. To show or hide any of the optional toolbars select the 'Toolbars' option from the view menu.

### Patch window toolbars

There are three toolbars available on the Patch window

#### View toolbar

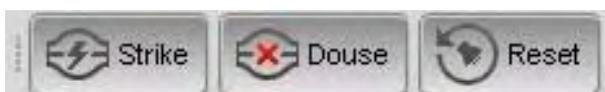
To open or close a toolbar select the 'Toolbars' option from the View menu:



This button...	does this...
Table view	Switches the main panel of the Patch window to the standard Table view.
List view	Switches the main panel of the Patch window to the List view where the patched fixtures are shown as a list.
DMX view	Switches the main panel of the Patch window to the DMX view where the output of each channel of each fixtures is shown, on the patch table.

#### Fixture Macro toolbar (also available on the Chooser & Timeline window)

To open or close a toolbar select the 'Toolbars' option from the View menu:



This button...	does this...
 Strike	Ignites the lamps in the selected fixtures.
 Douse	Switches off the lamps in the selected fixtures off.
 Reset	Resets the selected fixtures to their factory default settings. This is useful if a fixture has a control problem and you need to get it 'back to normal'.

### Connections toolbar

To open or close a toolbar select the 'Toolbars' option from the View menu:



This button...	does this...
Connect	Open the DMX Connections window where you can connect your console's DMX outputs and any external Ethernet-DMX interface boxes to the patch universes.

## Chooser & Timeline window toolbars

There are nine toolbars available on the Editor windows

### Update toolbar

All the buttons, on this toolbar, are available on the standard soft button set. However if you have re-configured the soft buttons this toolbar may be useful:



This button...	does this...
	Opens a new Cuelist in the Editor
	Opens an existing Cuelist in the Editor
 Store Part	displays the Store Part window where you can save the contents of the editor to any cue in any cuelist. Store part provides many options and must be used for tracking to operate correctly. <i>See Store Part on page xxx</i>

This button...	does this...
 Store Look	displays the Store Look window where you can save the complete output (the look on stage). Storing this way will ensure that when you play a Cue back it will appear exactly as it did when you saved it
 Clear	Clear all information coming from the Live tab. If a Cuelist tab is selected this button closes that tab.
 Update	displays the Update window where information coming from the Editor (the Live tab or any Cuelist tab) can be used to update one or more Cues and Presets.
 Blind	Turns the output from the editor off. In this mode you can still edit cues but there will be no output sent from the editor to your fixtures.
 Live	displays the Live time window where you can set a fade time that applies to any selections you make from the editor palettes or presets.

**Edit toolbar**

To open or close a toolbar select the 'Toolbars' option from the View menu:



This icon...	does this...
 Ctrl X	Cuts the selected item.
 Ctrl C	Copies the selected item
 Ctrl V	Pastes the selected item.

**Undo toolbar**

To open or close a toolbar select the 'Toolbars' option from the View menu:

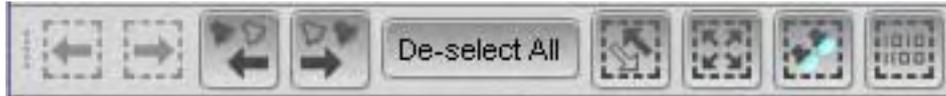


This icon...	does this...
--------------	--------------

This icon...	does this...
 Ctrl+Z	Undo the last action
 Ctrl+Y	Redo the last action

### Fixture selection toolbar

To open or close a toolbar select the 'Toolbars' option from the View menu:



This icon...	does this...
 Previous selection	Vista remembers the last set of fixtures you selected; you use this button to toggle back to your previous fixture selection.
 Next selection	If you have used the previous selection command this button will toggle back to the fixture selection you had before pressing previous selection.
 Previous Fixture	Used to step through fixtures, selects the last fixture (or the one before the current selection) and de-selects the others. Each subsequent press selects the previous fixture. Useful when focusing fixtures.
 Next Fixture	Used to step through fixtures, selects the 1 <sup>st</sup> fixture (or the one after the current selection) and de-selects the others. Each subsequent press selects the next fixture. Useful when focusing fixtures.
De-select all	De-selects all fixtures
 Invert	Inverts the fixture selection (i.e. all selected fixtures are de-selected and all de-selected fixtures are selected).
 All	Selects every fixture.
 Active	Selects all the active fixtures (i.e. those that have Intensity).

This icon...	does this...
 Programmed	Select all the fixtures that are programmed in the current cue.

**Command Line toolbar**

See *Using a keypad in the programmer window* on Page 5-51

**Fan toolbar**

The fan toolbar is used to set how Feature values and Event times are spread.



This option...	does this...
 Linear Fan Diverged from centre.	Fanned values radiate in both positive and negative directions from the base value, starting from the centre of the fixture selection
 Fan from end Linear from Start	The fanned feature values radiate in one direction from the base value, starting from the first selected fixture.
 Fan from start Linear from End	The fanned feature values radiate in one direction from the base value, starting from the last selected fixture.
 Fan from centre. Linear from Extremities	The fanned feature values radiate in one direction from the base value, starting from the first and last selected fixtures.
 Inverted fan Diverged from extremities	The fanned values radiate in both positive and negative directions from the base value, starting from the first and last selected fixture.
 Fan from both ends Linear from Centre	The fanned feature values radiate in one direction from the base value, starting from the centre of the fixture selection.

-  To fan a feature or events, select the fan mode and hold the Yellow modifier or Control key while setting the feature value or dragging the event bars.

### Components toolbar

The components toolbar includes buttons to create new Presets, Groups and Extracts



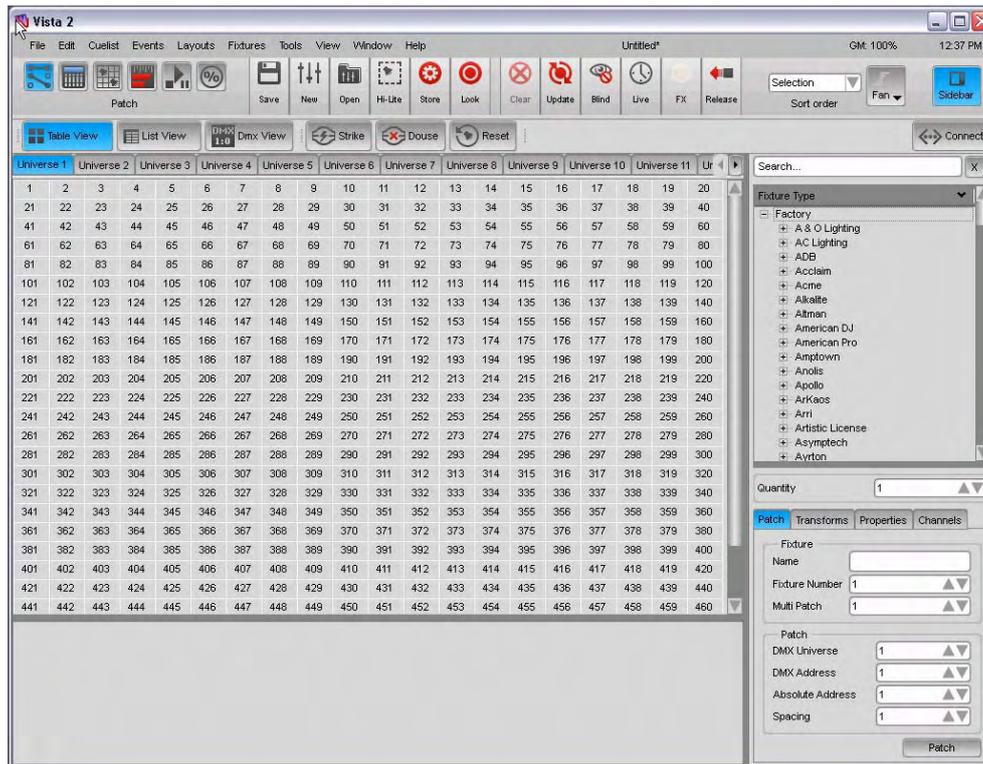
<b>This option...</b>	<b>does this...</b>
<b>+ Preset</b>	Opens the create New Preset window.
<b>+ Group</b>	Opens the create New Group window.
<b>+ Extract</b>	Opens the create New Extract window.



## 4. Patching your rig

Once you've got your Vista system connected and powered up you can patch your fixtures the way you want them using the Patch window.

If it's not already open click on the Patch icon or select the 'Patch' option from the Window menu, Vista displays the Patch screen:



This is where you set up all the fixtures in your rig. You tell the Vista which DMX channels each fixture is assigned to, and in which universe, and can set a range of parameters to customise how each fixture operates.

### Adding fixtures to the patch

The Fixture Type box in the sidebar gives you a few ways to add fixtures to the patch. You can:

- choose a fixture from the 'Factory' folder, which lists the most up to date fixtures in the Vista library by manufacturer and then in alphabetical order.
- choose a fixture from the 'User' list, which includes all fixtures that you have created.
- choose a fixture by first typing in the 'Search' box to filter the list down to just those fixtures that match what you've typed.

## Choosing a fixture from the Factory list

To add a fixture from the Factory list:

1. Click the '+' symbol beside 'Factory' in the Fixture Type box. Vista displays a list of manufacturer's folders.
2. Click the '+' symbol beside the name of the manufacturer you want, to display the list of fixtures in that folder.
3. Scroll down the list until you find the fixture you want.

## Adding the fixture to the patch panel

Once you've selected the fixture you want, there are two ways to add it to the patch panel:

- you can drag and drop one or more fixtures onto a specific DMX location on the panel, or
- you can use the Patch tab to place multiple copies of the fixture onto the patch panel.

### Dragging and dropping individual fixtures

To patch fixtures this way, just click on the name of the fixture in the Fixture type box, type a number in the 'Quantity' box and drag the fixture(s) over to the spot on the patch panel where you want it.

When you 'drop' the fixture, Vista fills the required number of DMX channels with that fixture's details. This example shows 8 Vari\*lite VL2500 spot fixtures that use 22 DMX channels each, dropped onto channel 1:

Universe 1	Universe 2	Universe 3	Universe 4	Universe 5	Universe 6	Universe 7	Universe 8	Universe 9	Universe 10	Universe 11	Ur								
1	2	3	4	5	6	7	8	9	10	11:VL2500Sp	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	31	32	2:VL2500Sp	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	51	52	53	54	3:VL2500Sp	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	4:VL2500Sp	79	80	
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	5:VL2500Sp	
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
6:VL2500Sp	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	
141	142	7:VL2500Sp	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	
161	162	163	164	8:VL2500Sp	167	168	169	170	171	172	173	174	175	176	177	178	179	180	
181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200

Once you've dropped a fixture onto the patch panel you can move it around to any channel by clicking on it and dragging it to a new location.

Vista represents the fixture as a solid coloured bar with an ID number before the name. The bar covers as many DMX channels as the fixture needs, and some fixtures will take up more channels than others.

A solid colour shows that this fixture is currently selected. If you click anywhere else in the patch panel, Vista de-selects the fixture and makes the colour transparent to show that it's no longer selected.

In our example above the selected fixture is called '2 VL2500Sp'. This title consists of two components:

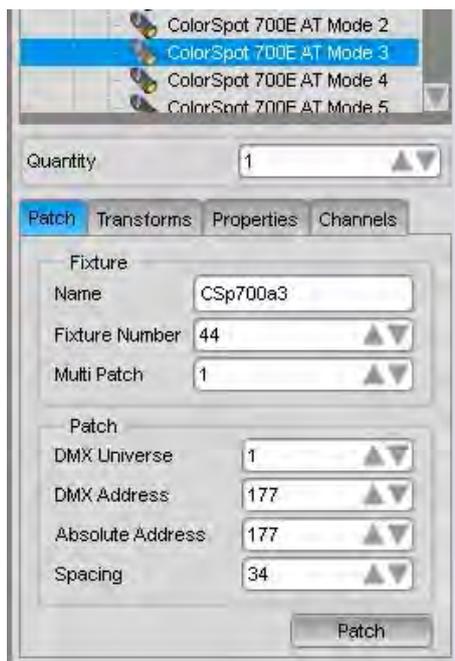
- a unique ID number [2], that Vista assigns automatically. This number identifies the fixture uniquely within the whole system, across all the universes (i.e. no two fixtures will ever have the same unique ID number).
- a **name** (*VL2500Sp*), which you can change if you want in the Name field on the Properties tab.

### Patching multiple fixtures with the Patch box

If you prefer using the keyboard to patch your fixtures you can use the Patch tab in the sidebar.

You use this feature to add multiple instances of a fixture at once. To do this:

1. Select the fixture you want from the 'Factory' or 'User' lists in the Fixture Type box.
2. In the Quantity field, enter how many of this type of fixture you want to add.
3. If not already selected, click the Patch tab to display the Patch box:



4. If you want to give the fixture a different name, type it in the Name field.
5. If you want to assign a specific set of unique ID numbers to this group of fixtures, click in the Fixture Number from field and set the unique ID number (e.g. <44>) you want for the first fixture in the group. If you don't set this, Vista assigns the next valid number.
6. Type a number in the 'Multi Patch' box if you want multiple copies to be patched as one fixture. Use this option, for example, when patching multiple dimmers as a single fixture.

7. In the DMX Universe field, Vista automatically displays the number of the currently selected universe. If you want to add these fixtures to another universe, enter the universe number.
  8. In the DMX address field, set the number of the DMX channel where you want this group of fixtures to start. If you've already added any fixtures to this universe, Vista displays the next channel number in sequence.
  9. If you prefer, you can patch fixtures to an 'absolute address' For example typing 513 in the Absolute address field, automatically sets the Universe to 2 and the DMX number to 1. If you've already added any fixtures to this universe, Vista displays the next channel number in sequence.
  10. In the Spacing field, Vista displays the number of channels each instance of the fixture you've selected will take up. If you want to leave empty channels between each fixture you can increase this number. For example, if a fixture normally uses twelve channels and you increase this number to 14, Vista leaves a gap of two channels between each fixture in the group.
  11. When you've set all the fields the way you want them, click the Patch button. Vista adds the group of fixtures to the patch panel.
-  If you've already added a bunch of fixtures between say, channel 10 and channel 50, and you add another batch starting at channel 1, Vista fits as many of them as it can into channels 1 to 9, then 'flows' the rest over to channel 51.
-  After you type in the search box you can use the 'Down Arrow' button on your keyboard to move the cursor into the list of fixtures and then tab through the Quantity and other fields.

## Changing universes

Each universe can only handle a certain number of fixtures, depending on the number of DMX channels each fixture needs. To add fixtures to another universe, click another Universe tab at the top of the patch panel to display the next set of DMX channels.

## Re-arranging fixtures on the patch panel

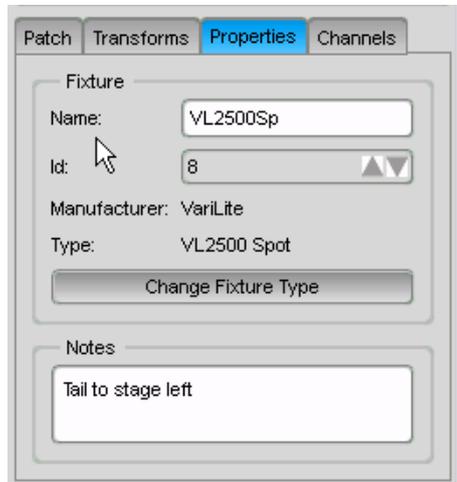
### Moving fixtures around the patch panel

Once you've added fixtures to the panel you can re-arrange them however you want. Just select the fixtures you want and drag them to a new channel; when you drop them on the screen, Vista re-arranges them all from that channel.

Note that you can't place them in such a way that any of the channels will 'fall off' the end of the universe.

## Renaming fixtures

To rename one or more fixtures select them in the universe panel and choose the Properties tab in the sidebar:



Enter the name you want to give the selected fixtures in the 'Name' field and hit Enter. Vista renames all the fixtures you had selected.

## Renumbering fixtures

To change the unique system-wide ID number (e.g. <12>) of a fixture (it is not possible to renumber more than one fixture at a time):

1. Select the fixture in the universe panel.
2. Choose the Properties tab in the sidebar.
3. In the ID field, enter the new ID number and hit Enter on your keyboard.

## Deleting fixtures

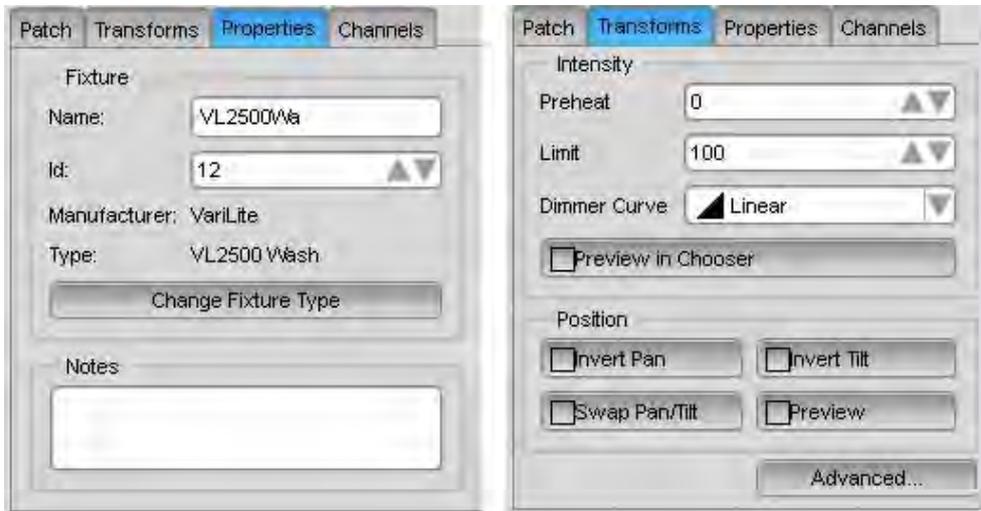
You can delete fixtures from the patch panel at any time To do this:

1. Select the fixture in the universe panel.
2. Select the 'Delete fixtures' option from the Patch menu or right click on the fixture(s) you want to delete and select 'delete' from the popup menu.

## Setting fixture properties

Once you've added the fixtures to the patch panel and placed them where you want them, you can set a number of properties for each fixture using the Properties and Transforms tabs in the sidebar.

To view and set the properties for one or more fixtures, use the pen to select the fixtures you want on the patch panel. Vista displays the details of those fixtures in the Properties and Transforms tabs:



- If you select multiple types of fixture, Vista displays the details of the first type you selected. If the Patch box is currently displayed, press the Properties tab to display the Properties box.

**Properties tab**

Name	The name you entered or Vista assigned to this fixture when you dropped it onto to the patch panel. You can edit this here if you want to.
ID	The unique system-wide ID number assigned to this fixture when you dropped it onto the patch panel. You can change this number here if you want to, but note that Vista won't allow you to use a number that's already assigned to another fixture.
Type	This field is not editable. To change the type of fixture without having to remove it click on the 'Change Fixture Type' button (see <i>Swapping a fixture type</i> ).
Notes	This field is used to display notes about the fixture. You can add whatever you like in this field.

**Transforms tab**

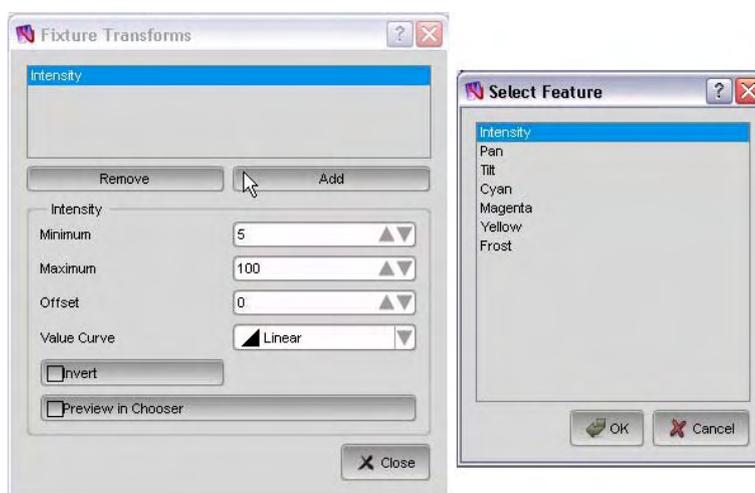
Preheat	A percentage value that sets the voltage the fixture lamp will sit at until you switch it on. This is useful for lamps such as Par 64s that take time to switch on from a cold start.
Limit	A percentage value that determines the maximum intensity the fixture will ever reach. This is useful if you want to prolong

	lamp life or prevent fixtures from ever reaching full intensity.
Dimmer Curve	This popup lets you select a dimmer fade curve. The default option is Linear but you can select one of the available options; Linear, Damp, Snap Start, Snap end, Square Law, Inverse Square, Switch, Hot power, Flourescent and Sinus
Preview in Chooser	Check this box if you'd like the fixture icons, in the chooser, to display the effects of the Intensity transforms.
Invert pan	Selecting this checkbox reverses the sweep of the pan for this fixture. This is useful when you're coordinating the sweep directions of fixtures hung in different directions.
Invert tilt	Selecting this checkbox reverses the sweep of the tilt for this fixture. This is useful when you're coordinating the sweep directions of fixtures hung in different directions.
Swap pan/tilt	Selecting this checkbox swaps the pan and tilt controls, so the fixture will pan when given a tilt command and vice-versa. This is useful for coordinating the movements of fixtures hung on vertical trusses or pipes.
Preview	Check this box if you'd like the fixture icons, in the chooser, to display the effects of the Position transforms.

## Advanced transforms

The advanced button provides access to more Fixture 'Transformers' that allow you to further customize fixtures. For example the Pan and Tilt Offset parameters allow you to correct the home position for fixtures that are hung at an angle.

To add a transform click the Advanced button to open the transform window then click the Add button to choose a transformer.



Some of the transformers are also available from the Properties tab as described above. To choose one of the advanced transformers click on Pan offset or Tilt Offset.

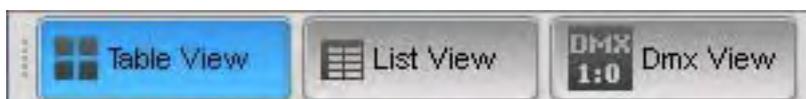
This option...	does this...
Minimum	Sets the minimum (percentage) value for this feature. For example setting a value of -25 on Pan means the fixtures will only pan left $\frac{3}{4}$ of their normal range
Maximum	Sets the maximum (percentage) value for this feature. For example setting a value of -25 on Pan means the fixtures will only pan left $\frac{3}{4}$ of their normal range
Offset	Sets the offset angle. For example setting a Pan offset of 45 would move the fixtures Home position by 45 degrees
Value Curve	This popup lets you select a fade curve. The default option is Linear but you can select one of the available options; Linear, Damp, Snap Start, Snap end, Square Law, Inverse Square, Switch, Hot power, Flourescent and Sinus
Invert	
Preview in Chooser	Check this option to see the effect of the transform shown on the fixture chooser icons.

### Channels tab

This is a list of the features and channel numbers of the fixture and which DMX channel is controlling each feature.

## Viewing the patch in different ways

Vista gives you three different views of your patch so you can get different types of information about the patch. To change the view, select the table, List or DMX option from the View menu or click one of the three corresponding buttons: in the toolbar.



## Table view

The Patch screen defaults to the Table view, as shown earlier in this section. This is the view you will use most of the time: here you can drag and drop fixtures into the patch panel for each universe and arrange them the way you want them.

## List view

If you choose the List option Vista displays the fixtures as a list with columns for the fixture:

Fixture	User ID	Name	Fixture Type	Patch Part	DMX Universe	DMX Address
9:VL2500Wa	9	VL2500Wa	VL2500 Wash	1	1	201
8:VL2500Sp	8	VL2500Sp	VL2500 Spot	1	1	155
7:VL2500Sp	7	VL2500Sp	VL2500 Spot	1	1	133
6:VL2500Sp	6	VL2500Sp	VL2500 Spot	1	1	111

You can choose the columns you want to show or hide by right-clicking in the header row and choosing the fields you want from the popup menu. You can also re-arrange the columns by clicking on the column name and dragging it to the left or right. The default column arrangement is:

- Fixture Label (as shown in the chooser window),
- ID number
- Name
- Fixture type
- Patch part – for fixtures which re patched in 2 or more parts. For example some fixtures have a Intensity (Dimmer) part that is patched separately
- DMX Universe
- DMX Address

If you click on any of the column headings the list will sort by that column. Click again to change the sort from ascending to descending or vice versa.

## DMX view

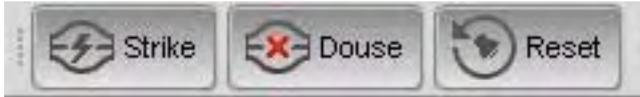
If you choose the DMX option Vista displays a table view where each cell shows the DMX channel and its output level:

Universe 1	Universe 2	Universe 3	Universe 4	Universe 5	Universe 6	Universe 7	Universe 8	Universe 9	Universe 10	Universe					
1:25	2:128	3:0	4:128	5:0	6:0	7:0	8:0	9:0	10:128	11:0	12:128	13:0	14:0	15:0	16:0
17:255	18:255	19:255	20:255	21:255	22:0	23:26	24:128	25:0	26:128	27:0	28:0	29:0	30:0	31:0	32:128
33:0	34:128	35:0	36:0	37:0	38:0	39:255	40:255	41:255	42:255	43:255	44:0	45:26	46:128	47:0	48:128
49:0	50:0	51:0	52:0	53:0	54:128	55:0	56:128	57:0	58:0	59:0	60:0	61:255	62:255	63:255	64:255
65:255	66:0	67:26	68:128	69:0	70:128	71:0	72:0	73:0	74:0	75:0	76:128	77:0	78:128	79:0	80:0
81:0	82:0	83:255	84:255	85:255	86:255	87:255	88:0	89:26	90:128	91:0	92:128	93:0	94:0	95:0	96:0
97:0	98:128	99:0	100:128	101:0	102:0	103:0	104:0	105:255	106:255	107:255	108:255	109:255	110:0	111:26	112:128
113:0	114:128	115:0	116:0	117:0	118:0	119:0	120:128	121:0	122:128	123:0	124:0	125:0	126:0	127:255	128:255

You use this screen to display the output values of each and every DMX channel. Each cell displays the channel number and it's DMX output value. The cells are clear if there is no output and change to a highlighted box if the output is adjusted. To display another output simply click on one of the other Universe tabs at the top of the display.

## Controlling the fixtures

The Patch menu includes commands to control whatever fixtures are currently selected on the Patch panel there are also buttons for three of these commands:



Note that only some fixture types support these functions; refer to the user guide for your fixture types.

This command...	does this...
 Strike	Ignites the lamps in the selected fixtures.
 Douse	Switches off the lamps in the selected fixtures off.
 Reset	Resets the selected fixtures to their factory default settings. This is useful if a fixture has a control problem and you need to get it 'back to normal'.
Park	Holds the fixture in it's current settings. For example to provide fixed lighting for backstage.. Once you've parked a fixture it will ignore all instructions until it is un-parked.
Unpark	Sets a parked fixture to operate normally.

 These five commands are available through the Fixture menu and by right-clicking on the fixture icons in the Programmer or Patch window.

## Cloning fixtures

Cloning is a special way to add fixtures to your patch. This method is useful if you've already programmed your show and want to include some new fixtures automatically in any Clips, Groups and Presets that you've created.

To clone one or more fixtures:

1. Select the fixture(s) you want to clone from the Patch table or list view.

2. Select the 'Clone Fixtures' option from the Patch menu or right-click on the patched fixture and select Clone from the popup menu. Vista creates a clone of the selected fixture(s) in the fixture pool at the bottom of the Patch window
3. Drag the cloned fixture(s) into the patch table.



You can change the fixture type of the cloned fixture(s) by selecting the 'Change Fixture Type' option from the Patch menu,

## Exporting and importing patch information

To save time, you can import and export patch information from comma-separated value (.csv) files.

### Exporting the patch

You can also export a .csv file containing your current show's patch information. To do this:

1. Select the 'Export Patch file...' option from the Patch menu. Vista opens the Export Patch window
2. Give the file a name. The .csv extension is automatically appended.
3. Navigate to the directory or folder where you want to save the file.
4. Click the Save button to confirm and the new fixtures are added to the patch.

### Importing the patch

You can also import a .csv file containing your patch information. You can import a file that you have exported from another show or you can create a file in a text editor or spreadsheet program. The easiest way to do this is to create a spreadsheet laid out as follows and save it as a .csv file using the Save as function.

ID	Univ:Adrs	Fixture Type	Fixture Name
1	3:2	Dimmer	Dimmer
36	3:24	Dimmer	Dimmer
41	3:75+3:34	copy_of_Scroller Dimmer	Scrl Dim
42	3:76+3:35	copy_of_Scroller Dimmer	Scrl Dim
101	1:1	Mac 2000 Wash (Colour Wheel) 16 bit	Mc2000Wc
102	1:22	Mac 2000 Wash (Colour Wheel) 16 bit	Mc2000Wc
201	2:1	ColorSpot 700E AT Mode 1	CSp700a1
202	2:37	ColorSpot 700E AT Mode 1	CSp700a1
301	1:221	VL2000 Spot Enhanced 16 bit	V2000Se6

302	1:241	VL2000 Spot Enhanced 16 bit	V2000Se6
316	5:1	Color Block 2 Mode 3	ColBk2m3
317	5:17	Color Block 2 Mode 3	ColBk2m3
432	9:1	MediaMaster Layer Full 1.0	MeMaLF10
433	9:44	MediaMaster Layer Full 1.0	MeMaLF10
437	12:22	VL3000 Spot	VL3000Sp
438	12:50	VL3000 Spot	VL3000Sp

In this example the spreadsheet has a header row, which is optional, but shown here for explanation. The columns are laid out like this:

- an ID (1), which determines the fixture's unique ID
- a Universe : DMX address number (1:1), that sets the Universe and DMX start address for this fixture
- a Fixture Type (<VL3000 Spot>), that sets the type of fixture that will be patched
- a Fixture Name (<VL3000Sp >), that sets the fixture name.

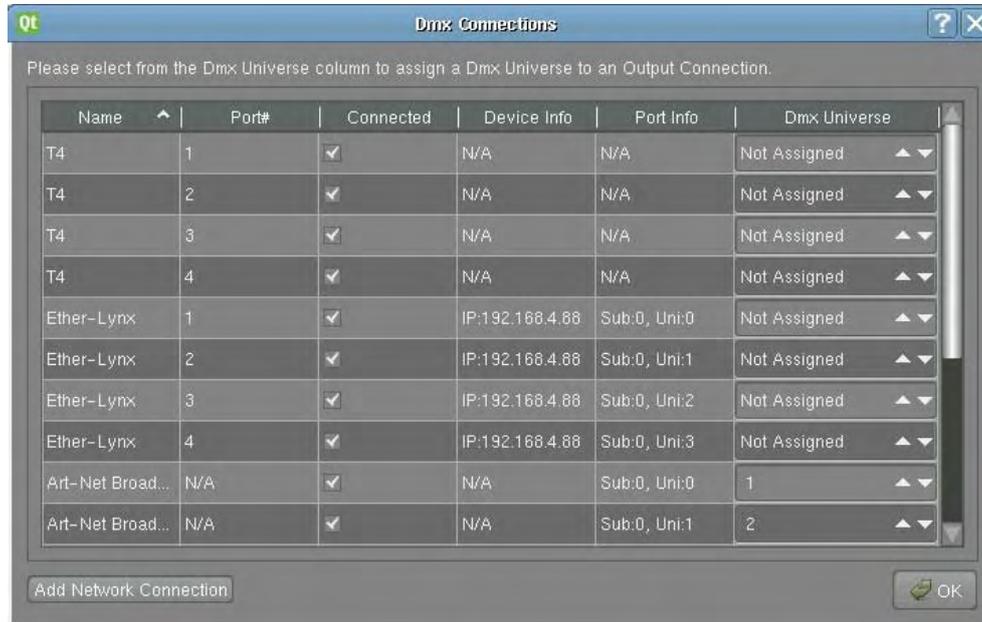
For two-part fixtures (i.e. fixtures with an external dimmer that is patched separately) you need to include both parts of the patch included in the Universe/Address column. The format for the two parts is Control+Intensity.

In the example above, Fixture ID 41 is a Scroller Dimmer with the scroller part patched to Universe 3 Channel 75 and the Intensity part patched to Universe 3 channel 34.

The ID, Universe:DMX Address information and Fixture Type must be in the .csv file. If you don't specify a valid Vista Fixture Type, Vista prompts you to choose the correct fixture from a list when you import the file. The fixture Name does not need to match the name used in the Vista library.

## Configuring the DMX & Ethernet Outputs

V2 Vista does not automatically connect Universes to the DMX outputs on your console or to external Artnet devices. To make these connections you click the Connect button on the toolbar to open the DMX Connections screen:



You use this screen to connect to Vista's DMX outputs, to external Ethernet-DMX interface boxes and to broadcast Art-net.

Vista consoles provide up to four 512-channel DMX outputs. You can add up to twelve more outputs by connecting your own external ArtNet or PathPort devices to the Ethernet port. You can also add DMX outputs to a console or computer using the Vista USB-DMX cable.

To configure these connections, click the Universes button on the Patch screen toolbar or select the 'Connect universes' option from the Patch menu.

This window shows any devices connected via Ethernet or USB to the console or PC, and the connection details of the universe. You use it to set up the DMX connections for each of your universes and to check that they are working correctly.

- ➡ You can also connect more than one output to the same Universe. For instance you can connect Universe 1 to DMX output 1 and to an Artnet broadcast device

## Connecting Universes to the Console DMX & Ethernet Outputs

The DMX connections window lists all the internal DMX connections, USB-DMX, Ethernet-DMX connection boxes and ArtNet compatible devices attached and *visible* to the Vista:

In this example above you can see several entries: four are the T4 console's inbuilt DMX connections ; the others are Ether-Lynx (Art-net) DMX outputs which are on an external interface boxes attached via Ethernet. You may also have Pathport devices and the Vista USB to DMX cable.

-  If you can't see a device that you've attached to the Vista it may still be possible to connect to it by using the 'ArtNet Broadcasting' mode.

To connect a console or control surface DMX output:

1. Find the row that corresponds to the DMX output .
2. Click on the box in the 'DMX Universe' column and either type a Universe number or use the up and down arrow buttons to select the Universe you want.

To connect an external interface box:

1. Find the row that corresponds to the Interface box output. Some boxes will have multiple outputs.
2. Click on the box in the 'DMX Universe' column and either type a Universe number or use the up and down arrow buttons to select the Universe you want.

### Disconnecting an output

To disconnect a DMX output or interface box:

3. Find the row that corresponds to the DMX output or interface box output.
4. Click on the box in the 'DMX Universe' column and either type '0' or use the down arrow buttons to select the 'Not Assigned' option.

-  To change the settings of an interface box you may have to disconnect it and re-connect it with the new settings.

### ArtNet Broadcast Mode

Some ArtNet-compatible devices may not appear in the DMX Connections window. In this case you can set Vista to broadcast ArtNet information without first establishing communication with the device. You can broadcast to up to four universes. To do this:

1. Find one of the Art-net Broadcast Device lines, there are four available.

2. Click on the box in the 'DMX Universe' column and either type a Universe number or use the up and down arrow buttons to select the Universe you want.

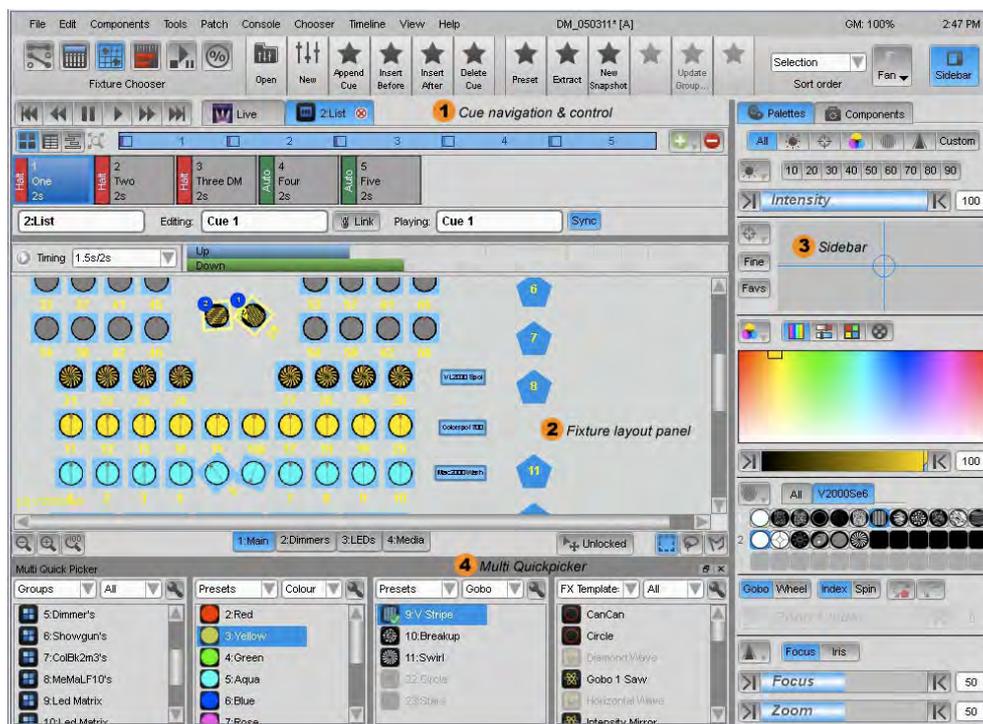


## 5. The Chooser window

### The Chooser screen

To get all your fixtures up and running you click the Chooser button on the toolbar at the top of the screen. If this is the first time you've opened this window you should be in the Live tab, otherwise click on the Live tab to make it active.

Vista displays the Fixtures screen:



This screen consists of four main elements:

1. The Editor control section where you can select to work with the Live editor tab or any Cuelist you have open. If you have a Cuelist open this section expands to include the Cue navigation controls.
2. The Fixture layout panel, where you can display and arrange the fixture icons to suit your requirements.
3. The sidebar where you can use the palette and component panels to adjust Intensity, Position, Colour, Gobo, Beam and other settings for each fixture.
4. The multi-quickpicker panel where you can select Presets, Groups and other components. This panel is optional and can be closed so that there is more room for the fixture layout panel.

## Arranging fixtures in a layout

Vista displays all of the fixtures you added on the Patch screen as icons on the Fixture layout panel. When you first view this screen, the fixtures are arranged in numerical order, by unique ID, as a bank of icons.

To re-arrange the fixtures:

1. Click on the 'Locked' button at the bottom of the Chooser window so that it changes to 'Unlocked'.
2. Drag and drop the fixture icons around to new locations on the screen so that they suit you.
3. To undo a move press Ctrl + Z or select the undo option from the Edit menu.
4. When you are finished Click on the 'Unlocked' button so that it changes back to 'Locked'.

 If you are moving a Group icon, click and hold on it while moving to avoid selecting and moving the individual fixtures in the group.

### Zooming in and out

You can adjust the magnification of the fixture layout panel or the size of individual fixture and group icons.

To zoom the fixture layout panel in or out click on the magnify icons in the bottom left corner of the fixture chooser window:



To zoom an individual fixture and group icon, hold down the yellow modifier button or Control key while clicking the icons

This icon...	does this...
	zooms in or increases the size of the fixture icons.
	zooms out or decreases the size of the fixture icons.
	zooms to the icons to the normal scale.

 You can use the 'Wheel' on a suitable mouse to zoom the layout or icons.

### Using different layout views

You can create as many different views of your fixtures as you like, each arranged in its own way. To create a new layout view:

5. Right-click in the fixture chooser window and select the 'New Layout' option from the popup menu. Vista opens the New layout window.

6. Type a name for the layout and click OK. Vista creates a new layout and adds a corresponding 'tab' at the bottom of the layout panel:

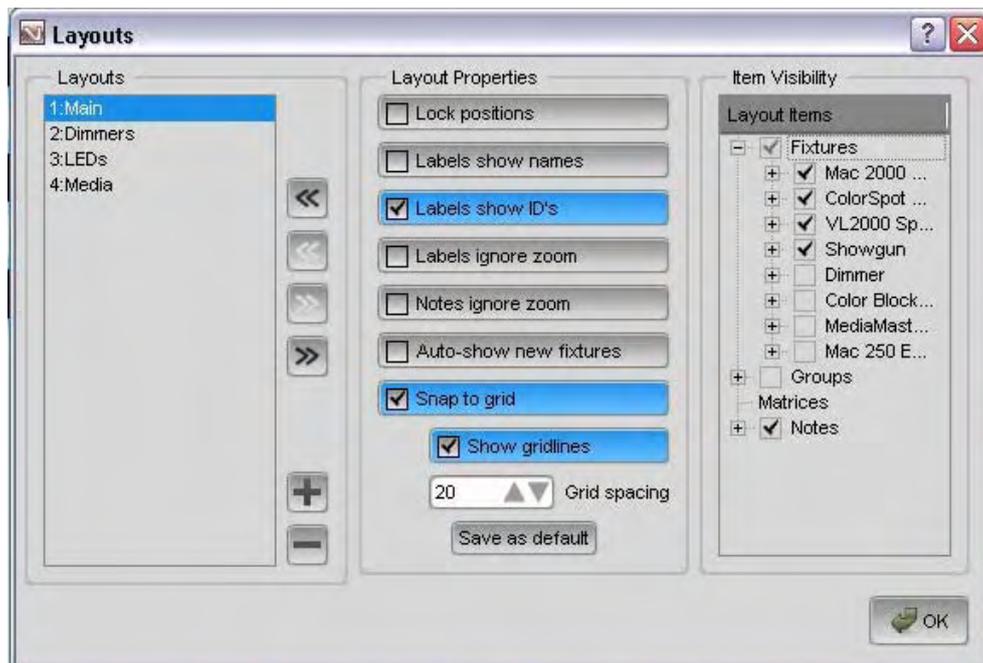


7. Arrange the fixtures as described above.
8. When you are finished Click on the 'Unlocked' button so that it changes back to 'Locked'.

To switch between layouts click on the tab you want to use. You can select fixtures on one tab, switch to another tab and add more fixtures to the selection.

## Managing layout views

You can add, rename, duplicate or modify a layout view. To do this select the 'Manage Layouts' option from the Chooser menu. Vista opens the Layouts window:



The layout window is divided into three panels:

## Layouts

The Layouts panel shows all the layouts you have created. You can:

- Rename a layout by double-clicking on the name and typing a new one.
- Change the order of the layout tabs by selecting a layout and moving it up or down the list using the Move Up, Move Down, Move to Top and Move to Bottom buttons
- Add a new Layout by clicking on the Add Layout button
- Delete a layout by selecting it and clicking on the Delete Layout button.

This icon...	does this...
	Moves the selected layout to the top.
	Moves the selected layout up.
	Moves the selected layout down.
	Moves the selected layout to the bottom.
	Adds a new Layout
	Deletes the selected layout..

## Layout properties

The Layout properties panel let's you configure how a layout displays names, IDs and other properties. To do this:

9. Select the Layout you want to adjust in the Layouts panel:

This option...	does this...
Lock positions	Locks the layout so the fixtures cannot be moved. You can also lock and unlock a layout using the Locked/Unlocked button beside the layout tabs in the Fixture Chooser window
Labels show Names	Sets the fixture icon text labels to show.
Labels show IDs	Sets the fixture icon ID numbers to show.
Labels ignore zoom	The label size remains fixed when the fixture icons are zoomed in or out.
Notes ignore zoom	The notes size remains fixed when the fixture icons are zoomed in or out.
Auto-show new fixtures	Sets the layout to automatically include any new fixtures added in the Patch window.

<b>This option...</b>	<b>does this...</b>
Snap to Grid	Locks or Unlocks the current layout. Fixture and Group icons can not be moved when a layout is locked. But they can be scaled.
Show Gridlines	Display a grid on the Fixture Chooser layout pane
Grid Spacing	Sets the space between the grid lines. The higher the number the larger the grid spacing.
Save as Default	Saves all options set in the current layout as defaults for any new layout.

 You can also adjust some of these settings on the 'Layouts options' menu

## Hiding and 'un-hiding' fixtures and groups

You can use the Item Visibility panel to hide any fixtures, fixture types or groups in a layout. This removes them from the display, but not from the patch.

To hide Fixture or Group icon or Notes:

1. Select the Layout you want to work with from the list in the Layouts panel.
2. Click the + symbol beside the Fixtures or Groups or Notes heading in the Item Visibility section to show all the Fixtures types that you've patched, the Groups that have been created and any Notes.
3. To hide all Fixture icons of a type, un-tick the checkbox beside that fixture type, or click the + symbol beside a fixture type to show all the individual Fixtures of that type.
4. To hide all Group, un-tick the checkbox beside 'Groups', or click the + symbol to show all the Groups that have been created.
5. To hide all Notes, un-tick the checkbox beside 'Notes', or click the + symbol to show all the Notes that have been created.
6. To hide individual Fixtures, Groups or Notes of a type un-tick the checkbox beside the items(s) you want to hide.

To reveal (unhide) hidden fixtures, tick the checkbox beside the items you want to reveal.

 You can also hide fixture and group icons and notes by right-clicking on the icon(s) or note(s) and selecting Hide from the popup menu..

## Layout options

The Layout options submenu let's you quickly configure some commonly used layout properties. To do this:

1. Select the Layout you want to adjust by clicking on its tab at the bottom of the Fixture Chooser panel.
2. Select 'Layout options' from the Chooser menu. Vista displays the submenu:

This option...	does this...
False Intensity	Gives the fixture icon intensity without sending any level to the fixture(s)
Fixed label size	Keeps the fixture label size the same no matter the zoom level of the icons.
Show selection order	Sets the icons to show a selection order number whenever they are selected.
Show grid	Display a grid on the layout pane
Snap to grid	When on fixture icons snap to the grid cells
Show names	Sets the fixture icon text labels to show.
Show IDs	Sets the fixture icon ID numbers to show.
Auto-add new fixtures	Sets the layout to automatically include any new fixtures added in the Patch window.
Preview refresh rate	Sets the refresh rate for the icons. Higher refresh rates and / or large numbers of icons use more processing power.

## Activating layout views

To activate a layout view, click on the tab for the layout you want to display:



## Duplicating a layout

To duplicate a layout view, click on the tab for the layout you want to duplicate then select the Duplicate Layout option from the Chooser menu. Vista displays the Duplicate Layout window.

Type a name for the layout and click OK. Vista creates a copy layout and adds a corresponding 'tab' at the bottom of the layout panel.

## Layout organisation

There are a number of ways to customise layouts and the way the fixture icons are displayed. To make a change select an option from the Chooser menu.

This option...	does this...
Colours and Background (submenu)	Opens a submenu
- Background colour	Opens a colour picker to set the background colour of the layout panel
- Background image	Opens a window to select an image to use as a background of the layout panel. An image size of about 700 x 560px will fill the layout pane
- Erase Background image	Removes the background image, if you've added one.
- Resize Background	Selects the background image which can be moved or resized by dragging on the bottom right hand corner. Click outside the background when finished.
- Icon Colour	Opens a window to set the outline colour of the selected icon(s)
- Gel Colour	Opens a window to set the intensity colour of the selected icon(s). Useful for simulating the colour filter on a conventional fixture.
- Set note colour	Opens a window to set the colour of the selected note(s). Changes the leader and fill colour.
Shrink to fit	Zooms the layout panel to fit all fixtures.
Label position	Moves the icon label to the right, left, top or bottom of the icon.
Manage Layouts	Opens the Manage Layouts window.
Duplicate Layout	Creates a copy of the current layout and opens a window where it can be named.
Layouts options	Opens the Layouts options window.

## Layout organisation 2

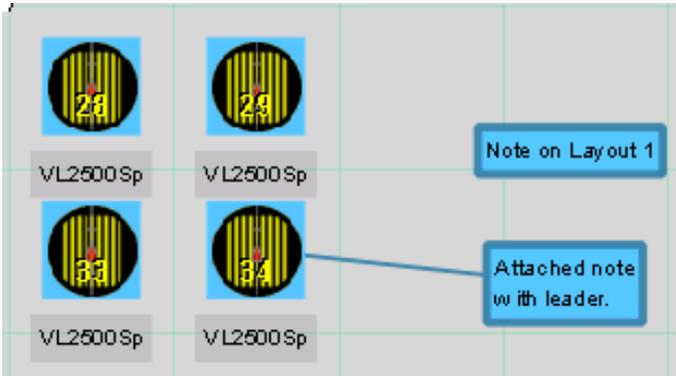
-  You can also adjust the layout and icon appearance by right-clicking on the layout or icon(s) or note(s) and selecting an option from the popup menu.

<b>This option...</b>	<b>does this...</b>
Manage Layouts	Opens the Layouts window where you can add, delete, organise and customise your layouts.
New layout	Opens the New layout window.
Duplicate layout	Duplicates the current layout and opens a window to name it.
Delete layout	Immediately deletes the current layout.
Rename layout	Opens the Rename layout window where you can edit the name of the current layout.
Rename	Opens the Rename window where you can type a new name for the selected fixture(s)
Renumber	Opens the Renumber window where you can type a new name for the selected fixture(s)
Delete item	
Hide items	Hides the selected fixture or group icon or note.
Unhide all items	Reveals all hidden items, on the current layout.
Resize items(s)	Allow you to resize the selected matrix
Rotate items	Lets you rotate the fixture icon(s), using an onscreen handle, to any angle
Label position	Moves the icon label to the right, left, top or bottom of the icon.
Add note	Adds a text box to the layout panel. If a fixture icon is selected a leader line will be drawn between the icon and the text box.
New Fixture Group	Creates a new fixture group containing all the currently selected fixtures.
Update Fixture Group	Updates the current group to contain whatever fixtures are selected.
Create Matrix	Creates a new matrix grid that you can resize by dragging on the bottom right hand corner. Tip: Deselect all fixtures to enable this option.
Resize Matrix	Allow you to resize the selected matrix

<b>This option...</b>	<b>does this...</b>
Align	Lets you align a group of fixture icons, to the right, left, top or bottom of the group.
Distribute	Lets you distribute a group of fixture icons vertically between the top and bottom fixtures or horizontally between the furthest left and furthest right fixture in the selection.
Flip	Swaps the vertical or horizontal position of a group of fixture icons. The left most fixture will move the right most and so on.
Arrange in grid	Opens the Grid window to arrange the selected items in a grid. Items can be arranged into rows and columns and sorted by ID or selection order
Background colour	Opens a colour picker to set the background colour of the layout panel
Background image	Opens a window to select an image to use as a background of the layout panel. An image size of about 700 x 560px will fill the layout pane
Erase Background image	Removes the background image, if you've added one.
Resize Background	Selects the background image which can be moved or resized by dragging on the bottom right hand corner. Click outside the background when finished.
Icon Colour	Opens a window to set the outline colour of the selected icon(s)
Gel Colour	Opens a window to set the intensity colour of the selected icon(s). Useful for simulating the colour filter on a conventional fixture.
Set note colour	Opens a window to set the colour of the selected note(s). Changes the leader and fill colour.

## Adding notes to the layout window

You can add text boxes to the fixture window to help identify different fixture types or areas. Notes can be either attached to an object on the layout, such as a fixture, or can be independent.



To add a note you do this:

1. To attach a note to a fixture or group, first select the item. For an independent note make sure no fixtures or groups are selected.
2. Right-click in the fixture window and select 'Add note' from the popup menu. Vista creates a note on the layout.
3. Type a note and then click on the layout background to finish.

To move a note first unlock the layout then click on the text and drag it to a new location. To edit a note double click on the text and replace or change the text. To delete a note right-click on the note and select 'Delete item' from the popup menu.

## Arranging fixtures in a grid

You can arrange fixtures in rows and columns. To do this:

1. Select the fixtures you want to arrange into a grid
2. Right-click in the fixture window and select 'Arrange in grid...' from the popup menu. Vista opens the Arrange in Grid window:



This option...	does this...
Rows	Specify the number of rows you want in the grid. If you enter a value here the number of columns is calculated automatically.
Columns	Specify the number of columns you want in the grid. If you enter a value here the number of rows is calculated automatically.
User ID	Sort the fixtures by ID number
Type / User ID	Sort the fixtures by type name then ID number
Selection Order	Sort the fixtures into the order they have been selected

3. Click the OK button to arrange the fixtures.

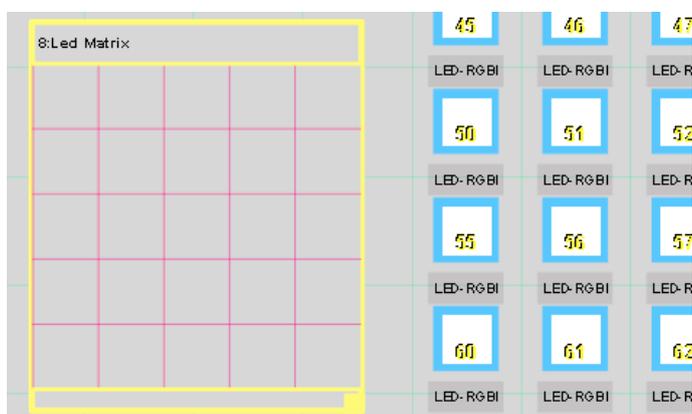
## Placing fixtures in a Matrix

You can put fixtures in a special 'Matrix' container so that they can be controlled individually or as a whole. When fixtures are placed on a matrix you can:

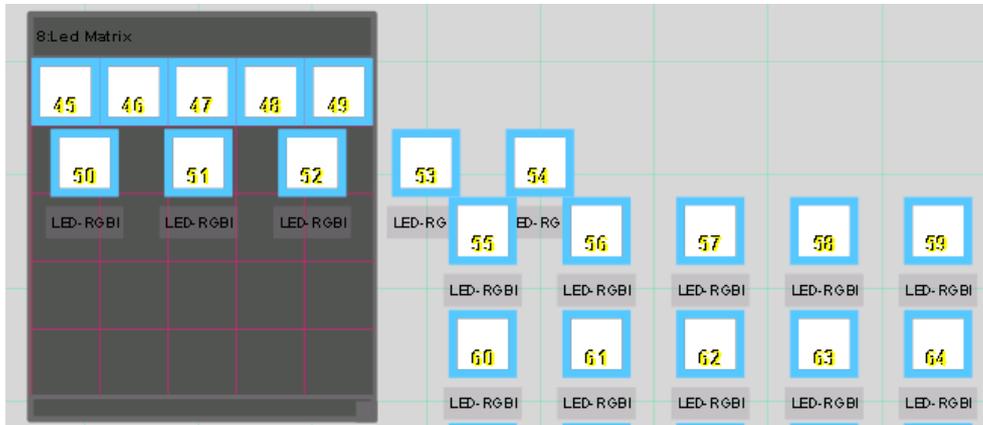
- Select the matrix and apply settings to all fixtures within it
- Select fixtures, in the matrix and apply individual settings to just the ones you have selected
- Apply matrix effects that run on the X and Y axis of the matrix. For example you can have an intensity effect that runs across the matrix like a sliding door or a colour effect that runs around the matrix like a clock hand.
- Apply an animated gif Video effect.

To create a matrix container and place fixtures in it:

1. Right-click on the fixture layout panel and select the Create Matrix option from the popup menu. Vista creates a matrix container on the current layout:



2. Adjust the size of the matrix by clicking on the handle on the bottom right hand corner and dragging to the size you want.
3. Drag your fixtures into the matrix. You can either drag them one by one or as a group. If you drag a group of fixtures onto the matrix Vista places them across and then down the matrix in ID order.



### Selecting fixtures

The simplest way to select fixtures is to click on the fixture or group icons one by one but Vista provides three selection tools and several options to make more complex selections.

#### Selection tools

To select a number of fixtures you can draw a 'marquee' around (or over) the fixtures you want. Vista provides three marquee tools.

To select the tool you want by click on one of the icons in the lower right corner of the fixture layout panel or choose one of the 'Selection tool' options from the Layouts menu:



This icon...	does this...
	Draws a rectangular marquee as you click and drag across a group of fixtures.
	Let's you select fixtures by drawing a freehand shape around the ones you want.
	Let's you select fixtures by drawing a line through the ones you want.

## Sorting fixtures

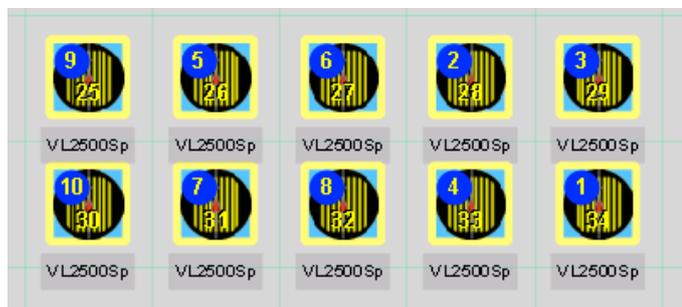
It's often important to sort fixtures in a certain order. For example when you are, storing groups, applying effects fanning parameters or copying and pasting information from one set of fixtures to another.

Vista lets you show the selection order and quickly sort fixtures based on their ID, selection order, layout position and more.

### Displaying the selection order.

To display the selection order, choose the 'Show selection order' option from the Options sub-menu on the Layout menu.

Vista displays the selection order number in a small circle on the top left side of the fixture icon:



### Sorting fixtures

You can sort fixtures in a number of ways. To do this, select the fixtures then click the Sort order dropdown on the main toolbar. Vista displays the Sort popup window:



This option...	sorts the fixtures in...
Custom Sort	An order you create in the Custom sort window. Custom sort includes several advanced options as described below.
Selection	the order in which you selected them on the Fixtures chooser layout.
ID	ID number order.

Random	random order. Each time you de-select and re-select fixtures they are sorted into another random order.
Position	by columns and rows, from top left to bottom right, based on their position in the layout window.
Manage Sorts	This option opens the Manage Sorts window where you can customise and save sorts.

### Creating custom sort orders

When you select the 'Custom Sort' option Vista displays the Custom Sort window:



You can use this window to create a new sort that includes advanced options for grouping fixtures together, repeating applied settings and setting the type of fan shape that will be used when fanning a value across the selected fixtures.

This option...	does this...
Sort Fixtures by..	sets the basic sort type. The options are as described above - ID, Selection Random or Position.
Fan Shape	Let's you store a fan shape that will be recalled when a saved sort order is selected. See 'Fan shapes' on page xxx
Curve	sets the distribution of fixtures, along the fan shape. The normal setting is 'Linear' and in this case the fixtures are evenly distributed. Other curves, such as square and inverse square will bunch some of the fixtures together and spread others out.
Sort Direction	Sets the sort order to ascending or descending.

Fixture Ganging	allow fixtures grouped together, so that if you spread or fan a feature setting across some fixtures, the settings can be in blocks and / or repeated throughout the selection. See the examples below.
Blocking	Let's you group fixtures in "blocks" of consecutive fixtures. You can set just one block size, for example 2 or set several different block sizes (e.g. first block has 4 fixtures, second block has 6 fixtures and so on).  To set complex blocking separate the block sizes with a / (forward slash). For example 4/6
Repeat Ganging	Let's you repeat feature settings on every 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> or any increment of fixtures.
Save as...	Opens the Custom Sort 'Save as' window where you can name and save your custom sort

### Selecting Odd and Even numbered fixtures

You can select just the odd or even numbered fixtures from the fixtures you have selected by setting "Sort fixtures by" to ID and "repeat ganging" to 2 in the sort dialogue. Then, using the next and previous fixture buttons, you can toggle between controlling the odd and even fixtures.

### Custom Ganging examples

In these examples, there are 10 colour mixing fixtures selected and colour is fanned across the fixtures using a Custom sort with the following Ganging (Blocking and Repeat) settings:

1. Blocking set to 3, Repeats set to '0' (No repeats)



2. Blocking set to 3, Repeats set to '2'



3. Blocking set to 1/2/3, Repeats set to '0' (No repeats)



4. Blocking set to 2/3, Repeats set to 2



### Custom Fan shapes

In these examples, there are 10 fixtures selected and intensity is fanned across the fixtures using the following Fan shapes:

1. Fan from Centre:



2. Fan from both ends:



### Fan shapes

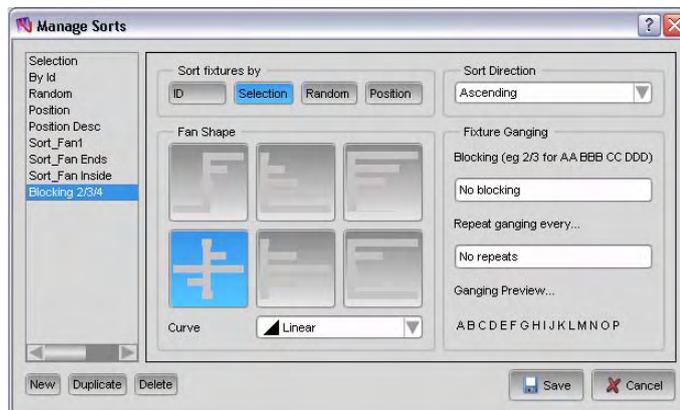
There are several fan shapes that can be set and saved in a Custom sort.

This option...	does this...
 Linear Fan Diverged from centre.	Fanned values radiate in both positive and negative directions from the base value, starting from the centre of the fixture selection
 Fan from end Linear from Start	The fanned feature values radiate in one direction from the base value, starting from the first selected fixture.
 Fan from start Linear from End	The fanned feature values radiate in one direction from the base value, starting from the last selected fixture.
 Fan from centre. Linear from Extremities	The fanned feature values radiate in one direction from the base value, starting from the first and last selected fixtures.
 Inverted fan Diverged from extremities	The fanned values radiate in both positive and negative directions from the base value, starting from the first and last selected fixture.
 Fan from both ends Linear from Centre	The fanned feature values radiate in one direction from the base value, starting from the centre of the fixture selection.

- ➔ To fan a feature or events, select the fan mode and hold the Yellow modifier or Control key while setting the feature value or dragging the event bars.
- ➔ The Vista V1 "Mirror" option is replaced by the 'Fan from Centre' and 'Inverted Fan' shapes.

## Managing your saved Sorts

You can rename, duplicate or modify a saved sort. To do this select the 'Manage Sorts' option from the Sort order drop down list. Vista opens the Manage Sorts window:



To modify one of the built in sorts or a custom sort you've saved, do this:

1. Select the Sort name in the left hand panel.
2. Modify the Fixture sort, Fan options and other settings.
3. Click the 'Save' button.

### Renaming a Sort

You can rename a sort by double clicking on the name, in the left column, and typing a new name.

### Duplicating a Sort

To make a copy of a sort, select it and click on the 'Duplicate' button.

### Deleting a Sort

To delete a sort, select it and click on the 'Delete' button.

## Using the Programmer Sidebar

The Programmer Sidebar has two tabs:



The Palette tab includes panels to control all the main aspects of your lighting fixtures: intensity, position, colour gobo and beam.

The Components tab includes the items you store such as Groups, Presets, Extracts and Snapshots along with the in-built effects.

## The Palette tab

If it's not already selected, click on the Palette tab in the sidebar

### Summary or detailed view

You switch between the 'All' (or summary) view and the detailed views of the different control panels using the 7 buttons below the Palette tab.



This button...	does this...
All	displays a combined view of the most commonly used controls for Intensity, Position, Colour, Gobo and Beam
	displays a detailed view of the Intensity controls
	displays a detailed view of the Position controls
	displays a detailed view of the Colour controls
	displays a detailed view of the Gobo controls
	displays a detailed view of the Beam controls
Custom	displays controls for every feature of the selected fixture(s). These controls are mainly used to control features that do not appear on the other panels or to set channels to values that are normally not used.

## Common features of the palettes

All palettes have a popup menu that you open by clicking the palette type button:



Click on the drop down arrow ▼ on any of the palette type button to open a popup menu

This option...	does this...
Clear	This option lets you clear all events <i>for that parameter type</i> or just some of those events. For example the Colour popup lets you clear the Colour wheel or Colour Mix or just the individual CMY events
 Home	This option lets you reset all events <i>for that parameter type</i> to their default setting (for example no intensity, 50% pan and tilt, colour white etc).
 Create Preset	This option opens the Preset window so you can create a new preset.
 New Effect	Clicking on this option opens the Create effect window where you can select an effect type, the features to include and enter a name for the effect.
Stop effect	This option lets stop effects that are running <i>for that parameter type</i>

Many of the palettes have slider bars that provide a quick and easy way to set a value:



To adjust a slider setting, either:

- click the arrows at the left or right hand end to go to 0% and 100% respectively
- click and drag in the slider bar to set the value you want
- click in the value box and type a value using the keyboard.

To set attributes for one or more fixtures, select the fixtures you want in the Fixture Chooser panel, then click on the Palette you want to use.

## Checking that everything is working

One of the first things you'll probably want to do after setting up your rig and patching it all in on the Patch screen, is check that everything's working. The quickest way to do this is to select the fixtures, one-by-one or in groups on the Fixture panel, and crank the intensity and colour up a bit.

To do this:

1. Select the 'All' view of the palettes.
2. Select one or more fixtures in the Fixture panel.
3. Click the right-arrow icon at the end of the Intensity slider on the intensity palette.
4. Click anywhere in the colour palette.
5. The selected fixtures show that colour at full intensity



You can also use the encoder wheels to set Intensity, Position, Colour and any other parameter.



If you can't see any output from your fixtures check that the Grand Master is turned fully clockwise and that the faders on the Superplayback panel are up.

## Highlight and Lowlight

When you are focusing or testing your fixtures you can use Highlight feature to bring up the intensity of each fixture automatically when you select it.

To do this, either:

- Click the  Highlight button – normally softbutton #4 (F4 on your keyboard or,
- Select the Highlight option from the Tools menu (Ctrl+H).

You can alter how highlight works by updating the highlight and lowlight presets. See *The Highlight and Lowlight presets* on page 5-47.

## Using the All panel

The All panel has controls for all the most commonly used features of your fixtures. It provides a quick easy way to set Intensity, Position, Colour, Gobo and Beam without swapping panels. The same controls plus any advanced ones are available on the individual feature panels. See page xxx

### Intensity

In this view the Intensity panel shows the most used intensity features :



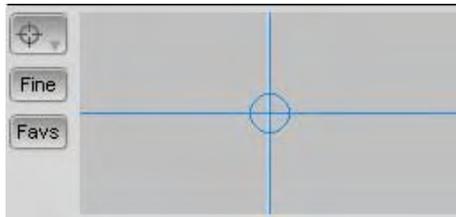
In this view:

- the 10 to 90 buttons sets the intensity of the selected fixtures to the corresponding percentage value
- the Intensity slider controls the intensity of the selected fixtures in a percentile range.

You'll notice that as you change the intensity settings, the icons on the Fixture panel change to reflect this.

### Position

The Position panel gives you control of the direction in which the selected fixtures are aimed:



To adjust the position, click on the round target symbol and drag it to the spot you want .

You'll notice that as you change the position 'compass' on the Fixture panel icons change to reflect this.

### Fine Mode

Some parameters, such as position, can be difficult to control when the palette is in normal mode. To switch to fine click on the 'Fine' button. Repeat this to turn fine mode off.

### Setting colour

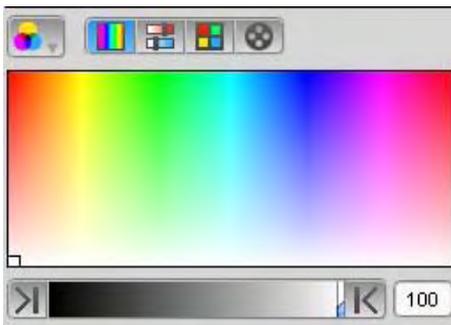
The Colour palette provides four buttons so you can choose the way you want to set your colours:



- HSV - hue and saturation values
- Sliders - Cyan, Magenta, Yellow or Red, Green, Blue or Hue, Saturation, Value sliders
- Swatch - colours by Lee name and number
- Colour wheel - for fixtures that have colour wheels.

### Hue and Saturation values

The HSV tab provides a colour spectrum and a saturation slider:



To pick a hue and its saturation, just click on the shade you want in the spectrum area, and drag the slider bar below the colour panel to set the saturation level.

### Cyan, Magenta and Yellow/Red, Green Blue

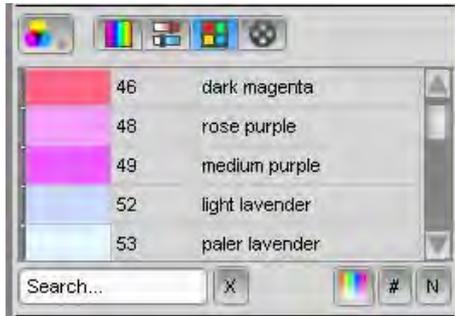
This tab gives you the option of setting your colour using either CMY or RGB or HSV values:



Click the relevant 'slider mode' button to choose the method you want, then adjust the sliders to set the colour.

## Swatch

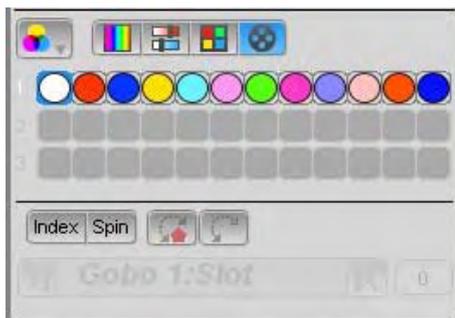
This tab provides the actual gel colours, numbers and names from the Lee swatchbook so you can pick the exact colour you want:



Click in the Colour, Number (#) or Name (N) button to sort the list by name number or colour. You can also search for a name or number by typing in the search box.

## Colour wheel

When using fixtures with colour wheels, you can use this tab to select the colour slot (or position) you want this fixture to use:



Fixtures that have more than one colour wheel will show a line of available colours for each wheel. The colours are displayed in the same order as they are on the wheel. Just click on the colour swatch to select it.

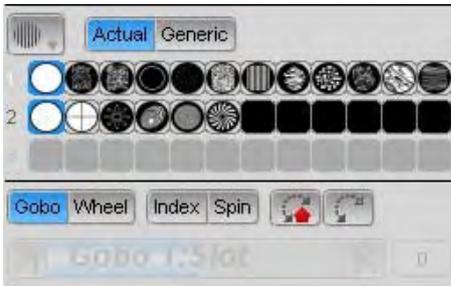
You can move the colour wheel by small increments, to create slit colours, by clicking on the Index button and adjusting the slider to rotate the wheel forwards or backwards.

You can also rotate or spin the by clicking on the Rotate button and slider to spin the wheel forwards or backwards:

If the colour wheel is spinning you can reverse the spin direction by clicking on the  Reverse icon or stop it by clicking on the  Stop icon.

## Setting gobo

The Gobo summary panel displays icons of the gobos available on the selected fixtures:



If you have only one type of fixture selected, the icons Vista displays represent all the gobo types of that fixture. Fixtures that have more than one gobo wheel will show a line of available gobos for each wheel. The gobos are displayed in the same order as they are on the wheel. You can select a gobo from one wheel and leave the other set to open or a gobo from each wheel to combine the patterns.

To choose a gobo, click on the icon representing the gobo shape you want. If you have more than one type of fixture selected the gobo icons will be greyed out because their gobos are different..

### Rotation

You can move the gobo wheel by small increments, to create split patterns, by clicking on the Wheel and Index buttons and adjusting the slider to rotate the wheel forwards or backwards.

You can also rotate or spin the Gobo wheel by clicking on the Wheel and Rotate buttons and adjusting the slider to spin the wheel forwards or backwards. If the gobo wheel is spinning you can reverse the spin direction by clicking on the [Reverse Icon] or stop it by clicking on the [Stop icon]

On some fixtures you can rotate the individual gobos. For these fixtures:

- You can move the selected gobo by small increments, to align the image, by clicking on the Gobo and Index buttons and adjusting the slider to rotate the gobo clockwise or anti-clockwise.
- You can also spin the selected gobo by clicking on the Gobo and Rotate buttons and adjusting the slider to spin the gobo clockwise or anti-clockwise.
- If the gobo slot is spinning you can reverse the spin direction by clicking on clicking on the  Reverse icon or stop it by clicking on the  Stop icon.

### Setting beam size and focus

The summary Beam panel has two tabs for controlling the most used beam attributes:

#### Focus

The Focus tab controls the focus and zoom of the selected fixtures:



Use the focus slider to soften or sharpen the beam shape. Use the Zoom slider to make the beam spread softer or sharper.

#### Iris

The Iris tab controls the beam size (or diameter) of the selected fixtures, if they have an iris.

Use the iris slider to make the beam size. Use the Zoom slider to make the beam size smaller or larger.

## Using the detailed panels

### Intensity

Click on the Intensity button to select the detailed settings panel for all fixture channels in the Intensity group:



In this view:

- the 10 to 90 buttons set the intensity of the selected fixtures to the corresponding percentage value.
- the end most percentage buttons set the level to 0% or 100% while the others increase or decrease it in 5% or 10% increments.
- the Intensity slider controls the intensity of the selected fixtures in a percentile range
- if the selected fixtures have a strobe capability, the Strobe slider controls the speed of the strobe
- if the selected fixtures have blackout shutters, the Opened and Closed buttons set the shutter position.

### Custom values

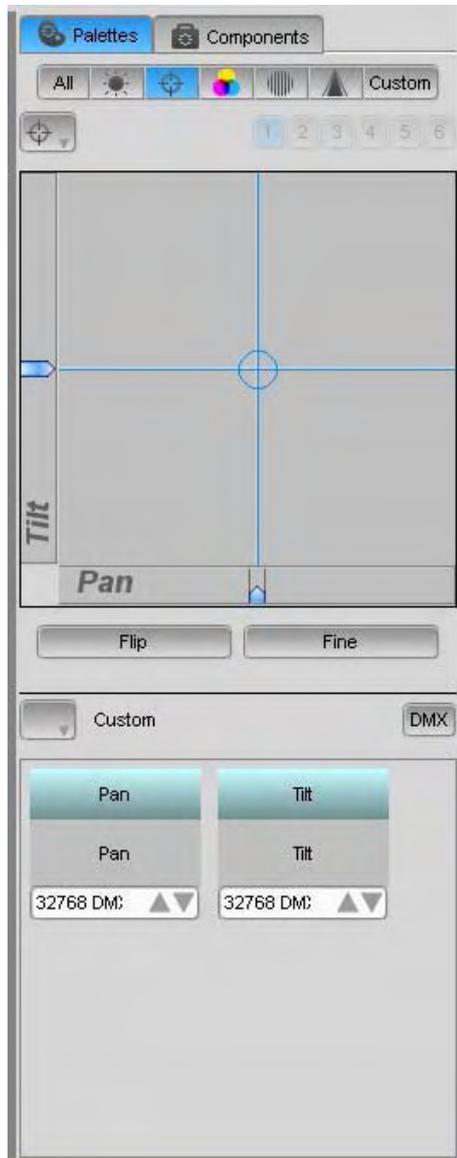
Some fixtures have effects and other special features that can be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

See *About Custom values* on page 5-35 for more details on using the custom control panels.

## Position

The detailed Position panel provides a larger version of the position target panel.

You'll notice that on this panel you can also adjust just the pan or just the tilt by using the Pan and Tilt sliders located on the bottom and left side of the target panel.



### Fine mode

Position, can be difficult to control when the palette is in normal mode. To switch to fine mode click the 'Fine button'.

### Flip

Click this button to rotate and invert the fixture(s) so that it is pointing at the same position.

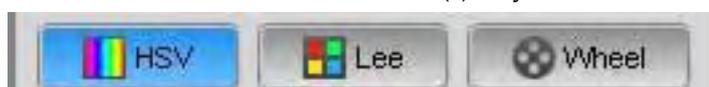
### Custom values

Some fixtures have effects and other special features that can be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

See *About Custom values* on page 5-35 for more details on using the custom control panels.

## Colour

The detailed Colour palette let's you choose how to control the colour mixing mechanism and the colour wheel(s) in your fixtures:



The buttons, in the middle of the colour panel select the colour mechanism. There are three options.

- HSV – hue and saturation values.
- Lee – Lee colour swatch.
- Wheel – pick a colour from the fixture’s colour wheel

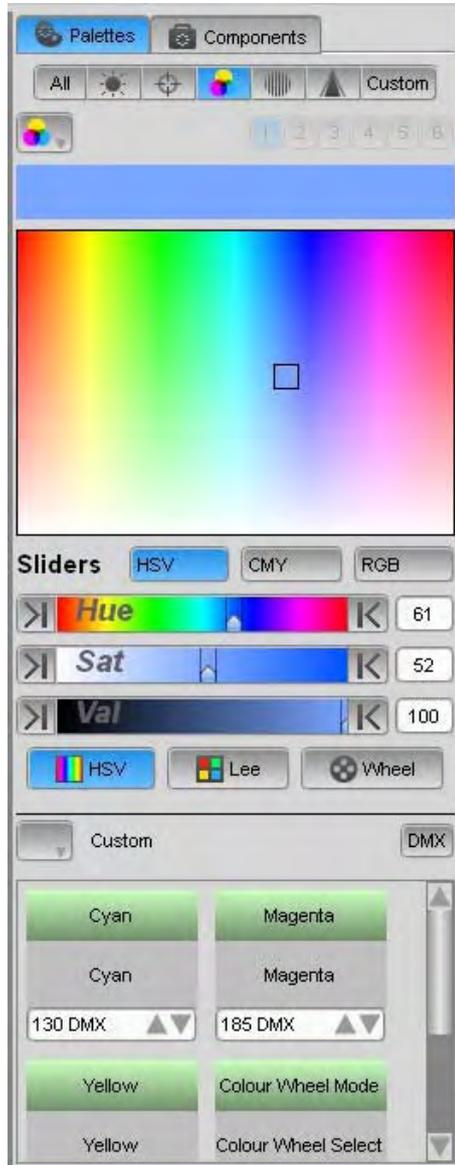
If a fixture only has a colour mixing mechanism (CMY / RGB) you can choose a colour from the HSV or Lee swatch section and it will be applied to the mixer mechanism. The colour wheel section will not be available.

If a fixture has a colour mixing mechanism (CMY / RGB) and a Colour wheel you can choose a colour from the HSV or Lee swatch section and it will be applied to the mixer mechanism. You can also choose a colour from the Wheel section of the colour panel it will be applied to the colour wheel. This means you can set different colours for the mix mechanism and the wheel.

If a fixture only has a Colour wheel(s) you can choose a colour from the HSV, Lee or Wheel section of the colour panel it will be applied to the colour wheel. If you choose colours from the HSV or Lee section the nearest colour on the wheel is selected.

## Hue and Saturation values

When you select the HSV colour option the colour panel provides a colour picker panel and a set of sliders:

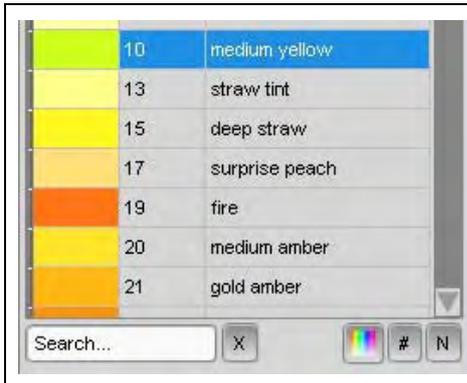


To pick a hue and its saturation, just click on the shade you want in the spectrum area, and drag around to select a colour and set the saturation level.

You can also adjust the colour using the three sliders. Click the HSV, CMY or RGB 'slider mode' button to choose the method you want, then adjust the sliders to set the colour.

### Lee Swatch

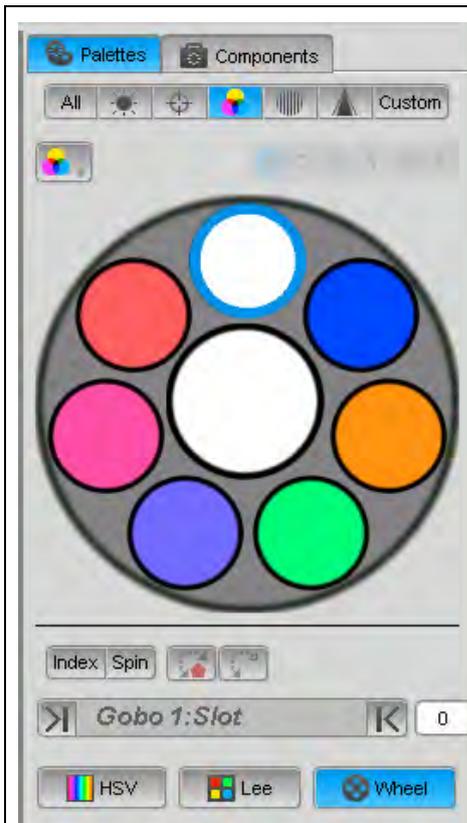
This option provides a list of Lee filters so you can pick a colour by it's name, number or swatch.



Click in the Colour, Number (#) or Name (N) button to sort the list by name number or colour swatch. You can also search for a name or number by typing in the search box.

### Wheel

When using fixtures with a colour wheel(s), this option provides a graphic representation of the colour wheel so you can see exactly what colours are available and where they are on the wheel:



If a fixture has more than one colour wheel the buttons above the colour wheel will be available. To choose the colour wheel you want to work with click on the corresponding button.

You can move the colour wheel by small increments, to create split colours, by clicking on the Index button and adjusting the slider to turn the wheel forwards or backwards.

You can also rotate or spin the colour wheel by clicking on the Rotate buttons and adjusting the slider to spin the wheel forwards or backwards:

If the colour wheel is spinning you can reverse the spin direction by clicking on the [Reverse Icon] or stop it by clicking on the [Stop icon]

If you have more than one type of fixture selected, Vista displays a tab for each fixture type at the top of the panel. . To choose the fixture type you want to work with click on the corresponding tab.

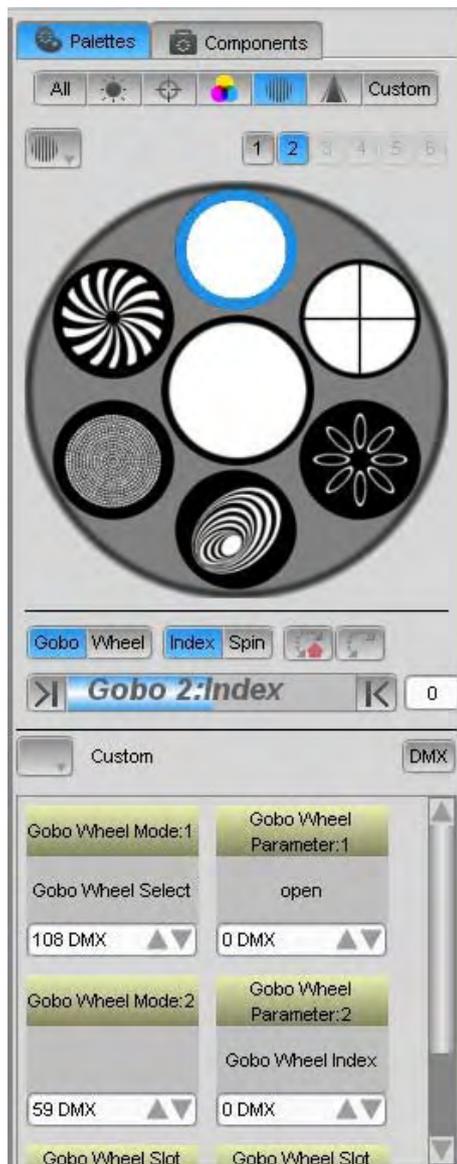
## Custom values

Some fixtures have effects and other special features that can be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

See *About Custom values* on page 5-35 for more details on using the custom control panels.

## Gobo

The detailed Gobo panel provides a graphic representation of the gobo wheel so you can see exactly what patterns are available and where they are on the wheel:



If a fixture has more than one gobo wheel the buttons above the gobo wheel will be available. To choose the wheel you want to work with click on the corresponding button.

### Rotation

You can move the gobo wheel by small increments, to create split patterns, by clicking on the Wheel and Index button and adjusting the slider to turn the wheel forwards or backwards.

You can also rotate or spin the wheel by clicking on the Wheel and Rotate buttons and adjusting the slider to spin the wheel forwards or backwards. If the colour wheel is spinning you can reverse the spin direction by clicking on the [Reverse Icon] or stop it by clicking on the [Stop icon]

On some fixtures you can rotate the individual gobos. For these fixtures:

- You can move the selected gobo by small increments, to align the image, by clicking on the Gobo and Index buttons and adjusting the slider to rotate the gobo clockwise or anti-clockwise.
- You can also spin the selected gobo by clicking on the Gobo and Rotate buttons and adjusting the slider to spin the gobo clockwise or anti-clockwise.
- If the gobo slot is spinning you can reverse the spin direction by clicking on the [Reverse Icon] or stop it by clicking on the [Stop icon]

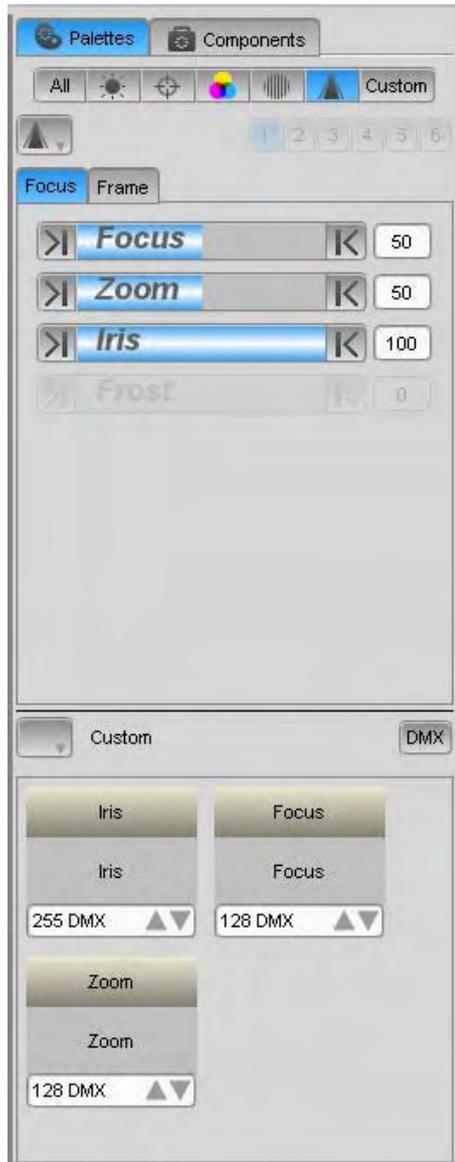
If you have more than one type of fixture selected, Vista displays a tab for each fixture type at the top of the panel. . To choose the fixture type you want to work with click on the corresponding tab.

### **Custom DMX**

Some fixtures have effects and other special features that can be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

## Beam

The detailed Beam panel provides sliders for all the beam features and a graphic representation of frame (shaping shutters), if the fixtures have this feature:



### Focus

Use the focus slider to soften or sharpen the beam shape.

### Zoom

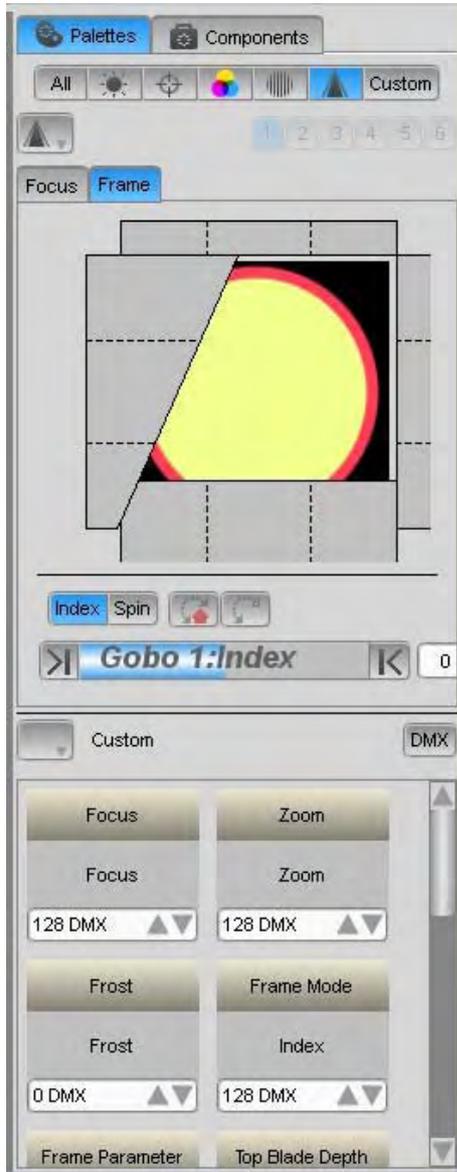
Use the Zoom slider to make the beam angle narrower or wider.

### Iris

The Iris tab controls the beam size (or diameter) of the selected fixtures.

## Framing

The Frame tab is specifically for fixtures that have beam shaping frames, so you can shutter-off parts of the beam:



To set the positions you want the frames to be in on the selected fixtures, click and drag each frame to the position you want, as shown in this example:

You can also set the rotation angle of the shape or continuously rotate the whole shape using the slider:

- **Index** – to turn the framing shutters to the preferred angle click the Index button and move the slider to set the position.
- **Rotate** – to continuously rotate the whole shutter assembly click the Rotate button and move the slider to set the speed and direction.

### Custom values

Some fixtures have effects and other special features that can be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

See *About Custom values* on page 5-35 for more details on using the custom control panels.

## Custom

The detailed Custom panel provides a separate mini setting panel for every channel of the selected fixture. The mini panels are arranged in sections according to their feature type – Intensity, Position, Colour, Gobo, Beam and Miscellaneous. The 'Misc' section contains all the mini control panels for all channels that don't belong in the IPCGB feature groups.

Click on any of the Feature type headings to open that section.

### About Custom values

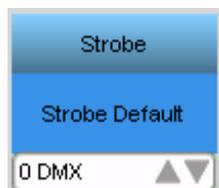
Some fixtures have effects and other special features that can only be used by setting a channel to a particular value. These features vary from fixture to fixture so they aren't included in Vista's 'generic' controls.

For example some fixtures have special settings for the Strobe channel that provide a random strobe effect. Moving the Vista strobe slider to the left or right will never set the effect running because the slider only operates in the (generic) range that sets the strobe to fast or slow.

To access the special channel features you use the small Custom control panels

### Custom panels

The small custom panels are divided into 3 sections:



- the top section shows the name of the channel in a colour coded bar.
- the centre section shows the channel range. This will normally be the same as the channel name but will change if a special range is selected – see below.
- the bottom section shows the channel value. Normally this is shown as a DMX value (0-255) but can be changed to a % value by de-selecting the DMX button.

You can set a custom channel value in three ways:

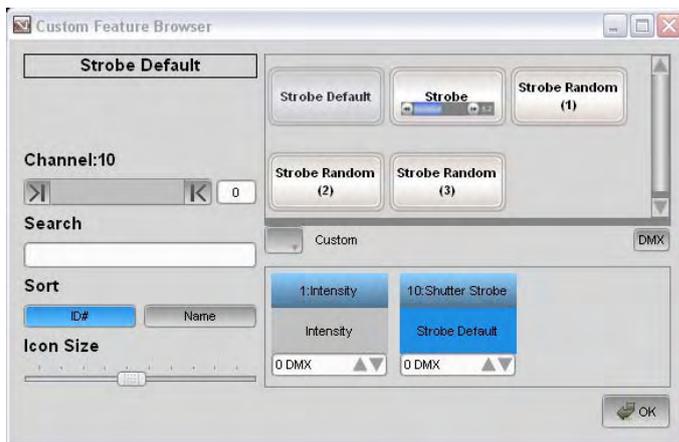
- click on the up and down buttons, in the bottom section, to adjust the value by + or - 1 each time you click a button
- click in on the value display to highlight it and type a new value with the keyboard
- click in on the value display to highlight it and while holding the pen or mouse button down, not that the cursor changes to an up/down arrow. Now move the pen or cursor up or down as though you were adjusting a slider.



For many fixtures the Vista library includes information about the value channels need to be set to for a particular effect. In this case you can click on the custom panel's title bar or double-click anywhere on the panel to open the Custom feature window:

### Custom feature window

The custom feature window lets you select any special values or a value within a range that is in the Vista library for the selected fixture:



This field...	does this...
Name	Shows the name of the channel or selected channel range.
Range Fader (top)	Adjusts the channel value <i>within the selected range</i> if such a range exists.
Channel Fader (lower)	Adjusts the channel value to any value in the DMX range - 0-255.
Search	For fixtures with large numbers of custom values (for example media servers) you can type in this field to locate a special value or range by name.
Sort	For fixtures with large numbers of custom channels (for example media servers) you can sort the values by ID# (usually as the values appear in the fixtures DMX channel chart) or by Name.
Icon Size	Adjusts the size of the custom value/range selector buttons in the right hand column.

<b>This field...</b>	<b>does this...</b>
Range buttons	In this column there will always be one button that selects the entire channel range (i.e. 0-255).  If the Vista library includes information about the fixtures custom values there will be a button for each of the special values or value ranges. Clicking on the button will set the channel to that value or range. If it's a range you can adjust the value, within that range, using the top slider.
DMX / Units	This button selects between DMX values (0-255) and units (normally 0-100)
Associated feature panels	If there are other features that are associated with the selected feature, they can be selected and adjusted from within the window.

## The Components tab

If it's not already selected, click on the Components tab at the top of the sidebar:



This is where you store, select and organize your Groups, presets, Extracts, Effects, Cuelists and Snapshots. The window is divided into different areas that allow you to:

- choose how you want to view the components
- choose the type of component you want to work with - Groups, Presets, Effects, Extracts and Snapshots
- choose a component and either activate it or modify it in some way
- create new pages that let you group components into custom sets.

This screen provides quick access to all the elements used for programming and playback of a show. To choose the component type you use the buttons at the top of the left column:

<b>This button...</b>	<b>does this...</b>
QP1	displays a multi-panel 'Quick picker'. The Quick pickers provide an easy way to arrange and select Presets, Groups, Extracts SmartFX and more.
QP2	displays a second multi-panel 'Quick picker'.

This button...	does this...
Groups	displays and let's you select or modify the groups you've saved.
Presets	displays and let's you select or modify the presets you've saved.
FX	displays and let's you select any of Vista's built in effects
Extracts	displays and let's you select or modify the Extracts. you've saved.

### The parameter Filter bar

If you are working with Presets, Effects or Extracts the Parameter Filter bar can be used to filter the items that are displayed or the features that are stored:



If you are recording a Preset the filter bar shows which parameters are being recorded and which are not. You can click on any of the icons to either include it or exclude it. Included parameters are highlighted.

For more information about presets and filters see *Presets* on page 5-45.

If you are applying a item that includes more than one parameter type you can use the filter bar to filter out any parameters you don't want to use. For example you might have a Preset that includes Intensity, Position and Colour but you only want to use the Colour part. In this case you would click on all the filter bar icons except Colour before selecting the preset.

When you are applying presets from the Components panel the Preset will fade in over the 'Live Time' . For example you might be working in the Live programmer tab and want to fade some lights into a colour or position over several seconds. To do you use the Live Time window:

### Components window tools

If you are working with Groups, Presets, Effects or Extracts there is a toolbar at the bottom of the panel that acts on the list of items

This button...	does this...
[ + ]	Creates a new component of the selected type.
[ - ]	Allows you to delete a component
Search	typing in the 'Search' box filters the list down to just the items that match what you've typed.

<b>This button...</b>	<b>does this...</b>
X	Clears the search box.

## Quicker Picker panels

The Quick Picker panels provide an easy way to select any of the following items you've created:

- Groups
- Presets
- SmartFX (FX templates)
- Cuelists
- Extracts
- Favourites
- Snapshots.



The Sidebar has two panels (QP1 and QP2) that normally display three quickpicker panels. To adjust size of a Quick picker click on the divider bar and drag up or down. To hide one or two of the Quickpickers drag the divider(s) to the bottom of the panel.

You can set what a Quick picker displays by choosing an option from the drop-down menu at the top left side of each column. Once you've chosen the type of information you want the column to display, you can also select what page you want to display within that column using the second drop-down menu.

To add a page to a quickpicker right click on the panel you want and select 'add new page' from the popup menu.

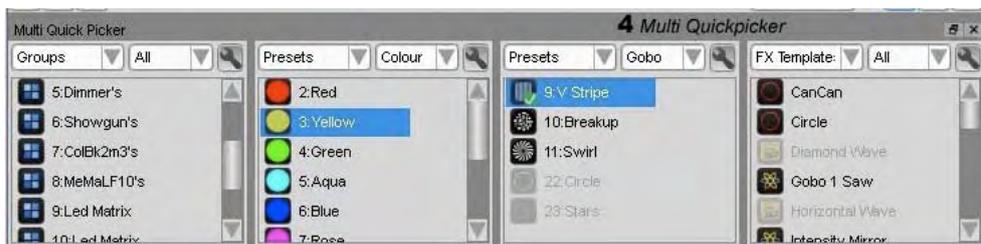
To delete a page from a quickpicker right click on the panel you want and select 'remove page' from the popup menu. Deleting a page does not delete the items on that page.

To copy an item hold the 'Alt' key (or Green modifier) while dragging the item from one page to another.

 You can also have Quickpickers at the bottom of the main programmer window and on external touchscreen monitors.

## The Multi Quickpicker

The multi-quickpicker contains 4 quickpicker panels and normally appears at the bottom off the Fixture Chooser and Timeline window. If it's not already open select the 'Multi Quick Picker' option from the View > Add Floating Window menu, Vista displays the Multi Quickpicker



The Multi Quickpicker is a floating window, it can either be docked inside the main window or it can float on top of or beside the main window.

To un-dock a floating window, click on the header bar and drag it off the main window. To dock a floating window drag it inside the fixture layout or timeline panel and drop it on the left, right, top or bottom of the panel.

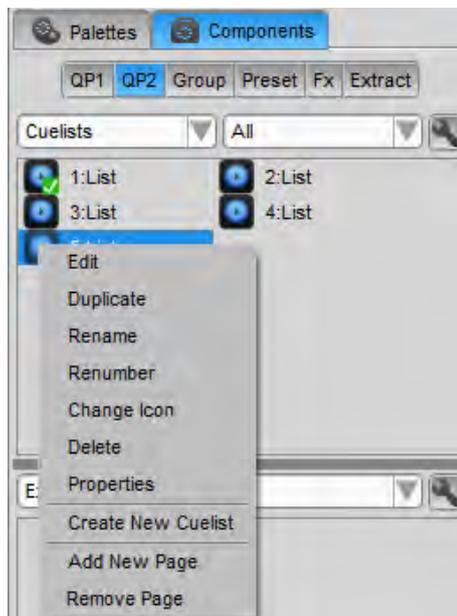
The Multi Quickpicker normally display four quickpicker panels. To adjust the width of a Quick picker click on the divider bar and drag left or right. To hide one or two of the Quickpickers drag the divider(s) to the right of the panel.



You can also have Quickpickers on external touchscreen monitors.

## Quickpicker popup menu

Depending on the component there are various options available on the Quickpicker context menu. To open this menu right-click on the label area of any component. Vista displays the context menu:



This option...	does this...
Cuelist Properties	Opens the Cuelist properties window – see below.
Lock item	Locks the selected component. Components that have be locked will not be altered or replaced when a new Page or Snapshot is loaded.
Clear item	Clears the selected playback – the assigned component is removed from the control.

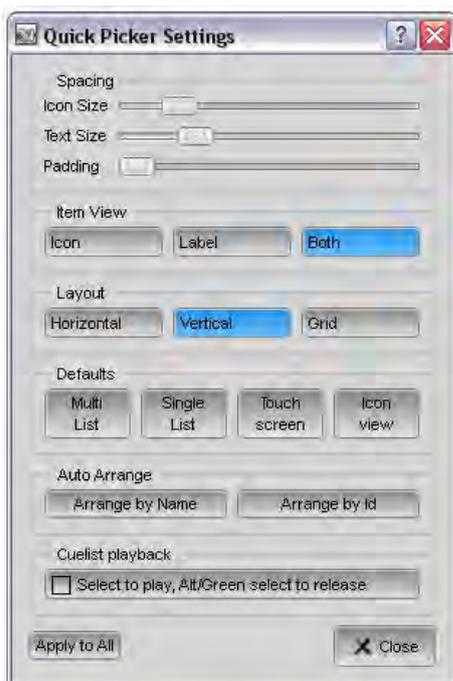
This option...	does this...
Clear page	Clears all playbacks on the current page - the assigned components are removed and a blank page is left.
Delete page	Deletes the current page.
Set as default playback layout.	Sets the selected cueлист's buttons and faders as the defaults for all new cuelists.
Snapshot enabled	Allows the selected playback to be included in a snapshot.
Set as default cueлист configuration	Sets the selected cueлист's properties as the defaults for all new cuelists.
Adjust contrast	Adjusts the contrast of the selected LCD window

 You can also play and release cuelists by selecting them (Alt + select to release) in a Quickpicker that has been configured this way - see below.

### Arranging the Quicker Picker panels

When you first display a Quick picker panel you'll see the items are laid out as buttons in a grid. You can re-arrange the items into a single or multi-column list and change the how each item is displayed.

To do this click on the  settings icon to open the Quickpicker settings window:



<b>This button...</b>	<b>does this...</b>
Icon size	adjusts the size of the icons displayed in the Quickpicker.
Text size	adjusts the amount of space available for the label.
Padding	adjusts the amount of space between the icons.
Icon	click this button to display just an icon for each item.
Label	click this button to display just a text label for each item.
Both	click this button to display both an icon and a text label for each item.
Multi-list	click this button to arrange the items in a multi column list. The items are laid out across and then down.
Single list	click this button to arrange the items in a single column list.
Touch screen	click this button to arrange the items in a grid suitable for use on an external touchscreen.
Icon view	click this button to arrange the items in a compact grid of icons without labels.
Auto-arrange	Arrange the icons by Name (alphabetically) or by ID (number)
Cuelist Playback	When the selection box is ticked, selecting a cuelist will play it. To release a cuelist hold the green modifier (or press Alt) and select the cuelist.
Apply to all	click this button to apply these settings to all Quickpicker windows.

## Presets labels

When you select some fixtures, the preset labels change to indicate which are available:

<b>This label...</b>	<b>indicates...</b>
Greyed	this preset does not have any settings stored for the selected fixtures.
Normal	this preset has settings for some or all of the selected fixtures.
Ticked	this preset is being used on the selected fixtures.

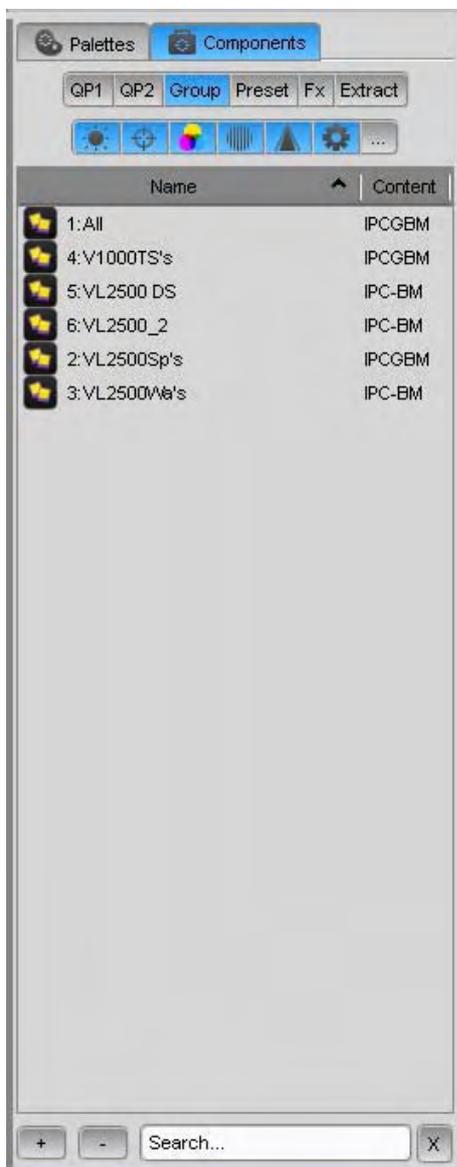
## Groups

If you have a big rig, the last thing you want to do is manipulate dozens of individual fixtures. To make it easy to control all the fixtures in your rig Vista automatically creates groups for each fixture type that you patch. You can also create your own groups.

A group can consist of any number of any type of fixtures; it's entirely up to you what you put in a group. Some typical groups might be all the even or odd fixtures of one type, all the fixtures on the back truss, or all the fixtures you're using on one particular part of the stage.

## Creating groups

When you are first creating groups it's easier to be in a layout that shows the Groups panel in the sidebar. If you're seeing something else, click on the Components tab and select the 'Groups' button:



To create a group:

1. Select the fixtures you want in the group:
2. Click the [+] Add Group button at the bottom of the Group panel. Vista opens the Create New Group window:
3. Type a name for the Group and click OK or press Enter. If you don't want to name the Group right away you can accept the suggested name and rename it later.

You can create as many groups as you want, and you can also create any number of 'groups of groups'.

## Presets

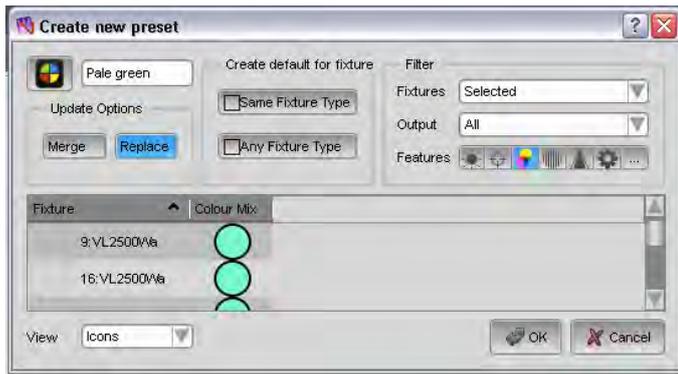
Presets are the 'building blocks' that you use to create cuelists. They represent common sets of attributes that you know you're going to want to use over and over again, such as a particular colour (e.g. Red) or position (e.g. on the drummer).

Presets are useful for two reasons. First with presets you can quickly assign Intensity, Position, Colour, Gobo, Beam and other values to any number of fixtures without having to adjust the settings individually for each one. Second if you store your cues using presets you can quickly update all your programming without having to edit every cue.

## Creating presets

To create a preset:

1. Select one or more fixtures.
  2. Set any of the Intensity, Position, Colour, Gobo, Beam values on the palette the way you want them.
  3. Then either:
    - Click on any of the palette type button  and select the the 'Preset' > 'Create Preset' option from the popup menu or,
    - Select the 'New > +Preset' option from the Components menu ,or
    - Click on the '+ Preset' button in the Components toolbar. (To open the Components toolbar choose the Toolbar > Components toolbar from the View menu.
    - Right-click in a Presets Quickpicker and select the Create preset option.
- Vista displays the Create New Preset window:



4. Enter a name for the preset in the name box (beside the icon)
5. Click on the icon and select a different image if required.
6. Set the Preset store options:

This option...	does this...
Update options	Only applicable if you are updating an existing Preset. See below
Create default for fixture	<p>Tick 'Same Fixture Type' if you want to be able to use this preset on any fixture, of the same type, even if it is not selected when you store the preset. If you choose this option you'll see a tick, in the 'fixture type column' beside the fixture that will be used as the reference for the preset. Click on a different fixture's checkbox to use it as the reference.</p> <p>Tick 'Any Fixture Type' if you want to be able to use this preset on any fixture, of any type, even if it is not selected when you store the preset. If you choose this option you'll see a tick, in the 'global' column beside the fixture that will be used as the reference for the preset. Click on a different fixture's checkbox to use it as the reference.</p>
Filter Fixtures	Normally only the selected fixtures are included in the Preset. If you want to include all fixtures, in the preset, click on the drop down box and select the 'All' option
Filter Output	<p>Normally presets store the values that the fixture(s) are outputting, no matter whether they are coming from the Programmer or from any Cue that is playing.</p> <p>To only store values coming from the Current Cue [Alex] click on the drop down box and select the 'Current Cue' option.</p>
Filter Features	Presets are normally <i>per-palette</i> , i.e. you create

	<p>separate presets for intensity, colour, gobo, beam and miscellaneous features.</p> <p>However the filter bar lets you include or exclude any features.</p> <p>To include a feature click on it's icon so that it is highlighted.</p> <p>To exclude a feature click on it's icon so that it is not highlighted.</p>
Preview panel	The bottom panel of the New Preset window shows a preview of the fixtures you have selected and the features that will be stored in the preset.

- Click the OK button. Vista creates a new Preset that appears in the Presets panel of the Component Sidebar and in Quickpickers set to show All presets or ones of the feature type you've created.

## Updating presets

You can use the Programmer to update the information stored in a preset. To do this:

- While editing the cuelist, select the fixtures you want to change or add to the preset.
- Make the adjustments you want using the palettes.
- Right-Click on the preset in the Presets panel or a Quick Picker and select Update from the popup menu.
- Vista displays the Update Preset window where you can .



You can also update Presets when you Update a cuelist, that's being played back.

## The Highlight and Lowlight presets

There are two special presets, Highlight and Lowlight, that set the behaviour of fixtures when Highlight mode is on.

- when you select a fixture it goes to the Highlight preset
- when you deselect a fixture it goes to the Lowlight preset.

To edit either of these presets you do this:

- Set the fixture(s) Intensity, Position, Colour, beam etc.
- Right click in the Sidebar, Components, Presets panel and select the 'Update Highlight Preset' or 'Update Lowlight Preset'.

## Live Time

If you are working live with Presets, Palettes or any of the Sidebar panels the 'Live Time' window can be used to control crossfade time.

When you are applying a presets or simply selecting a (non-linear) value in the sidebar palettes you can set a time for the Preset or selected value to fade in. For example you might be working in the Live programmer tab and want to fade some lights into a colour or position over several seconds.

To set the Live Time:

1. Click the 'Live' button on the main toolbar. This button is normally mapped to Function Key F10 on the keyboard. You can also select the 'Live Time' option from the Tools menu.
2. Enter a time in seconds or click on the drop down box and select one of the live time presets.

### Live time presets

Vista comes with 2 Live time presets: 2s and 5s. But if you regularly use other time settings you can save these as presets that appear on the drop down list. To do this:

1. Click the 'Live' button or select the 'Live Time' option from the Tools menu.
2. When the Live Time window opens select the 'Custom Timing' option from the drop down box. Vista opens the Custom Timing window.



3. Set the Fade Time, Delay time and Fade curve for each of the features: Intensity (Up and Down) Position, Colour, Gobo, Beam and Miscellaneous.

This field...	Does this...
Time	sets the fade time in seconds. You can also set the fade time by clicking on the timing bar and dragging the right handle forwards or backwards
Delay	sets the delay time in seconds. You can also set the delay time by clicking on the timing bar and when the cursor turns into a hand dragging the bar to the right.

Fade Curve	sets the fade curve. To set the fade curve click on the icon and select an option from the popup list. See the glossary for more about fade curves
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4. Click on the 'Save as' button and give this Timing preset a name.
5. Click OK to save. The new Timing preset will now be available on the Live Timing drop down box.

## SmartFX

Vista comes with a number of built in effects that you can use to quickly create dynamic looks including intensity pulses, position shapes, colour chases and more.

To see the built in effects, click on the Components tab and select the 'FX' button. This lets you apply one of the built in effects with just one click but you can also use the SmartFX window to modify the built in effect or create your own effects from scratch.

See the *SmartFX* window on *page 2-2*

### Applying a built in effect

To apply an effect:

1. In the Fixture chooser window, select the fixtures you want.
2. Click the FX button on the Components tab. Vista a list of the built in effects:



3. You can click on the filter bar icons to either include or exclude effects that include the corresponding parameter types.

4. Click the Stored (Canned) FX tab. Vista displays the list of available stored (canned) effects. The letters in the 'content' column each effect tell you which parameters are in this effect (e.g. I-Intensity, P-Position, C-Colour, etc).
5. To apply an effect, click on the effect you want.
6. To adjust the parameters of an effect, open the SmartFX window and use the controls to adjust it (see *Effect controls* on page 7-4).

### Effects that modulate or swing

The built in effects are pre-set to either swing or modulate. Swinging means the fixtures move between two sets of attributes determined by the effect (e.g. moving from left to right). Effects that are preset to modulate will apply their own varying attributes about a particular setting (e.g. creating a circle around a position).

## Extracts

Extracts are like programming templates and can contain any of the attributes you define on the palettes: intensity, colour, beam, position, and so on. They also store the timing associated with the events.

An extract is a section of a cuelist (or range of events) that you can save and re-apply in other cuelists. By re-using existing material to build new cuelists you can save yourself a lot of time re-creating your favourite lighting effects.

### Creating extracts

To create an extract:

1. Select the part of the cuelist or events on the timeline that you want to use as an extract.
2. To store an extract, either:
  - Select the Extracts button on the Components tab, in the sidebar. Then click on the + button or
  - click on the 'New Extract button - normally Alt-F8 or
  - Right-click in a Extracts panel and select the Create extract option.
3. Type a name for the extract and click the OK button.
4. Vista adds the new item to the extract list.

### Applying extracts

To apply an extract:

1. Select one or more fixtures in the Fixture chooser window.

2. Click the Extracts button on the Components tab of the sidebar.
3. Find the extract you want and click on it to select it.

Set the mask buttons so that the attributes you want are applied. Any attribute that is masked, even if it is part of the extract, will not be applied.

## Using a keypad in the programmer window

Vista V2 includes a CLI (Command Line Interface) window that provides familiar keypad syntax for selecting fixtures, setting intensities and storing cues. The CLI appears at the bottom of the main editor window and is completely synchronized with the interface so that when you type a command you see the equivalent action happen on the fixture icons and control palettes

The CLI accepts input from your keyboard or from a suitable USB keypad. The CLI window can be left open at all time and will only accept input when the keyboard or keypad is not being used by another window.

### Using the CLI

To open and close the command line by clicking View -> Command Line, or by pressing the Pause button on the keyboard. open the SmartFX window by either:

- clicking the SmartFX button on the main toolbar - usually F?, or
- selecting the Command Line option from the View menu (Ctrl + ?)
- pressing the 'Pause' button on your keyboard



### Hardware Keypad

You can use the keyboard number keys or a separate keypad when the CLI window is showing. The 'Num lock' key should be on and in addition to the number keys the following special keys are available:

This button...	does this...
/	Through (also used in storing cues - see below)
* or @	At
** or @@	At +Full
Backspace	<- Backspace (Clear)
F	Fixture

<b>This button...</b>	<b>does this...</b>
G	Group
S	Store All (Look)
P	Store Part
T	Time

### Selecting fixtures in the CLI.

For simple fixture selections you can just type the fixtures numbers. However you can also select Groups and Fixtures by prefacing the ID numbers with a 'G' for Group or 'F' for fixture.

For example:

- 1 + 5 + 10 Enter selects fixtures 1, 5 and 10
- G1 + F20 Enter selects all the fixtures in group 1 plus fixture 20.
- 1 / 10 - 4 / 6 Enter selects fixtures 1, 2, 3, 7, 8, 9 and 10

### Selecting fixtures and setting levels in the CLI

You can also set levels with the keyboard. To simplify operation Vista automatically completes some entries.

For fixture 'through' selections leaving off the second number means all higher numbered fixtures will be selected.

For intensities single digits are interpreted as tens (@5 is the same as @ 50).  
Number.

Setting 'though' levels can also fan intensities.

For example:

- 1 / 10 @ 50 Enter selects fixtures 1 through 10 and sets them to 50%
- 1 / 10 @ @ selects fixtures 1 through 10 and sets them to 100%
- 1 / 3 @ 20 / 100 Enter selects fixtures 1 through 3 and fans their intensities between 20 and 100% (fixture 1=20%, fixture 2=60%, and fixture 3=100%)
- 10 > @ 9 Enter selects all fixtures 10 and above and sets them to 90%
- 1 @ 05 Enter selects fixture 1 and sets it to 5%.
- 1 @ 5 Enter selects fixture 1 and sets it to 50%.

## Storing with the CLI

The Command Line can also be used to store cues and set timing. For example:

For example:

- S 100 Enter  
Store Look Cue 100 to the open or the most recently used Cuelist.
- S 2 / 10 Enter  
Store Look Cuelist 2 Cue 10
- S 5 / 8 T 2/3 Enter  
Store Look Cuelist 5 Cue 8 with a 2 second Infade and 3 second outfade time
- P 9 / 1 T 2/3 Enter  
Store Part Cuelist 9 Cue 1 with a 2 second Infade and 3 second outfade time.

## The Programmer hardware controls

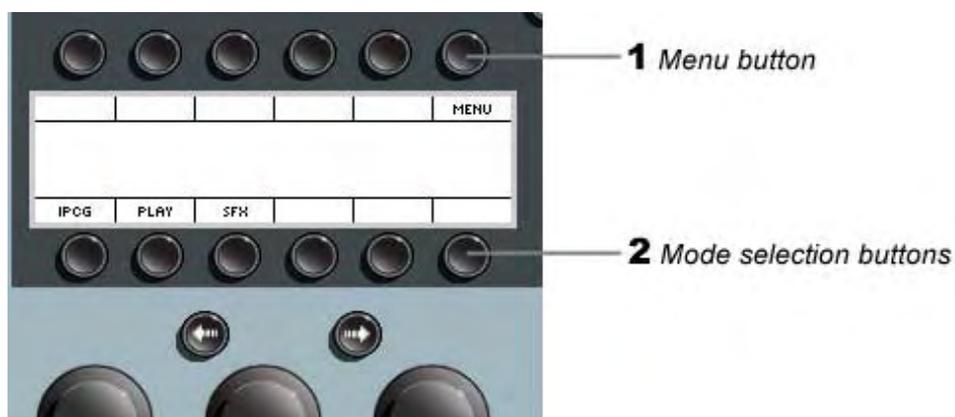
With the encoder wheels and associated LCD and buttons on the Vista consoles you can make more exact adjustments than the on-screen palettes. During programming you can use them to adjust setting for Intensity, Position, Colour, Gobo and Miscellaneous parameters

### Programmer intensity

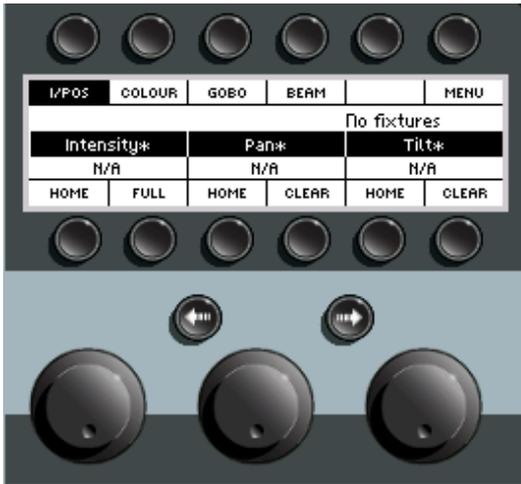
The overall intensity from the Programmer is controlled by the fader located, on the left side, below the encoder wheels.

### Programmer mode

If the controls are not already in Programming mode press the button labelled 'Menu' and then select the 'IPCGB' button:



Vista switches the controls to programming mode:



This button...	does this...
I + P	Press this button to put the encoders and lower 6 buttons in Intensity plus Position mode. Pressing it again cycles the controls through any available parameters or alternate modes (Angular position and Strobe & Shutter). Hold the red modifier (or the shift key) and click to cycle the controls in reverse.
Col	Press this button to put the encoders and lower 6 buttons in Colour mode (HSV). Pressing it again cycles the controls through any available parameters or alternate modes (CMY, RGB, Frame / Index and Colour swatch). Hold the red modifier (or the shift key) and click to cycle the controls in reverse.
Gobo	Press this button to put the encoders and lower 6 buttons in Gobo mode. Pressing it again cycles the controls through any available parameters or alternate modes. Hold the red modifier (or the shift key) and click to cycle the controls in reverse.
Beam	Press this button to put the encoders and lower 6 buttons in Beam mode. Pressing it again cycles the controls through any available parameters or alternate modes. Hold the red modifier (or the shift key) and click to cycle the controls in reverse.
Home	Sets the associated parameter to it's default values. I.E. would set Intensity to 0.   Holding the Yellow modifier (or Ctrl key) changes this button to Clear

<b>This button...</b>	<b>does this...</b>
Full	<p>Sets the associated parameter to it's maximum values. I.E. would set Intensity to 100.</p> <ul style="list-style-type: none"> <li data-bbox="563 369 1359 450">➡ Press Home and Full together to set the parameter to it's mid value.</li> <li data-bbox="563 488 1359 568">➡ Holding the Yellow modifier (or Ctrl key) changes this button to Half</li> </ul>
Encoders	Rotate to set the associated parameter to the required value.
<- Left arrow	Selects the previous Fixture
-> Right arrow	Selects the next fixture



## 6. Working with cuelists

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Once you've set up your patch, arranged your fixtures, assigned them to groups, and created the presets you want, you're ready to create a *Cuelist*.

This is where the Vista differs in a big way from traditional keypad-controlled lighting consoles, because instead of telling it what you want by entering strings of numbers, you do it all visually, on a large screen using the pen or mouse and the hardware controls.

Vista also offers three ways to start a new Cuelist, you can either:

- Store a cue directly to one of the playback controls with as few as three button presses. With this method the cuelist is automatically given a name and number and the cue you've stored is ready to play. Later you can add more cues to the same cuelist, change fade times and modify other settings by opening it in the editor
- Use either of the two Store buttons in the main toolbar to store directly to a playback or to an existing cuelist. Store Look is easy to use and automatically sets the most popular options. Store Part provides access to more advanced options.
- Open a new, empty, cuelist in the editor and store one or more cues to it. With this method you can store and edit as you go refining the cue fade times and every other aspect of the cuelist. After you save the cuelist you can switch to the Console window and drag it onto one of the playback controls.

### Vista is a Tracking Console

When you store a cue this way only the settings that are changing are saved in a cue. For example, if a fixture is set to 50% Intensity in cue 1 and is not changed until cue 5, there won't be any Intensity events stored in cues 2-4 for that fixture. That means if you change the intensity for that fixture in cue 1 will affect the look of cues 2-4.

The important difference in a tracking system is that if no level is stored no change will happen.

## Store All



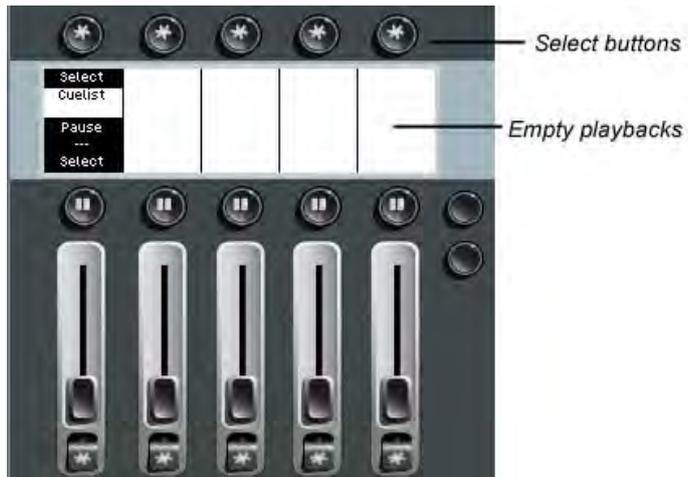
There are several important features of 'Store All':

- all the settings that the console is sending to your fixtures are saved. The settings could be coming from the Live tab or any other Cuelist being edited, a playback or any other control on the console.
- Store All does **not** save settings for fixture features that are at their default. For example if a fixture has 100% intensity, and in colour blue, Store All saves those settings but doesn't save anything for Gobo, Position or any other feature of the light. This means that if you play the cue back it's possible that another cue will influence what you see.
- when you Store All the default operation is to append a new cue at the end of the last cuelist you saved to.
- if you choose to store to an existing cue it will be replaced. For example if a have a Cuelist with 10 Cues, Store Look will default to saving to Cue 11. If you choose to save to Cue 4 whatever was in that cue will be replaced when you store.
- if you insert a cue before an existing one it's settings will not change the look you've have saved in the existing cue. This is called '*Cue only*' and means that any settings in the inserted cue are automatically undone in the following cue.
- when you Store All directly to a Playback it will immediately take control of the cue and any setting coming from the Live tab will be cleared. Because Store All includes all output of the console, this won't change anything the fixtures are doing – just where the control is coming from.

### Storing a look in 3 clicks

If you have the Fixture Chooser window open and you are working in the Live tab you've probably already selected some lights, given them Intensity, Colour and so on. To create a new Cuelist fast, you do this:

1. click on the 'Store All' button or select the Store All option on the Tools menu. Vista displays the Store All window with all the store options preset but just leave everything as is for now.
2. Double-tap on the select button of an empty playback on your console. If you are using the PC version, switch to the Console window and double click one the select button there.



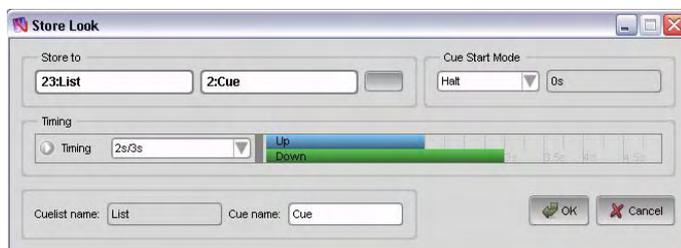
- The new CueList is ready to use and you can move the fader to bring the level down and back up.

➔ When you Store All this way the console fader is automatically set to be a Submaster.

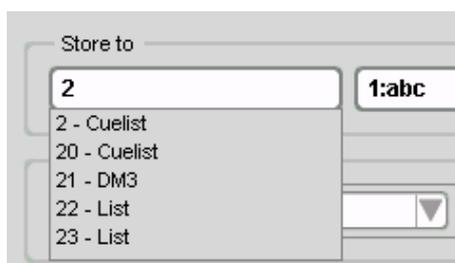
### Storing a look with options

When you want to adjust the timing of a cue or give it a new name or number before storing you use the Store All window. To do this:

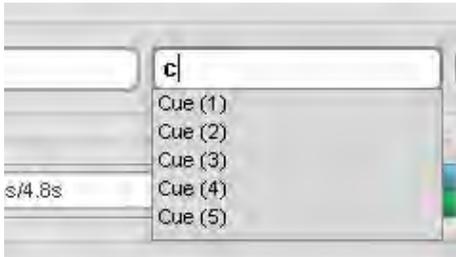
- click on the 'Store All' button or select the StoreAll option on the Tools menu. Vista displays the Store All window:



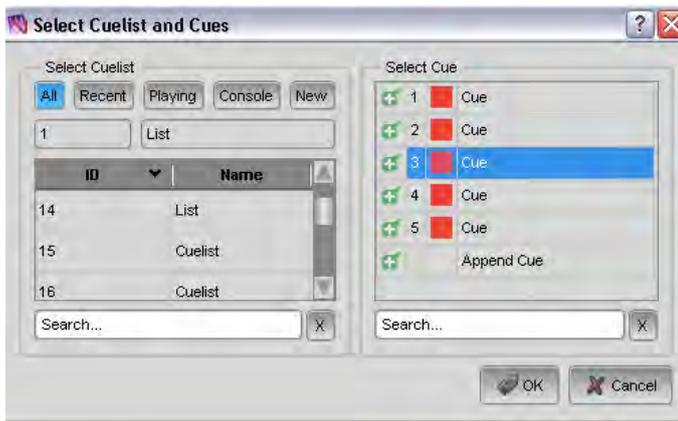
- Vista sets the 'Store to' cueList to the cueList you last saved. If you want to store to a new cueList or another cueList you've already started you can either:
  - type a new number, or
  - type a few numbers or letters from the name and select the cueList you want from the popup window. Vista displays all the cueLists that include the letters or numbers you type:



3. Vista sets the 'Store to' cue to a new cue number at the end of the cue list you last saved. If you want to a different cue number or store over an existing cue number can either:
  - type a new number or,
  - type a few numbers or letters from the name and select the cue you want from the popup window. Vista displays all the cues that include the letters or numbers you type:



4. If you want to store to an existing cue list but aren't sure of it's name or number. Click the 'Open Cuelist' button. Vista displays the Cuelist and Cues window where you can select from all your saved cue lists:



This option...	does this...
All	Filters the browser to show all the cue lists you've recorded
Recent	Filters the browser to show just the last few cue lists you've stored.
Playing	Filters the browser to show just the cue lists that you are playing back.
Console	Filters the browser to show just the cue lists that you are visible on the console - i.e. cue lists that are on the playback pages you can see.
New	Creates a New cue list with the next available number.

This option...	does this...
Cue list number field	Displays the cue list number to save. You can enter a new number in this field.
Search (cue lists)	Typing a few letters or numbers in the search box filters the browser to show just the cue lists that match what you type.
Select Cue	Displays all the cues already stored in the selected cue list. Normally the 'New Cue' line will be highlighted indicating that you will be storing to a new cue at the end of the cue list. To store over an existing cue highlight the one you want.
	Inserts a new cue before the line the icon is on.
Search (cues)	Typing a few letters or numbers in the search box filters the browser to show just the cues that match what you type.

5. click on the icon in the 'Cue Start Mode' section to set how the cue will start, the options are:
  - Halt - Press the Go button to play the cue
  - Follow - Play 'n' seconds after the previous cue has ended.
  - Start - Play 'n' seconds after the previous cue has started.
  - Timecode - Play at the specified Timecode (i.e. 01:02:03:04 would start the cue when timecode 1 Hour, 2 Minutes, 3 Seconds and 4 Frames is received)
6. If you've made the cue start mode 'Follow' or 'Start' enter the time, in seconds, after the previous cue has ended or started to start this cue.
7. Set the fade times for the cue. To do this you can either:
  - set the in and out fade time by typing in the time box. For example typing 2/3 sets the Infade time, for all features to 2 seconds and the outfade time, for Intensity to 3 seconds or,
  - click on the timing drop down and select from the list of preset times. For more information on *Timing* see page xxx or,
  - click on the timing bars and drag them to the fade times you want or,
  - click on the  expand icon to reveal the detailed timing panel:



In the detailed view you can set a fade time, delay time and fade curve for each of the six feature types – Intensity (in and out), Position, Colour, Gobo, Beam and Miscellaneous channels. To set times either type in the boxes or click on the timing bars and adjust them. To change the fade curve click on the icon and select from the popup list

8. If you're storing to a New Cuelist, you can give it a title, in the Cuelist Name box
  9. If you're storing to a New Cue, you can give it a title, in the Cue Name box.
  10. Click OK to complete the Store Look operation or double-tap on a playback 'Select' button to Store the cuelist to that playback.
  11. Check the buttons for the classes or types of events you want Vista to display.
  12. Type a name for the filter.
  13. Click the 'Close' button. Vista adds this filter to the drop-down filter list.
- ➡ Hold down the Yellow modifier (Ctrl on a keyboard) on the console and press the Select button on an empty playback to Store your look and open the cuelist in the Editor window.

## Store Part



Store Part is Vista's advanced recording method. It provides several options, not available with Store Look.

If you've created information in the Live tab of the Editor (or another cuelist), you can add it or merge it into an existing cuelist, or use it to replace a cue altogether. You can also start a new cuelist using the Store Part method.

To store this way you do this click on the 'Store Part' button or select the Store Part option on the Tools menu. Vista displays the Store Part window:



## Selecting the CueList to Store to

Vista automatically sets the 'Store to' cueList to the last cueList you saved. If you want to store to a new cueList or another cueList you've already started you can either:

- click on the 'New' button in the cueList panel to start a new cueList.
- tap on a console playback 'Select' button to select the CueList on that playback or,
- click on the CueList you want in cueList panel, which displays all your saved items.

To help find a particular cueList you can filter using the source and search options:

This option...	does this...
All	Filters the browser to show all the cueLists you've recorded
Recent	Filters the browser to show just the last few cueLists you've stored.
Playing	Filters the browser to show just the cueLists that you are playing back.
Console	Filters the browser to show just the cueLists that you are visible on the console – i.e. cueLists that are on the playback pages you can see.
New	Creates a New cueList with the next available number.

This option...	does this...
Search (cuelists)	Typing a few letters or numbers in the search box filters the browser to show just the cuelists that match what you type.

## Selecting the Cue and store options

You can add a new cue, or merge to or replace the contents of an existing cue. When you first open the Store Part window the Cue 'Add' button will be selected automatically. The Merge and Replace options will not be available unless you select an existing cue first.

1. If you are adding a new cue you can either accept the cue number Vista suggests or type a number in the Cue Number box or click on one of the insert icons in the list of cues to set the insert location.



- insert cue icon

2. If you are Merging or Replacing you can either type a number in the Cue Number box or click on any cue in the cue list panel.
3. For a new cue enter the cue number and name.
4. click on the icon in the 'Cue Start Mode' section to set how the cue will start, the options are:
  - Halt - Press the Go button to play the cue
  - Follow - Play 'n' seconds after the previous cue has ended.
  - Start - Play 'n' seconds after the previous cue has started.
  - Timecode - Play at the specified Timecode (i.e. 01:02:03:04 would start the cue when timecode 1 Hour, 2 Minutes, 3 Seconds and 4 Frames is received)
5. If you've made the cue start mode 'Follow' or 'Start' enter the time, in seconds, after the previous cue has ended or started to start this cue.
6. Select the timing option to apply to the cue, the options are:
  - Destination - use the timing of the cue you are saving to
  - Custom - use the timing from the Editor or set it manually.
7. Select the fixtures to include when storing:

This option...	does this...
All Fixtures	Includes settings for all fixtures with output coming from the Live tab, or any other cue that's open in the editor [TBC]

<b>This option...</b>	<b>does this...</b>
Selected Fixtures	Only includes fixtures that are selected in the Live tab or cue being edited.

8. Select the parameters to store using the filter bar. Click on any of the Intensity, Position, Colour, Gobo, Beam or Miscellaneous icons to mask or un-mask that parameter.
9. Select the Store Source options.

<b>This option...</b>	<b>does this...</b>
Current Editor tab	Automatically set to 'Live' or the Cuelist being edited
All Output	Select this button to store all information, from both the editor and any active playbacks.

10. Select the tracking options

<b>This option...</b>	<b>does this...</b>
Cue only	Click this checkbox to undo any changes in the following cue. This option will not have any effect if you are storing to the last cue.

11. Select the Blocking options.

<b>This option...</b>	<b>does this...</b>
No Blocking	The cue is stored normally
Normal Blocking	Ensures that events that are tracking through to the cue being stored will not be changed even if they are modified in the earlier cue(s).
Super Blocking	Not implemented

## Opening a Cuelist in the Editor



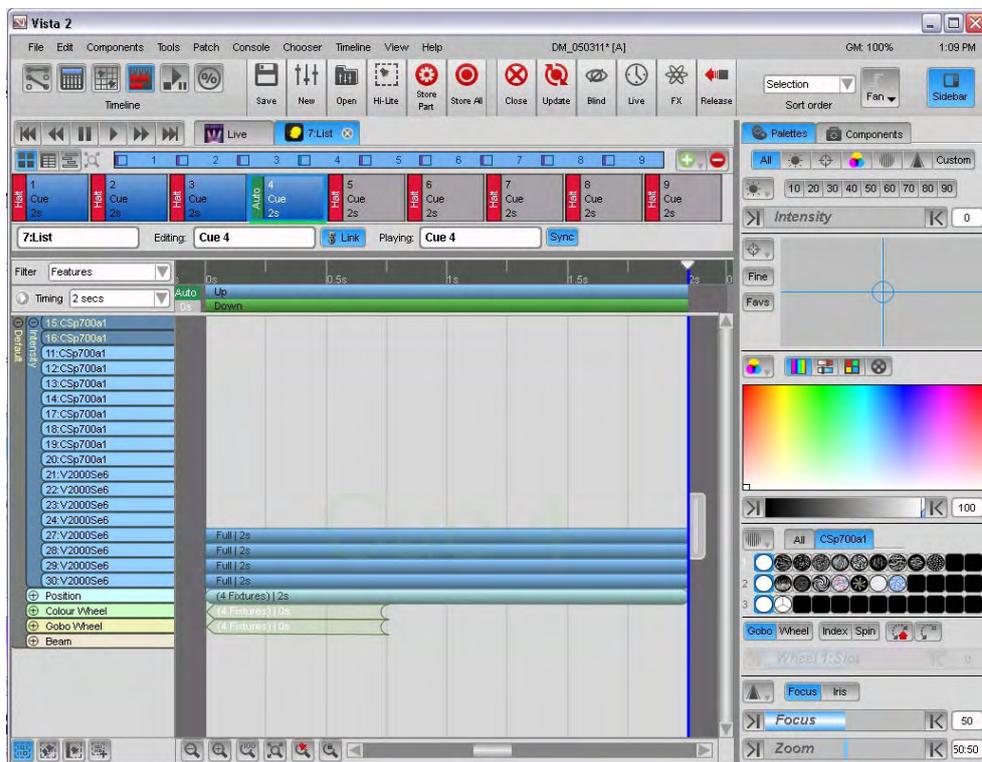
The 'Store Look' and 'Store Part' methods let you store cues to an existing (or new) cuelist, without first opening the cuelist in the editor.

You can also start a new cuelist from scratch or open an existing one in the editor. To do this click on the New Cuelist button (normally F2) or select the 'New Cuelist' option from the Components menu.

Whichever method you choose, Vista creates a new Cuelist tab and displays the Editor window.

## The Timeline window

When you select fixtures in the Chooser window and apply intensity, position, colour and other features 'events' are created in the Timeline window.



This screen consists of three main elements:

- The Editor control section where you can select to work with the Live editor tab or any Cuelist you have open. If you have a Cuelist open this section expands to include the Cue navigation controls.
- The Cue navigation section, where you can see all the cues in your cuelist, make selections, add and delete cues, and manage how your edits affect output when you are editing a cue that's playing back
- The Timeline section where you can view and manipulate the fade times for all the features that are being applied to your fixtures.

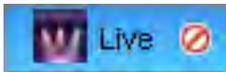
## Cue list tabs

When you first open the Editor's Chooser or Timeline windows you'll see the Live tab – this is the equivalent of what other consoles call the 'Programmer' or 'Editor'. If you open a cue list or start a new one from scratch, Vista adds a new tab labelled with the cue list name.

You can have several cue lists open at once and switch between them by clicking on the tab you want to work on.

To close and save a Cue list tab, choose 'Close Cue list' from the Cue list menu or click the close icon (X) on the cue list tab.

- ➔ To save a cue list at any time select the 'Save Changes to Cue list' option (Alt + S) from the Components menu.



- ➔ When there is information in the Live tab that is affecting the output, a red clear icon is added to the tab. Click on it to clear the Live tab output.

## Playing and moving around a cue list

At the top of the editor timeline and chooser screens there is a set of player controls:



The buttons work in a similar way to the controls on a CD or DVD player:

This button...	does this...
	Jumps to the first cue in a cue list.
	Steps backwards to the previous Cue in a cue list.
	Pauses playback.
	Starts playback of the next cue in the cue list.
	Steps forwards to the next Cue in a cue list.
	Jumps to the end of last Cue in a cue list.

## CueList Navigator

The cueist navigation section shows you an overview of all the cues in a cueist.

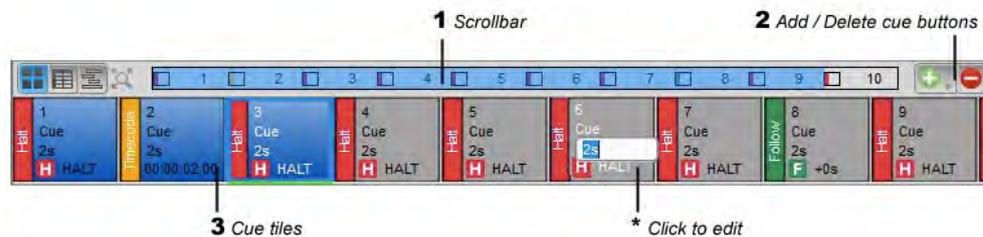
Each cue is represented by a mini cue icon in a scrollbar so you can see all the cues you've stored. As you add more cues more icons are added to the scrollbar and if there are more cues than can fit in the cue tile (or table or layout) view the scrollbar becomes shaded and you can drag the shaded area to show different areas of the cueist in the list, table and layout views.



The cue scrollbar includes buttons to switch the navigator view and to add or delete cues.

This icon...	does this...
 Tiles view	Shows the cues as a series of tiles. If there are more cues than can fit in this area the scrollbar highlights the area you are viewing and you can drag it to show other cues.
 Table view	Shows the cues as a table with columns for the cue's name, number, fade time, follow time, blocking status, included features, fixture count and SmartFX
 Layout view	Shows the cues on a timeline. This view is useful if have cues with follow times that mean they overlap other cues. You can move cues and set follow times by dragging cues on the timeline.
	Zooms the layout view to fit all the cues in available space.

### Tiles View

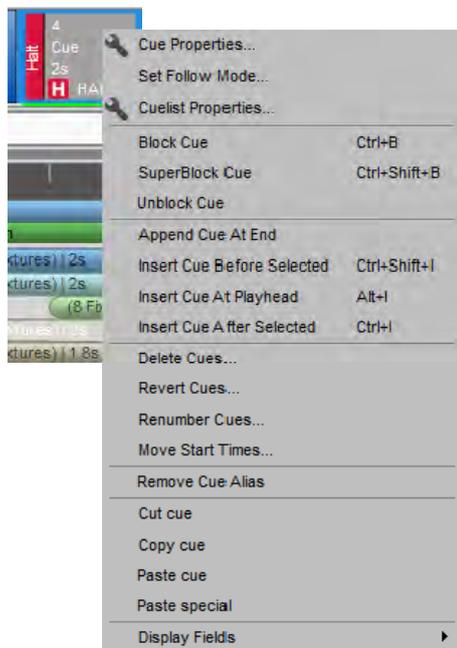


In the 'Tiles' view:

- each cue tile shows the number, name, duration and start of cue action
- the cue or cues that are visible in the, in the timeline section shows with a green underline
- cues that have played show with a blue fill colour.
- the selected cue shows with a blue outline and with white text. Click on a tab to select it, shift-click or ctrl-click to select a range or group of cues.

You can click on a tile's start action, cue number, name or duration label and enter a new value. The cue number **cannot** be changed to a value that would mean changing the order of the cue tiles.

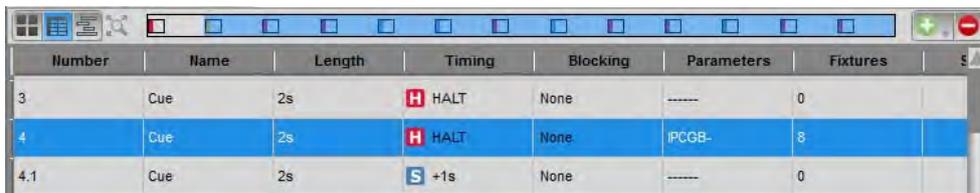
You can right-click on a selected cue or in the blank area to the right of the cue list to open a popup menu:



With these options you can:

- open the cue or cue list properties window
- set the Cue Follow mode (aka Cue start action) for the selected cue(s)
- block, superblock or unblock the selected cue
- append a cue at the end of the cue list or insert a new cue before or after the selected cue or at the playhead position.
- delete or renumber the selected cue(s)
- revert (or undo) changes to the selected cue(s)
- change the start time of the selected cue(s)
- remove any alias cue links (without deleting any cues or events)
- add an audio file
- cut or copy and paste or paste special (paste with options).the selected cues
- change the appearance of the cue tiles by adding or removing fields

### Table View



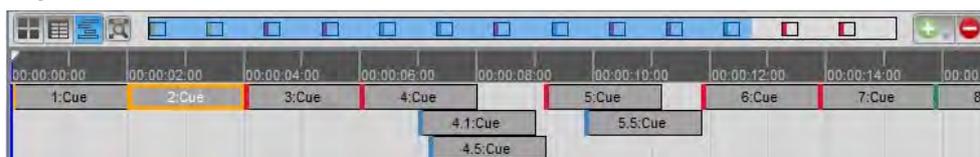
Number	Name	Length	Timing	Blocking	Parameters	Fixtures
3	Cue	2s	H HALT	None	-----	0
4	Cue	2s	H HALT	None	IPCGB-	8
4.1	Cue	2s	S +1s	None	-----	0

In the 'Table' view:

- each cue shows as a row in a spreadsheet style view
- the selected cue shows with a blue fill and white text. Click on a row to select a cue, shift-click or ctrl-click to select a range or group of cues.

You can double-click on a tile's cue number, name or duration label and enter a new value. The cue number cannot be changed to a value that would mean changing the order of the cue tiles.

### Layout View



In the 'Layout' view:

- the cues are laid out end to end, in timeline view. Cues that are set to start before the previous cue finishes overlap and appear on a separate line.
- the selected cue shows with an outline and white text. Click on a row to select a cue, shift-click or ctrl-click to select a range or group of cues.

You can double-click on a tile's name and enter a new value. To move a cue click and hold while dragging the cue to the left or right.

## Adding and deleting cues

A cue list can contain as many cues as you like. To add a new cue at the end of the cue list you are working on you:

- click on the  'New cue' icon at the end of the cue list scrollbar, or
- choose the 'Tools > Cues > Append at end' option from the Cue list menu.

You can also insert cues before or after an existing cue by first selecting a cue then clicking and holding the  'New cue' icon until the insert popup appears.

The popup provides option to:

- insert a new cue before the selected cue
- insert a new cue after the selected cue
- append a new cue at the end of the cue list.

These options are also available on the 'Tools > Cues submenu on the Cue list menu.

## Deleting cues

To delete a cue, first select it then:

- click on the  'Delete cue' icon at the end of the cue list scrollbar, or

choose the 'Delete Cue' option Tools > Cues submenu on the Cue list menu.

- .

## Merging cues

Sometimes it's useful to merge the contents of two or more cues. To do this:

1. Select the cues with the pen or mouse. Shift-click or ctrl-click to extend the selection.

2. Choose the 'Merge cues' option from the Tools > Cues submenu on the Cuelist menu.

 Cues always merge to the lowest cue number.

## Moving and copying cues

Often you'll have an effect in one of more cues of a cue list that you'd like to use in another place or another cue list. You can do this using the cue list navigator panel.

To do this:

1. Select one or more cues by clicking on the cue tiles.
2. Choose the Copy or Cut option from the Edit menu or right-click on the cue(s) and select Copy cue or Cut cue from the popup menu
3. Click on the cue before the location you want to move or copy to

Choose the Paste option from the Edit menu or right-click on the cue(s) and select Paste from the popup menu. The default paste action will restore the look of the copied cue by inserting release events for any features added in the intervening cues. To paste just the events or an alias of the cue, use the 'paste special' option.

 You can also copy cues by dragging and dropping cue tiles in the cue list navigator.

### Paste options

If you want to move or copy just the events in the original cue, without releasing any other events that occur in previous cues you can use the 'paste special' option on the edit menu.

The cue scrollbar includes buttons to switch the navigator view and to add or delete cues.

This option...	does this...
Paste the entire look.	Restores the look of the original cue by inserting release events for any features added in the intervening cues..
Paste only the events	Pastes the events in the original cue, without adding and release events
Alias cue	Pastes an alias of the original cue.

## Alias cues

If you want to use the same cue, in a cue list, several times you can make an 'Alias'. This way if you update any one of the associated alias cues they will all update.

To create an alias cue

1. Copy the cue by selecting it and choosing the copy option from the edit menu.
2. Navigate to the cue before the position you want the new cue to appear.
3. Choose the Paste special option from the edit menu. Vista opens the Paste Special window.
4. Select the Alias cue option and click OK. Vista pastes an Alias cue after the selected cue.

Alias cue tiles are marked with a small 'Alias' icon and you can view the cues that are aliased to each other in the 'Aliased cues' section of the Cue properties window.



When two or more cues are aliased to each other any one can be changed and all the other will also change. There is no 'master' cue in an alias set.

## Removing the link to an Alias Cue

An Alias cue can be changed to normal cue. To do this:

1. Select the Cue tile to be changed.
2. Select the 'Remove Cue Alias' option from the edit menu, or, right-click' on the cue tile 'Remove Cue Alias' option from the popup menu

## Making changes to a cue without affecting the next cue

It's often useful to make changes to cue without those changes tracking through to the following cue. For example, you might have a cue list where the lights change to colour blue in cue 1 and stay that way until they change to red in cue 10. If you then decide you want them to be yellow in just cue 5 you could make that change but since there are no colour events in cues 6-9 the lights will stay yellow when you really want them to revert back to blue in cue 6.

For this situation Vista provides a method to make changes to a cue only. To do this:

1. Edit a cue list and make the changes.
2. In the timeline select the events – they will normally be highlighted already.

3. Click on the 'Untrack' button on the toolbar or select the 'Un-track events (cue only)' option from the Tools menu. Vista inserts events in the following cue to set the lights back to the state they were in before the change. If there were no events of that type originally, Vista inserts release events instead.

## Blocking a cue

Vista is a tracking console, which means that only changed information is stored in any cue and that any information in a cue tracks forward until it is replaced by a new event or cleared. Sometimes it's useful to 'block' a cue so that any changes that are subsequently made to previous cues will not affect the final look of the chosen cue.

To do this:

1. Select the cue with the events you want to keep exactly as they are. You can select the cue by clicking on the cue tile or playing the cuelist until you reach it.
2. Choose the 'Block' button on the toolbar (normally Ctrl F9) or select the 'Block cue' option from the Cuelist menu or right-click on the cue tile and select Block from the popup menu. Vista duplicates all tracked information into the selected cue.

## Creating a Move in Black cue

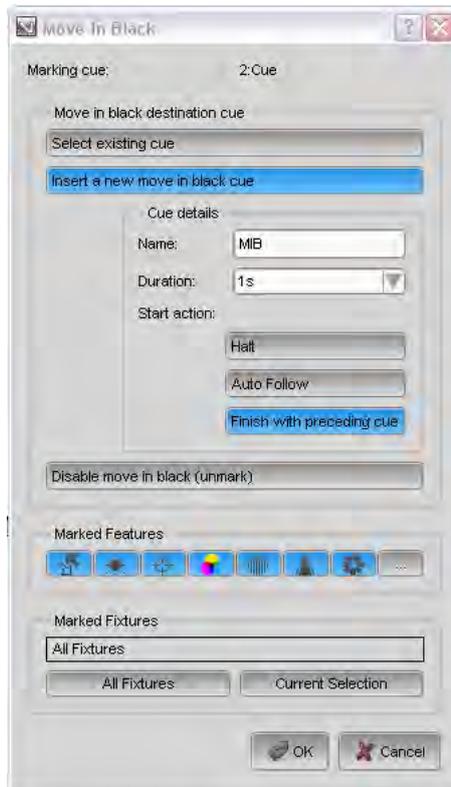
Sometimes you will want fixtures to move to a position, change to a colour, add a gobo or get set up in some other way while their intensities are at zero. You could do this by programming the necessary events, but you can also do it quickly using the 'Mark Cue' option on the Tools menu.

When you create a Mark cue your original programming is preserved and will be restored if you delete the Move in Black (MIB) later.

To Mark a cue and add 'Move in Black' events:

1. Select the cue you want to work with.

- Choose the 'Mark Cue' option on the Tools menu. Vista opens the Move in Black window:



This screen shows the options available; you use it to set the way Vista stores the Move in Black event:

This option...	does this...
Move in Black destination cue	If the 'Select existing cue' button is not greyed out you can click it to select any cue, earlier in the Cuelist, for the Move in Black events.  If you prefer to create a new cue for the MIB events select the 'Insert a new move in black cue' option.
Move in Black destination cue	If the 'Select existing cue' button is not greyed out you can click it to select any cue, earlier in the Cuelist, for the Move in Black events.  If you prefer to create a new cue for the MIB events select the 'Insert a new move in black cue' option.
Cue Details - Name	Sets the name for the new cue that will be created. The default name is MIB.
Cue Details - Duration	Sets the duration for the new cue.

This option...	does this...
Start action	Sets how the MIB cue is started. the options are: Halt - Press the Go button to play this cue. Auto Follow - the cue plays automatically after the previous cue. Finish with preceding – the cue plays automatically and is set to finish at the same time as the previous cue.
Disable Move in Black	Removes the Move in Black events from the MIB cue but does not delete it.
Marked Features - Feature filter	Only the selected features will be marked for move in black.
Marked Fixtures	Lets you choose to mark all fixtures or just the ones currently selected.

3. Click OK to create the Move in Black cue:



The move in black events are shown as 'ghosted' events in the Move in Black cue and display the "MIB" icon. Move In Black cues show 'MIB' in the tiled cue display and '[M]' in other views.

Marked cues display 'MARK' logo in the tiled cue display and '[m]' in other views.

- Individual events in a marked cue can also be excluded from move in black. To do this, select the events in the timeline view and select the 'Ignore Move In Black' option from the 'Timeline' menu or right-click menu. Ignored events show a MIB icon with a red cross running through it.
- Intensity cannot be marked.

## Cue Properties

Each cue has a number, name and fade time that you can set by clicking on the cue tiles and editing the fields. You can also set these properties and other advanced options more in the Cue Properties window.

To do this:

1. Select the cue you want in the Cuelist navigator.
2. Choose the Cue Properties option from the edit menu or right-click on the cue tile and select the Cue properties option from the popup menu.

### Modifying cue name, duration, and end of cue action

The cue's name, number and how it starts are set in the properties section of the window:



This option...	does this...
Cue name	Sets the name that appears in all windows for this cue
Cue number	Sets the number that appears in all windows for this cue The cue number cannot be changed to a value that would mean changing the order of the cue tiles.

This option...	does this...
Follow Time (Cue Start Mode)	sets how the cue will start, the options are: <b>H</b> (Halt) Press the Go button to play this cue <b>F</b> (Follow) Play 'n' seconds after the previous cue ends <b>S</b> (Start) Play 'n' seconds after the start of the previous cue. <b>T</b> (Timecode) Play when the timecode is received.
Follow time (Timecode)	Sets how long after the start or end of the previous cue that this cue starts. This field can only be edited when the cue start mode is set to Follow, Start or Timecode.
Default timing	Sets the timing for all events that have not been manually adjusted. The popup window lets you select from the saved timing sets or customise a new one.
Ignore Learn Timing	Tick this checkbox to ignore this cue when using the 'Learn Timing' feature.

### Making a cue loop back and repeat previous cues

A cue can be set to loop back to a previous cue and to repeat the loop any number of times. 'Looping' is set in the loop section of the window:



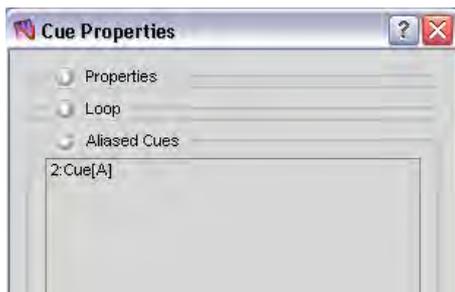
This option...	does this...
Loop iterations	Sets how many times the loop will repeat before the cuelist proceeds normally
Loop to cue	Sets the cue that will play next.
Loop tracking	Sets whether the events stored in the cues after the 'Loop to cue' will track through to the loop cue

This option...	does this...
Loop direction	<p>Sets the direction of the loop. The options are:</p> <ul style="list-style-type: none"> <li>• Forwards - loops from last to first</li> <li>• Backwards - loops from last to previous.</li> <li>• Bounce - loops backwards then forwards.</li> <li>• Random - loops to a random cue between the first and last cue in the loops</li> </ul>

 Cues that are set to loop don't play automatically, like a chase. If you want any of the cues in a loop to play without pressing Go you have to set the cue start mode.

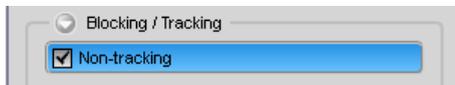
### Alias cues

Alias cue tiles are marked with a small 'Alias' icon and you can view the cues that are aliased to each other in the 'Aliased cues' section of the Cue properties window:



### Tracking

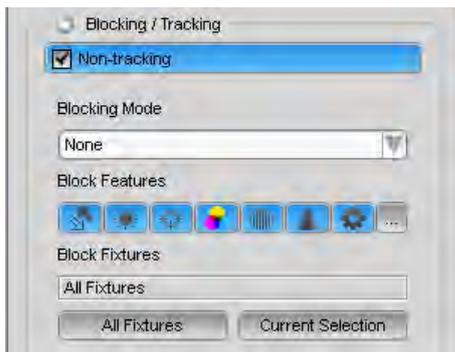
Normally features that are stored in any cue track forward until they are replaced by a new event or cleared. If you only want some events to play in one cue and not track forward you can turn tracking off for one or more cues. To do this open the Blocking / Tracking section of the Cue properties window and tick the 'Non-Tracking' checkbox:



### Blocking

Normally only changed features are stored in any cue and information tracks forward until it is replaced by a new event or cleared. Sometimes it's useful to 'block' a cue so that any changes that are subsequently made to previous cues will not affect the final look of the chosen cue.

To view or modify the blocking for a cue open the 'Blocking' section of the Cue properties window:



This option...	does this...
None	The cue is stored normally
Blocking	Ensures that events that are tracking through to the cue being stored will not be changed even if they are modified in the earlier cue(s).
Super Blocking	Ensures that events that are tracking through to the cue being stored will not be changed even if other cuelists, that include the same feature types are played prior to this cue being played.
Block Features	Sets which feature types are blocked. Click on the Intensity, Position, Colour, Gobo, Beam and Miscellaneous icons to turn that feature on or off.
Block Fixtures	Sets which fixtures are blocked. You can choose either 'All Fixtures' or the ones you have selected in the editor.

**Free Effects mode**

In Vista effects can either have a 'basepoint' or be 'free'. A Free effect is designed to run on top of a feature setting. For example a free circle effect will cause fixtures to move in a circle around whatever position has been set by another cue or setting from the console.

To view or modify the Event mode for a cue open the 'Free effects' section of the Cue properties window:



This option...	does this...
Events provide Basepoint	Events in the cue will be used as a base point for any baseless effects that are running.

This option...	does this...
Events stop Free effects	If the cue includes an event that a baseless effect would act on the effect will be stopped.

### Audio Playback

To add and play an audio file, when the selected cue plays click on the 'Audio Playback' heading to open that section.

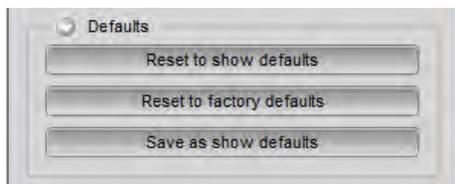
This property...	does this...
Browse	Opens the 'Select Audio' window where you can choose an audio file.
Clear	Removes the audio file from the cue list



To add an audio file that plays through all cues use the Cue list Properties window.

### Cue Defaults

If you have a set of Cue properties that you use frequently you can save them as your 'Show' default and they will be used for all future cues. You can also quickly reset a Cue's properties to the factory defaults or to your show defaults.



This option...	does this...
Reset to show defaults	Reset all cue properties to the settings you have saved as the show defaults (see below).
Reset to factory defaults	Reset all cue properties to their standard (factory) settings.
Save as show defaults	Saves the current cue settings as a default for all new cues.

### Cue list Properties

Each cue list has a set of properties that control how it plays back and interacts with other cue lists. You can also set these properties in the Cue list Properties window.

To do this:

1. Open the cuelist in the editor.
2. Select the Cue Properties option on the Edit menu.



This property...	does this...
Name	Sets the name for this cuelist.
ID	Sets the number for this cuelist. This field is not editable.
Priority	Sets the priority for the cuelist. A cuelist set to High priority can't be overridden by normal or low priority cuelists. Only a cuelist set to Programmer priority can override the Editor
Play at end option	Determines what happens after the last cue is played and fully over-ridden. The options are: Restart - the Cuelist starts again at the first cue. Release - the Cuelist is released. Ignore - do nothing
Ignore Release All	The cuelist will ignore the release all command.

<b>This property...</b>	<b>does this...</b>
Ignore Snapshots	The cuelist will not be affected by a snapshot being loaded.
Release in Black	Releases cuelists when they are no longer contributing to <b>intensity</b> output
HTP Enabled	Causes the intensities of a cuelist to activate as soon as you move the playback fader from 0.
Fader Type	Normally the fader on a playback set will adjust the Intensity of a cue list. To fade all features (Intensity, Position, Colour, Gobo, Beam and Custom) in or out with the slider set this property to "All Features"
Fader Auto Play	Sets the fader play and release actions. The options are: None - the fader only controls intensity. Auto Play - raising the fader above 0% also plays the cue. (aka 'Go on fader up'). Auto Play & Release - raising the fader above 0% also plays the cue. (aka 'Go on fader up'). Lowering the fader to 0% releases the cue (aka 'Release on fader down'). Auto Release - lowering the fader to 0% releases the cue (aka 'Release on fader down').
Fader Intensity mode	Sets the fader precedence and actions. Normal - the fader is in normal LTP mode. Submaster - the fader is HTP and will go on fader up and release on down if there is only one cue.
Release on Override	Releases a cuelist that is completely over-ridden. (i.e. is not contributing to the console output.)

### Cuelist Timing

To set timing properties click on the 'Timing' heading to open that section.

<b>This property...</b>	<b>does this...</b>
Release Timing	Sets the fade time when the cuelist is released.
Playback rate %	Playback rate for the cuelist. Normally 100%

### Cueist Timecode

To set timecode properties click on the 'Timecode' heading to open that section.

This property...	does this...
Mode	Sets how the cueist responds to timecode input. Disabled - timecode is ignored. Enabled - timecode will be followed if the cueist is 'Armed' (see the next property). Locked - timecode will always be followed
Armed	If the cueist is set to timecode 'Enabled' it will not respond to timecode until it is armed. To arm the cueist either set this property to 'Armed' or press the play button on the cuellist.
Offset	Add the offset time to the cue trigger times. For example if the offset is 01:00:00:00 (1hr) and a cue trigger time is 00:00:10:00 (10 secs) the cue will go at 01:00:10:00 (1hr 10secs)

### Cueist Audio Playback

To add and play an audio file click on the 'Audio Playback' heading to open that section.

This property...	does this...
Browse	Opens the 'Select Audio' window where you can choose an audio file.
Clear	Removes the audio file from the cueist

### Chase properties

To set a cueist to chase and adjust the chase properties click on the 'Chase' heading to open that section.

This property...	does this...
Chase Enabled	Turns chase mode on or off.
Chase direction	Sets the step order for chases. Can be set to forward, backward, bounce or random.
Chase Tracking	Turns tracking, within the cueist on or off. For a chase tracking is normally set to 'Not Tracking'.

<b>This property...</b>	<b>does this...</b>
Chase rate	Chase rate when in chase mode, expressed as steps-per-minute.
Chase crossfade %	Proportion of time spent fading vs. time spent at each step of a chase.
Playback rate BPM	Playback rate for the cue list.

### Cue list property defaults

The properties you set for a cue list can be used as the default settings for all new cue lists. You can also reset a cue list to the (factory) standard properties or your own show defaults. To do this click on the 'Defaults' heading to open that section.

<b>This property...</b>	<b>does this...</b>
Reset to show defaults	Reset all properties to the settings you have saved as the show defaults (see below).
Reset to factory defaults	Reset all properties to their standard (factory) settings.
Save as show defaults	Saves the current settings as a default for all new cue lists.

### Cue list Notes

You can add notes about a cue list and these will display in the Playback window. To do this click on the 'Notes' heading to open that section.

## The Timeline panel

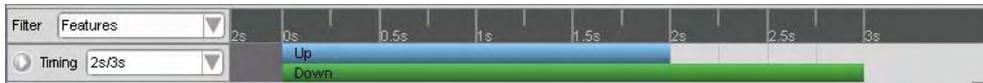
The main section of the timeline is used to control the crossfade times for all the features that you apply to your fixtures. Unlike other consoles where you can only see these times as numbers, in Vista you can see everything laid out on a timeline so you know exactly how when changes will occur in relation to each other.

This panel includes:

1. The default timing section where you set 'master' fade times for all feature types (Intensity, Position, Colour, Gobo, Beam, Misc).
2. The detailed timing section where you can set individual fade times for every feature being used on your fixtures.
3. The Filter bar that you use to limit the timeline display to just the fixtures or features or events that you want to work with.

### Default times

At the top of the timing section there's a timeline ruler that controls the over all fade times for all events in a cue – except the ones you explicitly set elsewhere as explained below. When you first open the Timeline (or Chooser) window the ruler will be in it's collapsed form, as shown here:



The 'up' time determines how long it will take for all feature types to fade from their previous value to the value in this cue.

The 'down' time is only used for Intensity events where fixtures are fading out (i.e. getting darker or turning off). It determines how long it will take for Intensity to fade from their previous value to the value in this cue.

To adjust the up or down fade time click on the on the end point of the bar and when the cursor changes to a double arrow drag to increase or decrease the time:



To set a delay time click on the bar and when the cursor changes to a hand drag to move the bar so that it starts after the 0s mark of the cue:



- You can also set the up and down fade time by typing in the Timing box. For example typing 3 / 4 sets the Up (or infade) time to 3 seconds and the Down (or outfade) time to 4 seconds.

To expand the default times ruler, click on the arrow icon.

### Expanded Default time view

You can set individual default fade times, delay times and fade curves for the different feature types (Intensity, Position, Colour, Gobo, Beam, Misc) in the expanded default time view.

To do this:

1. Click on the expand arrow at the left end of the ruler bar. Vista displays the expanded view:



2. To adjust a feature type fade time click on the on the end point of the bar and when the cursor changes to a double arrow drag to increase or decrease the time. Or type a value in the corresponding 'Time' box.
3. To adjust a feature type delay time click on the bar and when the cursor changes to a hand drag to move the bar so that it starts after the )s mark. Or type a value in the corresponding 'Delay' box.
4. To adjust a feature type fade curve click on the fade icon and select from the drop down list

This icon...	does this...
 Linear	Sets the curve to a normal linear fade. The feature fades evenly from the old setting to the new setting over time.
 Damp	The fade is slower at the start
 Snap start	The feature goes to the end state very quickly.
 Snap end	The feature doesn't change until the very end of the fade time.
 Square law	The feature starts with a delay, then slides up to the end state.
 Inverse square la	The feature starts quickly and the finishes slowly.
 Switch	The feature goes to the end state very quickly.
 Hot power	The feature goes to the end state very quickly.
 Flourescent	

This icon...	does this...
 <p>Sinus</p>	

- If you make any adjustment the default time for Position, Colour, Gobo, Beam or Miscellaneous that feature type will no longer be changed when you adjust the 'Up' fade time in the condensed timeline ruler.

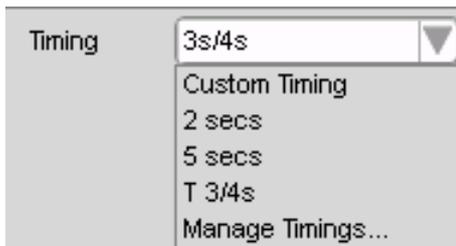
## Saving and re-applying timing configurations

When you've set up a set of default fade times that you like, you can save it so you can apply it to other cues.

### Saving timing sets

To save a default timing set:

1. Click on the arrow in the timing drop down box:



2. Click on the 'Custom Timing' option. Vista opens the Custom timing window:



3. Adjust the feature type fade times using the timing bars or by entering values in the time and delay boxes.
4. Click on the 'Save as' button
5. Enter a name for the timing set in the popup box and click OK.
6. Click OK to close the Custom Timing window.

### Applying saved timing configurations

To apply a timing set to a cue:

1. Select the cue.
2. Select the timing set you want from the Timing drop-down list.
3. Vista applies the thing set to the cue. This will not change the timing of any event in the cue that has already adjusted in some way.

### Modifying the cue number, name and duration

To change cue name, duration, and end of cue action of a cue, in the tiles or layout view:

1. Select the cue with the pen or mouse. Shift-click or ctrl-click to extend the selection.
2. Double click on number, name or duration field. The field switches to edit mode:



3. Enter a new value and press Enter on the keyboard.

## About the timeline

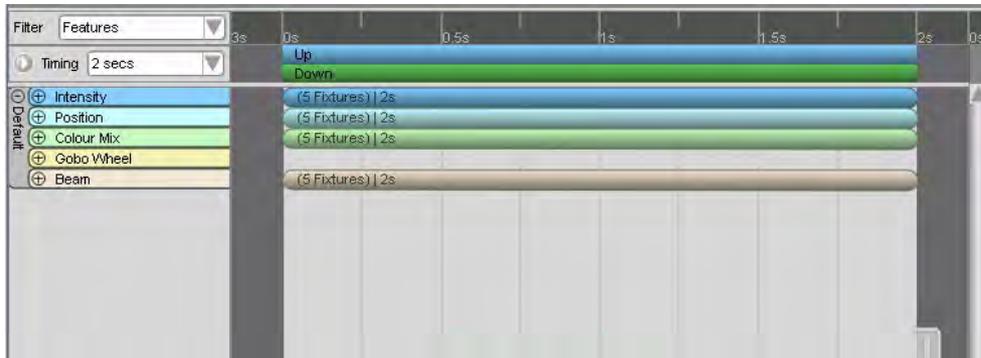
The Vista uses a 'timeline' concept that will be familiar to you if you've used any modern sound or video editing software on a personal computer. When you store into a cue Vista creates an 'event' for each feature of each fixture that you use in the cue. The events are placed, on the timeline, in the cue you working on and when you add more cues they strung together in a *cue*list.

The idea is simple: you create a series of lighting 'events' that occur in sequence when you hit the 'Play' button. With the Vista you can move back and forth through this piece of time and edit any aspect of the events that occur, in much the same way as you could drag a tape back and forth across the play head of an analogue tape deck.

### Events on the Timeline

The default timing section lets you set the timing for all the fixtures in a cue but when you want to make timing changes for individual fixtures or events you work in the timeline panel. When you select a fixture, in the editor and set Intnsity, Colour or any other feature Vista creates a horizontal 'event' bar on the timeline. These are the commands Vista is sending to your fixtures.

The event bars represent the activities of those fixtures over time. As you can see in this example, the bars go from the '0s' point on the timeline scale to the '2s' point. This means that these fixtures are moving to a new setting over two seconds:



The settings you've applied to these fixtures on the palettes (e.g. intensity, colour and position) control the fixtures themselves. The timeline simply tells those fixtures to accept those commands, *and the event bar represents the length of time it will take those fixtures to get to the desired state.*

Once the fixtures get to that state they will stay like that until they receive another command telling them to do something else (e.g. change to another colour or fade out).

By placing the event bars where you want them on the timeline you're giving commands to those fixtures that tell them how long a parameter will take to fade in. *The parameter is determined by the palettes; the timeline only controls when the fade starts and ends.*

## Using the summary views

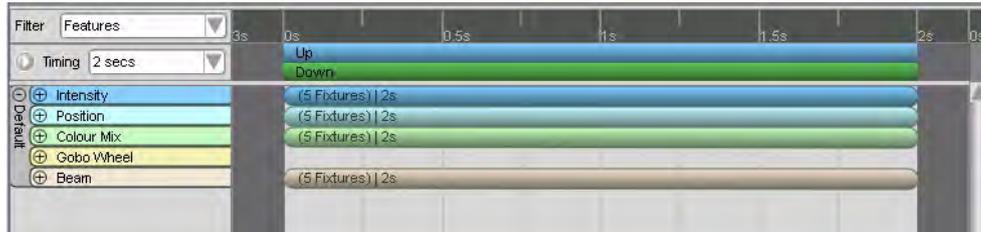
You can view the events on the timeline in several ways:

- summarised by feature, i.e. intensity, position and colour
- summarised by fixture type
- filtered by feature type (Intensity, Position, Colour etc) or Fixture type
- filtered by fixture selection
- filtered by fade path, event type and event timing

You choose these views from the Filter view drop-down menu at the left hand end of the ruler bar. You can also switch between the minimised/maximized setting of each summary view using the + and - buttons beside the feature or fixture names in the left column.

## Summary by feature

This view shows a set of fixtures by their attributes:



By default, the view shows each bar minimised. To expand each attribute and see the details, click the '+' symbol beside the attribute name (e.g. 'colour'). Vista displays the details of that attribute:



## Summary by fixtures

The fixture type view shows the same information but sorted by fixture rather than attribute:

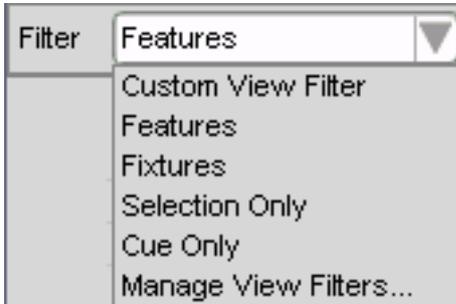


The default fixture view has all the features minimised. To expand each fixture bar and see the details, click the '+' symbol beside the fixture you want to see. Vista displays the details of that attribute:



## Filtering the All Events view

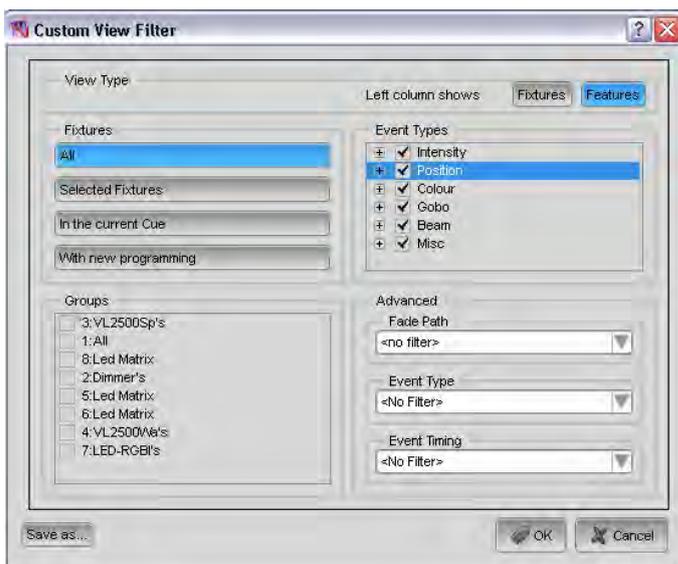
As well as displaying the Feature and Fixture views, you can also choose to filter out different classes of information on the timeline. To do this, choose an option from the list below the line in the View drop-down menu:



When you choose a filter, Vista displays only those types of events.

You can create your own filters to show only those combinations of events you want to see. To create a filter:

1. Choose the 'Custom View Filter' option from the menu. Vista displays the Custom Filter window:



With this window you can filter by fixtures, event features and advanced options:

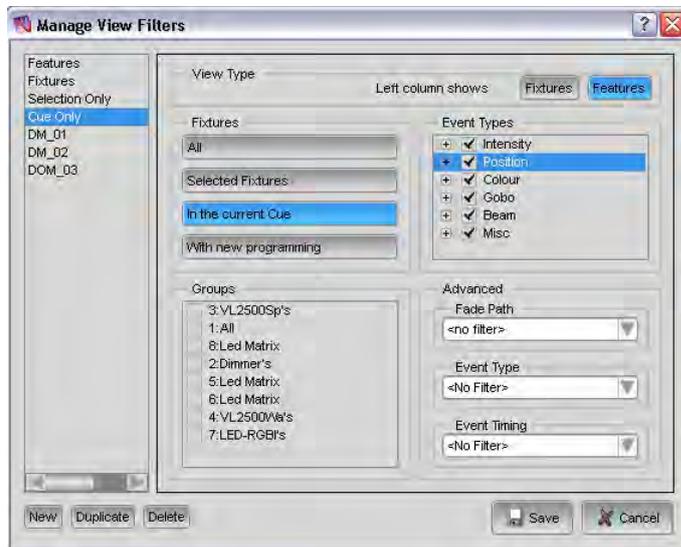
This option...	does this...
View Type Fixtures	Shows fixtures in the left column
View Type Features	Shows feature types in the left column
All	Filters the timeline to show All fixtures

<b>This option...</b>	<b>does this...</b>
Selected Fixtures	Filters the timeline to show only the fixtures that are selected in the Chooser window
In the Current cue	Filters the timeline to show only the fixtures that have programming in the current cue.
With New Programming	Filters the timeline to show only fixtures that have new have been edited since the cue was last saved.
Groups	Shows just the fixtures, in the groups that are ticked. This filter is applied after the other Fixture filters.
Event Types	Filters the timeline to show only the feature types that are ticked. Click on the '+' sign beside a feature type to select just a subset of that feature.
Fade Path	Filters the timeline to show only events that are (or are not) set to a particular fade path (i.e. Linear, Snap, etc)
Event type	Filters the timeline to show only events that are (or are not) a particular type (i.e. Preset, Release, Move in Black, etc)
Event Timing	Filters the timeline to show only events that are (or are not) set to: <ul style="list-style-type: none"> <li>• Follow the default times</li> <li>• A Zero fade time</li> </ul>

2. Click on the 'Save As' button. Vista shows the 'Save As' window
3. Type a name for the filter.
4. Click the 'OK' button. Vista adds this filter to the drop-down filter list.

## Managing your saved Filters

You can rename, duplicate or modify a saved filter. To do this select the 'Manage View Filters' option from the Filter drop down list. Vista opens the Manage View Filters window:



To modify one of the built in filters or a custom sort you've saved:

1. Select the Filter name in the left-hand panel.
2. Modify the View type, Fixture selection, Event types and advanced event options.
3. Click the 'Save' button.

### Renaming a Filter

You can rename a sort by double clicking on the name, in the left column, and typing a new name.

### Duplicating a Filter

To make a copy of a filter, select it and click on the 'Duplicate' button.

### Deleting a Filter

To delete a filter, select it and click on the 'Delete' button.

## One click filters

At the bottom of the timeline screen there is a set of filter buttons that provide quick access to four popular filters.



This icon...	does this...
--------------	--------------

This icon...	does this...
 All	Shows all fixtures in the cuelist
 Selected	Shows just the selected fixtures.
 Cue	Shows the fixtures in the current cue. Useful for removing 'white space' in the timeline
 New	Shows just the fixtures with new programming.

## Zooming in and out

At the bottom of the timeline screen there is a set of zoom buttons that let you control the size of the events in the timeline.

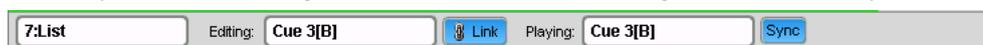


This icon...	does this...
 All	Zoom out to show more of the cuelist
 Selected	Zoom in to show more detail
 Cue	Zoom to show a single cue
	Zoom out to show all cues in the cuelist
 New	Zoom to show the selected cue(s)
Auto	Toggles auto zoom on or off. This means that whatever cue is elected is automatically zoomed to fit the window.

 The zoom options are also available on the View menu.

## The Editor Status bar

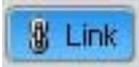
Below the cuelist navigator there's a status bar that shows details about the cuelist you are working on and the cue that's being edited and played:



In the status bar the three fields show:

- the Cuelist that is open in the editor, this field will correspond to the selected tab.
- the Cue that is being edited, this field will correspond to the cue that you have selected in the Cue navigator bar.
- the cue, in the cuelist you are working on, that is playing and contributing to the console's output.

The buttons on the status bar control how the editor interacts with the console's output and playback:

This button...	does this...
	<p>Link joins the editor and any playback (of the cue being edited) to the cue you're editing.</p> <p>This means that when you select a cue, in the editor it will play. Likewise if you play a cue, from the cuelist being edited it will change the cue selection in the editor.</p> <p>If you want to edit a cue without seeing it on stage 'Link' should be de-selected.</p> <p>When you turn Link off and select a cue an alert appears in the status bar to inform you that you are: "Not editing the stage cue"</p>
	<p>Clicking on 'Sync' sets the cue showing in the editor to match the cue being played. Then, as you play other cues the editor will automatically follow the cue that's playing.</p> <p>However if you select a different cue, in the editor, playback will not be affected and Sync will automatically turn off. This means you can make a change to an upcoming cue without changing the look on stage then click Sync again to bring the editor in line with the playback.</p>

### The progress indicator

When you hit Play, the blue line starts moving from left to right across the event bars in the timeline panel. This line shows where you are up to in this cue. If you hit Pause, the line stops wherever it is on the timeline; if you hit Play it starts from the same spot.

## Timeline events

You can create any number of cuelists, each of which can consist of any number of individual lighting events. You can then combine these cuelists and 'play' them interactively to produce your overall lightshow.

## Adding events to the timeline

Whenever you store a cue, using 'Store Look' or 'Store Part' you create events on the Cuelist's timeline. To work with those events and make timing adjustments you open the cuelist in the editor and select the 'Timeline' window.

You can also create a new Cuelist, from scratch, in the editor and work with the events straight away. To do this:

1. Click the 'New' cuelist  icon or select the 'New' option on the Cuelist menu.
2. Select the  icon on the main toolbar to display the Fixture Chooser window.
3. Choose the fixtures you want (or select a group of fixtures by clicking on one of the Group icons).
4. On the Intensity palette, turn up their intensity to a level above zero. You can also set any of the other features, such as position and colour on the other palettes if you like.
5. Select the Timeline  icon on the main toolbar at the top of the screen. Vista displays the timeline window with the features you used shown in the left column and the timing events for those features to the right.

## About the Event bars

The timeline event bars are labelled and include graphics to identify their function and edit status.

### Feature summary event

Feature events are coloured to indicate their type (Intensity, Position, Colour, Gobo, Beam or Miscellaneous).



The event label shows:

- the number of fixtures the event applies to
- the fade time.

### Feature detail event

You can open a feature summary event by clicking on the '+' button, beside the feature name in the left column.



The event label shows:

- the event setting. In the example above the event shows the CMY settings and an icon of the colour. Not all event types include icons.
- the fade time.

### Snap events

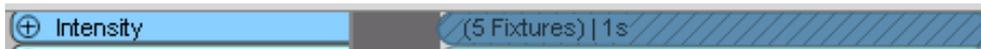
Events that are set to a zero second (0s) fade time are shaped like a banner with an arrow at the left end:



When you select a snap event there is only one selection handle (the aqua coloured square). When you click on the handle you can drag in either direction and once the event has a length a second handle will appear.

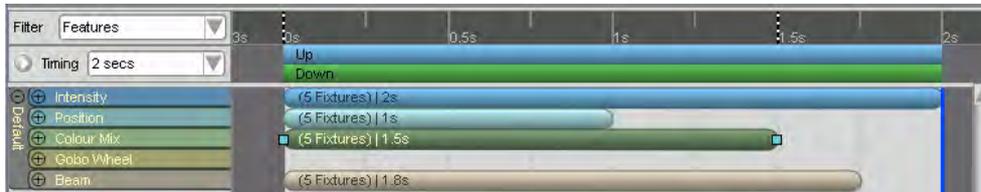
### Changed events

Events that you've edited, since the cue was last saved, show with a hatched pattern:



### Moving events around

Each event has three attributes: a start point, duration and a finish point. The event bars on the timeline show you where each event starts and finishes and how long it will take to reach its end point:



To adjust the start or end point of an event, select the event and drag it along the timeline to the left or right. Note that the grid has an automatic 'snap-to' feature that makes it easy to align start and end points.

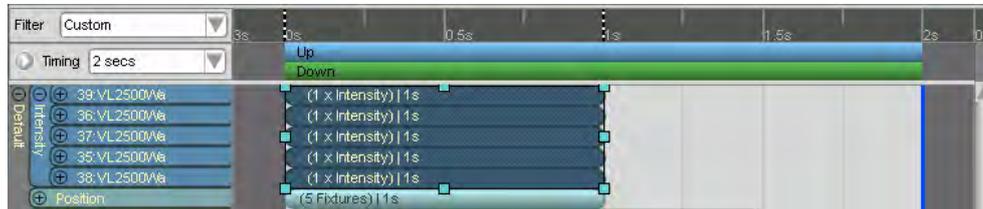
To change the duration of an event, click on it and select the 'handle' (aqua square) on the right-hand end and drag it left to shorten the event, or right to lengthen it.

Note that in the example shown above three separate attributes of the event have different timings:

- the Intensity event starts at 0s and is complete at 2s
- the Position event starts at 0s and is complete by 1s
- the Colour event starts at 0s and is complete at 1.5s
- the Beam event starts at 0s and is complete at 1.75s.

## Working with selection handles

A quick and easy way to create dynamic lighting effects is to 'skew' the events on the timeline. When you select a group of events, Vista displays a selection box around them with aqua /black squares on the corners and sides known as 'handles':



You use these handles to change the duration of the selected events. In this example, the Intensity events of a set of fixtures are selected. By selecting a handle and dragging it you can change the start or finish point of the selected events. In the example above the fixtures will fade in over 1s

In the next example, we've selected the middle handle on the lower edge of the selection and dragged it right to fade the events over 2 seconds, offsetting the start and end fade times while retaining the 1 second fade time for the individual fixtures:



Using the selection handles in this way you can utterly transform the attributes of the selected events with just a few quick clicks. You can also adjust any of the intensity, colour and beam attributes at any time while adjusting the timeline events.

## Making precise timing adjustments

If you want to set the start and end times and durations of events to a precise point on the timeline you can either zoom right in and line them up visually, or enter the actual time values.

### Using the set timing window

You can set event timing and optionally scale events using the 'Event timing' window. To do this select the event(s) and select 'Set Event Timing' option from the Timeline menu. You can also right-click on select the event(s) and select this option from the popup menu.

Vista displays this screen:



This option...	does this...
Start	Select to set the start time of an event
Middle	Select to set the mid point of an event
End	Select to set the end time of an event.
Time Start / Mid / End	Enter a time to set the start mid or end of an event to that position on the timeline. If you enter a number with no units Vista assumes seconds. Use h for hours, m for minutes, e.g. 1h2m3.5s
Duration	Enter a time to set the duration (or length) of an event(s). If you enter a number with no units Vista assumes seconds. Use h for hours, m for minutes, e.g. 1m2s.
Scale Events	Select this option if you want all selected events to be scaled when the duration is increased or decreased. Scaling is based on the longest event. If this box is not ticked all events will be set to the same duration

### Aligning start and end points

You can also align the start and end times of selected events. To do this, select the events and then select the 'Align Start' or 'Align End' option from the Timeline menu.

You can also right-click on select the event(s) and select these options from the popup menu.

### Resetting events to follow the default times

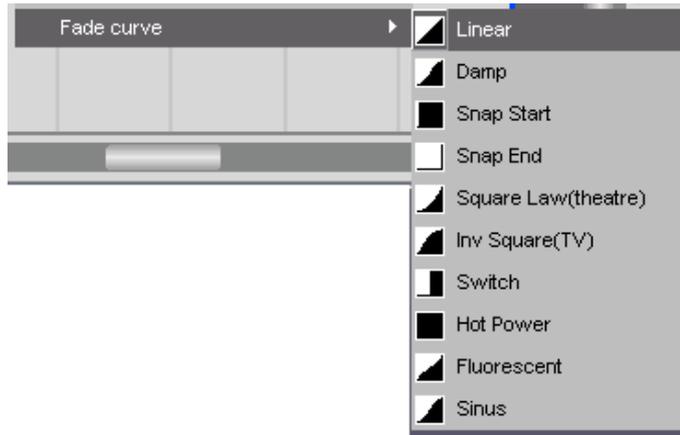
When you adjust the time of an individual event it no longer follows the cue's 'default times'. To reset an event so that it follows the default, select the event and choose the 'Reset to default timing' option from the Timeline menu.

You can also right-click on select the event(s) and select these options from the popup menu.

## Setting the event fade curve

Vista automatically selects the most suitable fade curve for each feature type but you can choose from a set of pre-defined fade path shapes to set how an event will progress.

Select the 'Fade Curves' option from the Timeline menu or right-click on the event(s) and choose the Fade Curves option to display the fade path options:



The shapes in this menu depict the fade paths you can choose:

This icon...	does this...
 Linear	Sets the curve to a normal linear fade. The feature fades evenly from the old setting to the new setting over time.
 Damp	
 Snap start	The feature goes to the end state very quickly.
 Snap end	The feature doesn't change until the very end of the fade time.
 Square law	The feature starts with a delay, then slides up to the end state.
 Inverse square	The feature starts quickly and the finishes slowly.

This icon...	does this...
 Switch	The feature goes to the end state very quickly.
 Hot power	The feature goes to the end state very quickly.
 Flourescent	
 Sinus	

 Instead of making an event very short, you can just set it to Snap at Start.

## Creating Release events

Sometimes it's useful to have a cue release control of a feature. For example a cuelist might set some lights to point downstage in the first cue but in the second cue you want the lights to revert to whatever position they were in previously. To do this you need to store a 'Release' event(s) for the fixtures and features you want to the cue to relinquish control of.

You can also right-click on select the event(s) and select these options from the popup menu.

## Un-tracking events

You can also right-click on select the event(s) and select these options from the popup menu.

## Muting events

If you want to temporarily prevent an event from being played back you can 'mute' it. To do this select the event(s) and choose the 'Mute event' option from the Events menu. The event bar will be greyed and when the cue is played the event will be ignored.

To un-mute an event choose the 'Unmute' event option from the Events menu.

You can also right-click on select the event(s) and select these options from the popup menu.

## Stopping effects overriding an event

'Baseless' effects are designed to run on top of a feature setting. For example a baseless circle effect will cause fixtures to move in a circle around whatever position is been set in a cue. If you want to stop a baseless effect running on an event, right click on the event and select the 'Stop free effects' option.

## Creating and applying extracts

Extracts are like programming templates and can contain any of the attributes you define on the palettes: intensity, colour, beam, position, and so on. They also store the timing associated with the events.

An extract is a section of a cuelist (or range of events) that you can save and re-apply in other cuelists. By re-using existing material to build new cuelists you can save yourself a lot of time re-creating your favourite lighting effects.

## Extracts

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An extract is a section of a cuelist (or range of events) that you can save and re-apply in other cuelists. By re-using existing material to build new cuelists you can save yourself a lot of time re-creating your favourite lighting effects.

## Creating extracts

To create an extract:

1. Select the part of the cuelist or events on the timeline that you want to use as an extract.
2. To adjust a slider setting, either:
  - Select the Extracts button on the Components tab, in the sidebar. Then click on the + button or
  - click on the 'New Extract button - normally Alt-F8.
3. Type a name for the extract and click the OK button.
4. Vista adds the new item to the extract list.

## Applying extracts

To apply an extract:

5. Select one or more fixtures in the Fixture chooser window.
6. Click the Extracts button on the Components tab of the sidebar.

7. Find the extract you want and click on it to select it.

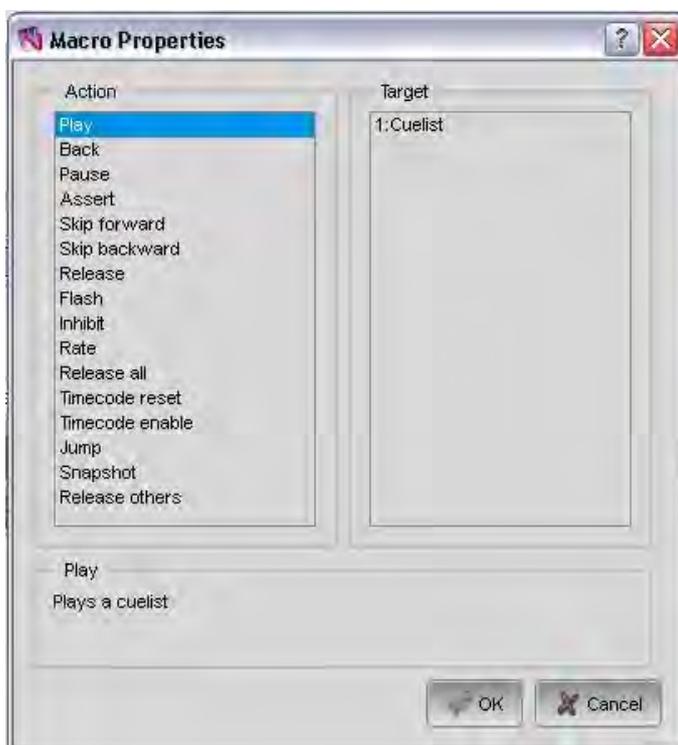
Set the mask buttons so that the attributes you want are applied. Any attribute that is masked, even if it is part of the extract, will not be applied.

## Using commands within cuelists

Commands let you use a Cuelist to control the playback of one or more other cuelists.

To insert commands within a cuelist:

1. Open a cuelist in the programmer and choose the Insert Commands... option from the Tools menu. Vista opens the Insert Command window:



2. Select the command to insert from the Action column:

This option...	does this...
Play, Back, Pause, Assert, Skip Fwd, Skip Back, Release,	Acts on the cuelist as if you had pressed the corresponding button on the playback controls for that cuelist.
Flash	Equivalent to pressing the flash button on a cuelist's playback controls. You must also enter either 'on' to flash or 'off' to flash in the Parameter box.

<b>This option...</b>	<b>does this...</b>
Inhibit	Inhibits (blinds) or un-inhibits the cue list. You must enter either 'on' or 'off' in the Parameter box.
Rate	The Parameter field is a text field and only allows valid input (e.g. numerical BPM value).
Release All	Releases All active cue lists. No other options are available when this command is selected.
Timecode reset	Resets the timecode to 00:00:00:00.
Timecode enable	Sets a cue list to be activated by Timecode.
Jump	Allows you to Jump to a specific cue within a cue list.
Snapshot	Activates the snapshot selected in the parameter field.
Release others	Releases all active cue lists except the one containing this command.

3. Select the Cue list to be triggered from the Cue list column or click on the 'Browse' button to open the mini components window. Open this window to select a cue list, from the components window cue lists layout, and click OK.
4. Enter an on or off command or cue number, if applicable, in the Parameter field. You can also click on a spot in the timeline ruler and tick the 'Insert at cursor' box to put the command at that position.
5. The command will normally be placed in the cue list at the current playhead position. If you want to put it at a different position enter a time in the At field.
6. Enter a descriptive label in the Label/Description field if required. This text will appear alongside the command, in the timeline.
7. Normally Vista creates a new end cue if you place the command beyond the end of the cue list. If you prefer to extend the last cue of the cue list tick the 'Expand existing cue' checkbox.
8. Click 'Insert' to insert the command and close the window.

# Updating Presets and Cuelists during playback

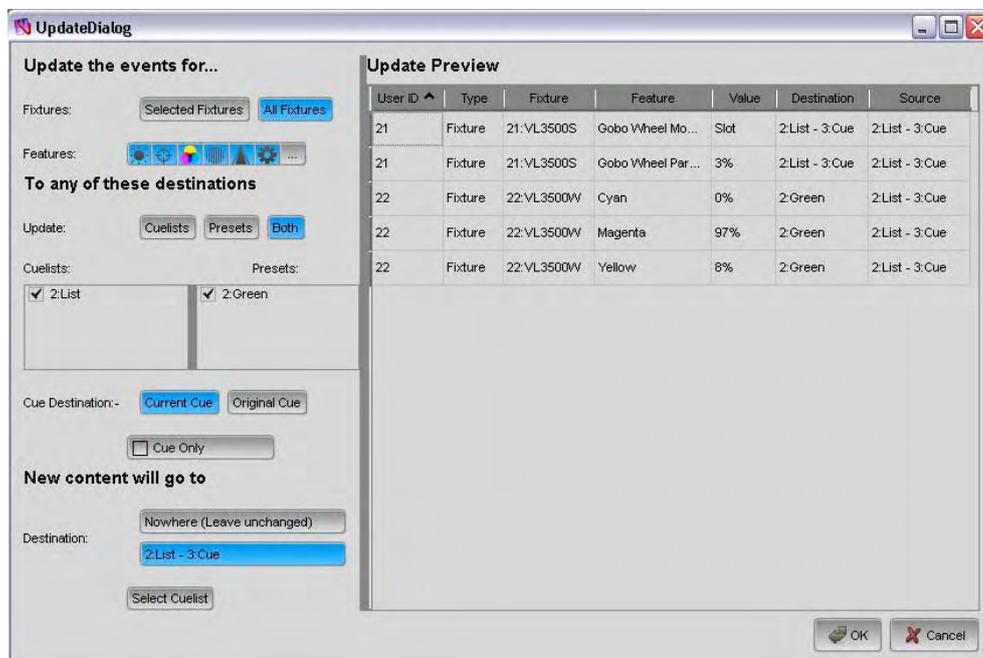
When you make changes in the Programmer Live tab while a cuelist is being played back, you can make those changes apply to the presets from which you constructed the cuelist, or just make the changes to the cuelist itself.

- Update is designed to change settings that are already in a Cuelist and does **not** automatically add new events or fixtures to a Cuelist, but you can open a Cuelist and add new information in the programmer window on the Update window.

## Existing information

To update **existing** information:

1. While a cuelist is playing, go to the Live tab in the Programmer window and select the fixtures you want to change.
2. Make the adjustments you want using the palettes or hardware controls.
3. Click the Update icon , or choose the Update option from the Tools menu.
4. Vista displays the Update window:



Here you can choose whether to apply the changes to Cuelists or Presets if they are in use. You can also filter the changes by fixtures and parameter. By default, Vista selects the presets.

5. To make the changes to all Fixtures in the Cuelist or Preset, click the 'All fixtures' button. To make the changes to just the selected fixtures click 'Selected fixtures' button.
6. You can use the parameter filter icons to select or de-select the features you want to include in the preset - Intensity, Position, Colour, Gobo, Beam and Misc. For more information about the parameter filter bar refer to *Presets* on page 5-45.
7. To apply the changes to presets, click the checkboxes beside the preset names in the Presets pane or, click the checkboxes beside the cuelist names in the Cuelists pane to apply the changes to one or more cuelist rather than to the presets.
8. When you've defined how you want to apply your changes, click the OK button to return to the Programmer screen.



# 7. SmartFX

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## Effect types

Vista provides several effect types:

- Wave effects where Intensity or Colour or Position or any other feature of your lights follows a waveform. With this sort of effect you can create Intensity chases, Position shapes such as a circle and Colour mix effects including rainbows and more.
- Swing effects where Intensity or Colour or Position or any other feature of your lights crossfade between presets or other IPCGBM settings.
- Video effects that use an animated gif to control the Intensity and Colour of a group of fixtures - usually arranged in a matrix.

## Using effects

To run an effect on your fixtures you can either:

- apply one of Vista's built in template effect or
- modify a template effect or
- create your own effects from scratch, using the SmartFX window.

### Applying a stored template effect

To apply an effect:

1. In the Fixture Chooser window, select the fixtures you want to use.
2. Click the Components tab in the sidebar and select the FX button. Vista displays the list of available template effects:



The icon indicates the effect type and letters in the 'Content' column show which features are in this effect:

This icon / letter...	indicates this...
 I	An Intensity effect.
 P	A Position effect.
 C	A Colour effect.
 Matrix / Multi-element	An effect designed to run on a matrix (See creating a matrix on page [TBC]) or multi-element fixture (a fixture with more than one light source - for example a 4 cell ColourBlock.
Multi-feature (i.e. IPC--)	An effect that includes more than one feature. For example the 'BallyColour' effect .

➔ If a template effect is greyed out it means that the template cannot be applied to the fixture type(s) you have selected.

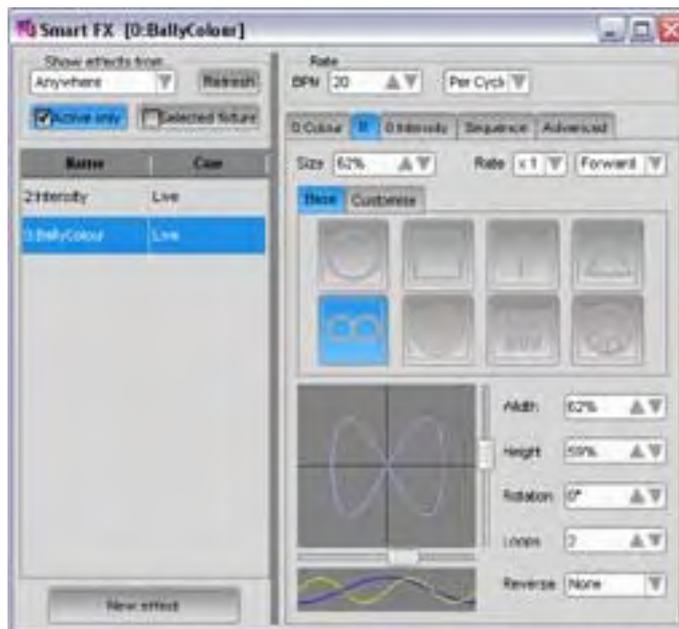
- To apply an effect, click on the one you want. The effect you've chosen starts running on the selected fixtures.
- To adjust the speed and other settings of an effect, open the SmartFX window and use the controls to adjust it. See the following section

## Using the SmartFX window to modify an effect

To adjust the speed and other parameters of an effect, open the SmartFX window by either:

- clicking the SmartFX button on the main toolbar - usually F11, or
- selecting the SmartFX Editor option from the Tools menu (Ctrl + K).

The SmartFX has two panes: the effects list, on the left and effect controls on the right:



The 'Show effects from...' pane normally shows the effects that are active (i.e. running in the Live tab or in a Cuelist).

### The Effects list

You can filter the list of effects by their source, whether they are active and the fixtures they are being applied to.

This option...	does this...
Source Popup selector	The source popup filters the effects list by source: <ul style="list-style-type: none"> <li>• Anywhere includes all effects</li> <li>• Selected Cuelist includes just the effects running on the Selected Playback</li> <li>• Editor Cuelist includes effects running in the Live tab and any Cuelists (tabs) that are open in the Editor</li> <li>• Editor Current Cue includes effects running in the selected cue in the Cuelist being edited.</li> </ul>
Active only	Filters the effects list to only show effects that are being played – that is the ones you can see on stage.
Selected Fixtures	Filters the effects list to only show effects that are being run on the selected fixtures.
New Effect	Creates a new effect with your own settings. See <i>Creating an effect from scratch</i> on page 7-12

<b>This option...</b>	<b>does this...</b>
Save as template	Click this button to save the effect as a template that will appear in the Components list and Quickpickers.

When you click on an effect in this list, Vista displays the settings and controls for this effect in the right hand pane.

## Effect controls

The SmartFX Control Panel contains:

- Rate controls that apply to all feature types in your effect.
- Feature type tab(s) (IPCGBM) with controls for the effect waveform, size, rate multiplier, and direction
- A Sequence tab with controls for fixture overlap, sorting, spread and ganging.
- An Advanced tab, where you can add additional effects and synchronise or offset the effect waveforms. This tab is also used to set how the effect interacts with other cues and effects during playback

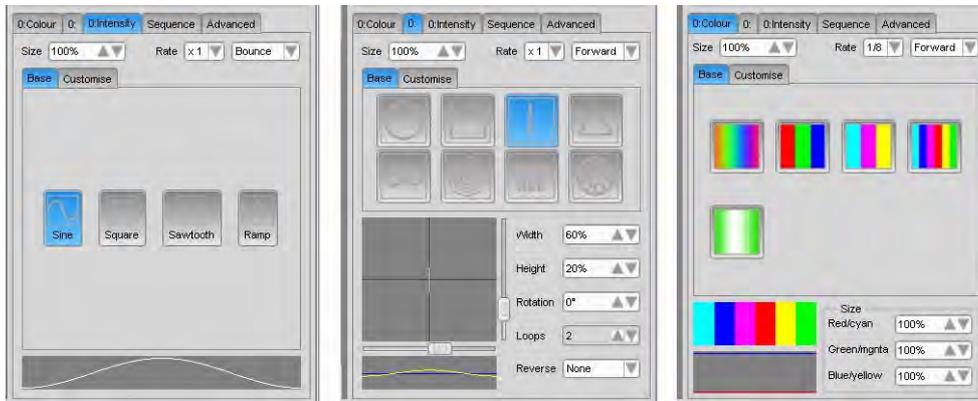
### Rate control

Effects can include one or more feature types (IPCGBG). The rate controls apply and are common to all features in the effect.

<b>This option...</b>	<b>does this...</b>
Rate BPM	Sets the base rate at which the effect runs, expressed in beats-per-minute (BPM).
Rate popup: <ul style="list-style-type: none"> <li>• per cycle</li> <li>• per item</li> </ul> (was per-fixture)	This control affects whether the Rate is based on cycles-per-minute or fixtures-per-minute:  Per-cycle - if the effect is an intensity chase at a Rate of 20 BPM Per-cycle, then the whole sequence will repeat 20 times each minute.  Per-item - if the chase is at a Rate of 80BPM Per-item, then the chase will cover 80 fixtures each minute. The loop time of a Per-item effect varies with the quantity of fixtures used, and is slower with more fixtures. This means the fixture-to-fixture rate (e.g. a flash rate) will be constant no matter how many fixtures are used.
Disable / Enable	This button disables or enables the selected effect.

## The Feature tab(s) for 'Wave' effects

Effects can include one or more feature types (IPCGBG). Vista creates a feature tab for each type with controls for the effect waveform, size, rate multiplier, and direction.



Click on the feature tab (i.e. Intensity) to see the controls:



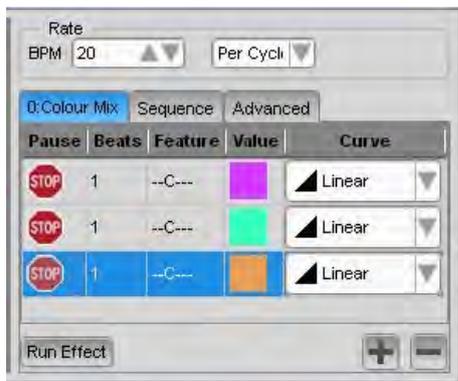
The feature tab(s) will not appear unless the effect is selected in the left pane.

This option...	does this...
Size (was Amplitude)	<p>Size affects how much of the effect waveform is added to the feature. For example if you run an Intensity wave effect, set to size 50%, on a set of fixtures they will modulate between 0 and 50% intensity.</p> <p>For effects that run on more than one channel (i.e. Position and Colour mix) there is a separate size control for each channel</p> <p>For swing effects there is no size controls since only a value of 100% will reach the endpoints.</p>
Rate (was Rate Multiplier)	<p>To maintain synchronization between the features of an effect you can scale the rate for each feature as a multiple of the base rate.</p> <p>To make a feature run slower than the base rate set the feature rate to lower value (e.g. <math>x\frac{1}{2}</math> or <math>x\frac{1}{4}</math>). To make a feature run faster than the base rate set the feature rate to a higher value (e.g. <math>x2</math> or <math>x4</math>)</p>
Direction	<p>Mainly useful for chasing effects, this controls whether fixtures are sequenced in ascending (forward), descending (backward) or both directions (bounce).</p>

This option...	does this...
 <p>Base tab Waveform buttons</p>	<p>This tab shows the available effect waveforms, in graphical form. To select a waveform click on one of the buttons.</p> <p>When multiple waveforms are being used the buttons show the effect that will be created. For example</p> <ul style="list-style-type: none"> <li>• Position – shows buttons for creating shapes including a Circle, Square, Can-can, Triangle, Figure 8, Spiral, Bally Hoo and Spread circle.</li> <li>• Colour Mix – shows buttons for a Rainbow wave, RGB, CMY and more</li> </ul>
<p>Base tab Visual editor</p>	<p>Below the waveform buttons, Vista displays a preview of the waveform(s) in the effect. For position and colour effects this section also provides size controls for each of the feature waveforms. For example a position effect has one waveform operating on Pan and another on Tilt.</p> <p>You can change the offset of the waveform(s) by clicking in the preview window and dragging the waveform to the left or right.</p>
 <p>Customise tab</p>	<p>On this tab you can select the waveform type and the phase offset of the waveform. For position and colour effects, that operate on more than one channel there is also a waveform, rate multiplier and phase offset control for each channel.</p>

**The Feature tab(s) for ‘Swing’ effects**

For swing effects there are no size controls since only a value of 100% will reach the endpoints. Likewise there is no direction control because ‘swing’ effects are designed to bounce between endpoints.

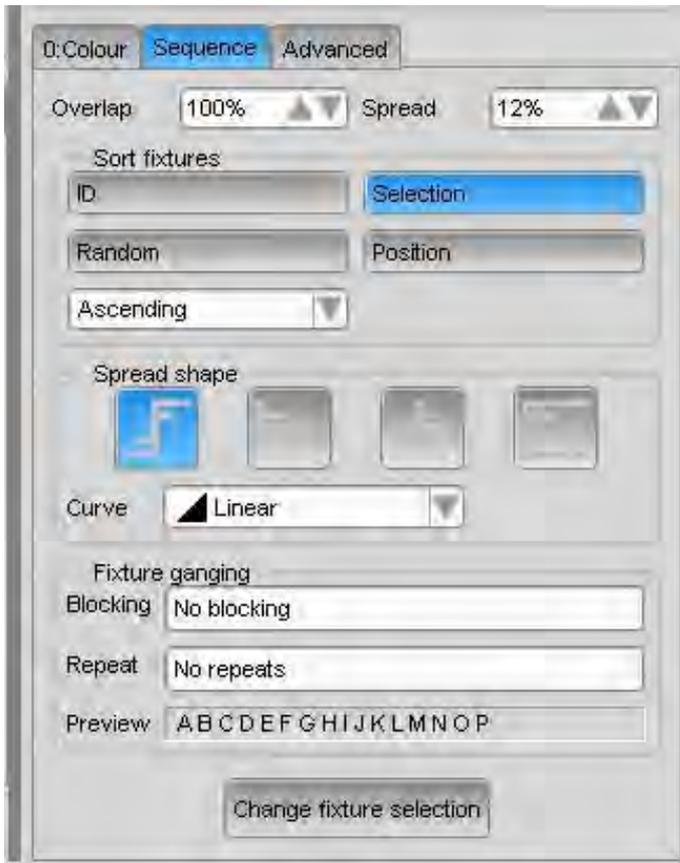


 The feature tab(s) will not appear unless the effect is selected in the left pane.

<b>This option...</b>	<b>does this...</b>
Stop	Clicking on a 'Stop' icon pauses the swing effect so that you can set a value for the feature. To set a value choose a preset or set a value in the sidebar palette windows.
Beats	Sets the number of beats the effect will remain on each point before fading to the next point.
Feature	shows the type of features included in the swing points
Value	shows a value or graphical representation of the setting for the swing point.
Curve	Sets the fade curve to the swing point. <i>See 'Fade curves' on page xxx</i>
Run effect	Click the 'Run effect' button to start the swing effect running if it has been stopped.
	Click the + (Plus) button to add a swing point.
	Click the - (Minus) button to delete the selected swing point.

### The Sequence tab

When you apply an effect to a number of fixtures you can use the controls on the sequence tab to set how the effect is applied to those fixtures.



This option...	does this...
Overlap	affects how much each fixture overlaps the next when the effect is running: <ul style="list-style-type: none"> <li>• At 0% each fixture runs the effect sequentially - there is no overlap</li> <li>• At 100% each fixture executes the effect simultaneously.</li> </ul> This control works in conjunction with Spread to achieve synchronized chases & wave effects.

This option...	does this...
Spread	<p>Vista dynamically calculates a waveform offset value for each fixture depending upon this control:</p> <ul style="list-style-type: none"> <li>• Spread = 0% - all fixtures have a uniform offset</li> <li>• Spread = 100% each fixture has a unique offset ranging from 0% to 100%.</li> </ul> <p>Normally this control will be left at 100% unless the Overlap control is at 100%, otherwise there will be periods when all fixtures will appear to be doing nothing.</p> <p>See below for a simple SmartFX tutorial using Overlap &amp; Spread.</p>
Sort Fixtures	<p>when an effect runs you can sort the fixtures in a number of ways:</p> <ul style="list-style-type: none"> <li>• ID sorts the fixtures by number order.</li> <li>• Selection sorts based on the order in which you selected them in the Chooser.</li> <li>• Random sorts the fixtures in a random order.</li> <li>• Position sorts the fixtures by their position on the Fixture Chooser layout. Fixtures are sorted from top left to bottom right.</li> </ul> <p>To reverse the sort order click on the drop down box and choose either 'Ascending' or 'Descending'</p>
Spread Shape 	<p>the spread shape buttons control how the effect runs across the fixtures. There are 4 spread shapes available:</p> <ul style="list-style-type: none"> <li>• First to last. The effect starts on the first fixture and runs to the last.</li> <li>• Pairs, outside to inside. The effect starts on the 2 end fixtures and into the centre.</li> <li>• Last to first. The opposite of 1.</li> <li>• Pairs, inside to outside. The opposite of 3.</li> </ul>
Curve	<p>sets the distribution of fixtures, along the effect waveform. The normal setting is 'Linear' and in this case the fixtures are evenly distributed. Other curves, such as square and inverse square will bunch some of the fixtures together and spread others out.</p>

<b>This option...</b>	<b>does this...</b>
Fixture Ganging Blocking	<p>sets how the set of fixtures are grouped together. 'No Blocking' indicates that the effect runs across the fixtures one at a time.</p> <p>Fixtures can be ganged so that two or more fixtures are doing the same thing. For example:</p> <ul style="list-style-type: none"> <li>• when set to 2, adjacent pairs of fixtures are ganged together in the effect.</li> <li>• when set to 2/1/3 for a set of 12 fixtures they'd be ganged in a pair, then a single, then threes.</li> </ul>
Fixture Ganging Repeats	<p>allows non-adjacent fixtures to be ganged together.</p> <ul style="list-style-type: none"> <li>• a repeat of 2 sets every third fixture to be doing the same thing.</li> <li>• a repeat of 3 sets every fourth fixture to be doing the same thing.</li> </ul> <p>The 'Preview' panel shows how the fixtures will be ganged together.</p>
Change Fixture Selection	<p>click this button to</p> <p>[TBC]</p>

### The Advanced tab

This tab is used to:

- synchronise or offset the effect waveforms when there is more than one feature in an effect - for example an effect that includes both Intensity and Colour features.
- set how the effect interacts with other cues and effects during playback
- save an effect you've modified or created to the list of template effects.



This option...	does this...
Offset (Phase offset)	<p>adjusting the Offset value, rolls the waveshape within its own window. For example a 0% Phase offset for a sine waveform would start and end at the midpoint while a 25% Phase offset would have the sinusoid start &amp; end at the high point.</p> <p>You can adjust the offset of a feature by either dragging in the waveform window or entering a value between 0 and 360 in the offset field</p>
+ Add	Click the + icon to add a new effect type that is synchronised with the other features(s) in this effect.
- Delete	Click the - icon to delete the selected effect feature.
Basepoint - Bound - Free	<p>sets what happens when fixtures that are running an effect receive a new setting for the same feature type. For example if a circle position effect is running on a set of fixture and a cue runs that sets those fixtures to a different position.</p> <p>If the basepoint is set to <b>Bound</b> the effect stops running.</p> <p>If the basepoint is set to <b>Free</b> the effect continues to run but will take it's basepoint from the new event.</p>

This option...	does this...
Sync at Start	<p>sets what happens as this effect starts when another effect is already running.</p> <p><b>Auto-sync</b> the effect starts on the same phase as the already running effect</p> <p><b>Restart</b> the effect always starts at it's 0 point and so will always look the same when it starts.</p> <p><b>No-sync</b> . [TBC]</p>

## Creating an effect from scratch

To create your own effect:

1. In the Programmer Fixture window, select the fixtures you want.
2. Click the SmartFX button on the main toolbar or choose the 'SmartFX Editor' option from the Windows menu. Vista displays the Smart Effects window.
3. Click the New button, at the bottom of the left pane, to display the Create Effect window:
4. Click on one of the effect type buttons. Vista provides several effect types:
  - Wave effects where the setting for Intensity or Colour or Position or any other feature follows a waveform.
  - Swing effects that that move between two or more presets or IPCGBM settings
  - Video effects that use an animated gif to control the Intensity and Colour of a group of fixtures – usually arranged in a matrix.
5. Choose the Feature type you want to use in the effect (e.g. intensity, or position or colour)
6. 'Type a name for your effect in the 'Name' box
7. Click OK display your effect in the SmartFX window:
8. Adjust the controls in the right hand panel of the window to apply the effects you want.

### Making your effect swing

If you chose the 'Swing' button in the Create effect window, you have to define the end points of the effect (i.e. where it starts and where it finishes).

In this case, when you click OK, Vista adds two swing point in the feature tab of the SmartFX window.

To set values for the two points:

1. Click the first 'Stop' button.
2. Use either the palettes or the controls to set a value for the feature type you are using .
3. Click the second 'Stop' button and define its settings in the same way.
4. Click the 'Run Effect' button to start the effect swinging.

Swing effects always have two end points but you can add more, intermediate, points to build more complex effects. Click on the + button to add another point.

### **Saving your effect**

To save an effect you've created:

1. Select the Advanced tab and click on the 'Save as Template' button. Vista displays a small window asking for a name and location for the effect.
2. Type a name for the effect and choose where to save the effect. You can save the effect in either the Factory or User or Show folder. Saving the effect in the Show folder makes it easier to transfer the effect between different consoles.
3. Click on the OK button. Vista adds your effect to the list of effects. Next time you click the FX tab on Sidebar, your effect will be in the list.

## **Stopping an effect**

There are two ways to stop an effect and have the fixtures revert to their original or default values for the feature(s) that were running in the effect:

- you can stop all effects that are running, or
- you can stop just a particular effect, or
- you ca stop just particular effect type.

### **Stopping all effects**

To stop all the effects that are running on your fixtures.

1. Select the fixtures that you want to stop the effect running on.
2. Choose the 'Stop SmartFX' option from the Tools menu.

### **Stopping a particular effect(s)**

To stop one or more of the the effects that are running on your fixtures.

3. Select the fixtures that you want to stop the effect running on.

4. Click the SmartFX button on the main toolbar – usually F11, or select the SmartFX Editor option from the Tools menu (Ctrl + K).
5. Select the effect you want to stop from the list of effects.
6. Click on the Disable button.

### Stopping effect running on a feature

To stop effects that are running on a feature type – i.e. Intensity, Position, Colour etc.

1. Select the fixtures that you want to stop the effect running on.
2. Click on the Palettes tab, in the sidebar, if it's not already selected.
3. Click on the feature type icon for the effect type you want to stop – Intensity, Position, Colour, Gobo or Beam. Vista opens a popup menu:



4. From the popup menu select the 'Stop Effect' option.

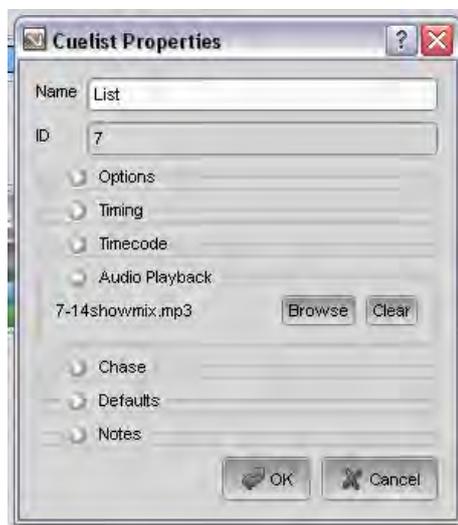
## 8. Assigning Audio to a Cuelist

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You can assign an audio track to a cuelist or cue and play it in Vista. This can be useful if you want to programme for a particular piece of music or dialogue.

### To assign an audio file to a Cuelist

1. With the cuelist open in the editor select the 'Cuelist properties' option from the Edit menu or, right click on the Cuelist icon in a Quick picker and select the 'Properties' option from the popup menu. Vista displays the Cuelist properties window:



2. If it's not already open click the arrow to open the 'Audio Playback' section.
3. Click the browse button and navigate to the folder containing your audio files, select a track and click the Open button. Vista copies the audio file to the 'Audio' folder inside your Vista Data showfile folder.
4. Click OK to close the Cuelist properties window.

When you play this cuelist Vista plays the selected audio track with it but will only continue playing for the overall time of the Cuelist. To be able to hear the entire track you may need to add or lengthen cues.

### To assign an audio file to a specific Cue

You can also assign audio to a single cue in Vista. This can be useful to play sound effects or or short pieces of audio. To do this

1. With the cuelist open in the editor select the Cue then select 'Cue properties' option from the Edit menu or, right click on the Cue tile and select the 'Cue Properties' option from the popup menu.

2. Follow steps 2 – 4 as above.

## Using Learn Timing to adjust cue timing

You can programme a Cuelist then use the 'Learn timing' window to adjust the Cue start times based on your actions. This can be useful if you want to fine-tune Cue timing to an audio or video track.

### Using Learn Timing

1. Open the Cuelist you want to use.
2. Select the 'Learn timing...' option from the Tools menu. Vista opens the Learn Timing window:



3. To keep the existing timing for cues tick the 'maintain Cue Duration' checkbox. If this box is not ticked all cues (and their events) will be stretched or shrunk to match the time between cue start times.

### Adjusting cues to timecode

4. If you want to learn timing based on a Timecode source tick the 'Enable Timecode' checkbox. Vista will then display the Timecode viewer (and controls if you are using internal timecode). If you are not using timecode leave this box unchecked.

### Adjusting cues based on audio or video

You can adjust cue timing to match the audio in a cuelist or while you are listening to or watching a recording. To do this:

5. Click the skip to start button , in the Learn Timing window, twice to ensure you are at the start of your first cue
6. When you are ready click the play button , in the Learn Timing window to set the start time of the first cue. If you have enabled timecode the timing field of the first cue will be automatically changed to a timecode type. If you are not using timecode the start of the first cue will be set to Halt.
7. Continue to press the play button whenever you want the next cue to start. All subsequent cues are automatically set to 'Follow' mode with their start time adjusted in relation to the previous cue.
8. When you are finished click the Done button to close the learn timing window.

Vista automatically changes the cues start action to 'Follow' and adjusts the start time in relation to the previous cue. To see how your cues will playback in relation to the timeline and each other, click the 'View cues in layout mode' button



 **Tip:** When you use 'Learn timing' with Timecode, Vista sets the first cue to start at a Timecode and then uses Vista's internal clock to start the following cues. If you want every cue to be set to timecode mode you can change all the Follow cues convert their start times to Timecode. To do this:

1. Select all the 'follow' cues by shift clicking in the cue tile view
2. Select the 'cue properties' option from the Edit menu
3. If it's not already open click the triangle button beside the Timing option
4. Click on the green Follow  icon and change it to Timecode 

## 9. Automating Playback

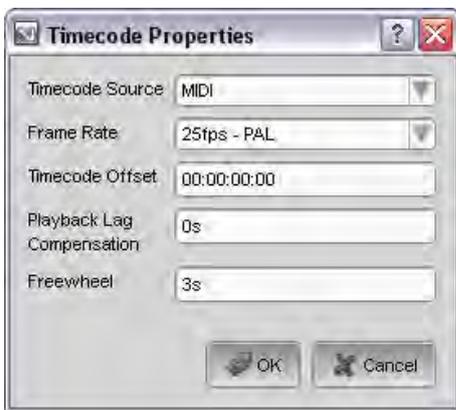
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### Using Timecode to control Cuelists

You can use Linear Time Code (LTC) or Midi Time Code (MTC) to trigger cues. To do this see [If you are going to be using timecode to running the Vista in conjunction with a device that generates SMPTE timecode](#), you can simulate the timecode so you can get your show running in time without needing the actual timecode from the other device.

To set up the timecode:

1. Choose the Timecode option from the File menu. Vista displays the timecode properties window:



2. Set the Timecode source. The options are Linear Time Code (LTC), MIDI Time Code (MTC) or Vista's Internal clock
3. Set the Frame rate from the drop down menu.
4. Set the Timecode Offset if required. The offset time is added to the incoming timecode. For example if the offset is 01:00:00:00 (1hr) and the incoming timecode is 00:00:10:00 (10 secs) Vista will treat it as though 01:00:10:00 (1hr 10secs) is received.
5. Hit the Start button to start the timecode running and the Stop button to stop it. The Time Code field shows the elapsed time, and hitting the Reset buttons clears this field.
6. To close the window, click the 'X' symbol in the top right corner.

### Playback Lag Compensation

The Lag compensation field is used to compensate for slow midi data transmission. If your cues are not running at the expected time you may need to enter a value in this field. For example entering 0.5s will mean that all your cues run half a second earlier than programmed.

### Timecode dropouts

The Freewheeling time field is used to cope with errors in the SMPTE code coming from an external device such as a Tape player. When Vista encounters a SMPTE error it will simulate timecode for a period before assuming the timecode has ended. This field sets the number of seconds Vista will allow to pass while it simulates SMPTE until it relinquishes control.

### Disabling all timecode

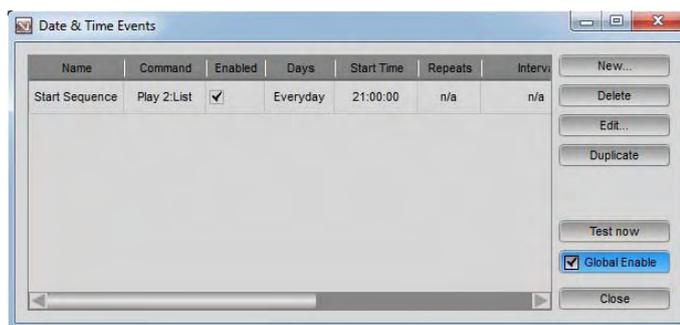
To disable timecode for all cues, choose the Disable option from the Timecode source drop down. This can be useful if you want temporarily to stop timecode from triggering your cuelists.

## Using Date and Time to control cuelists

You can set Vista to automatically play cuelists, trigger snapshots and more based on the date and time.

### Managing date and time events

You can add, delete, edit duplicate or test date and time events. To do this select the 'Date and Time events...' option from the Tools menu. Vista opens the Date and Time Events window:



This window displays a list of all your Date and Time events.

This option...	does this...
New	Opens the 'New Date and Time Event' window where you can set up an event to be triggered based on the date and time.
Delete	Deletes the selected event.

<b>This option...</b>	<b>does this...</b>
Edit	Opens the selected event so that you can modify it's settings.
Duplicate	Duplicated the selected event
Test Now	Click this button to test the event, no matter what the current time is.
Global Enable	You can disable all date and time events by un-checking this box..
Close	Closes the window

## Setting up a new date and time event

To set up events that will be triggered based on the date and time, choose the 'Date and Time events ...' option from the Tools menu. Vista opens the Date and Time Events window

<b>This option...</b>	<b>does this...</b>
New	Opens the 'New Event' window where you can set up an event to be triggered based on the date and time.
+ Add	Click the + icon to add a new effect type that is synchronised with the other features(s) in this effect.
Delete	Deletes the selected event.
Modify	Opens the selected event so that you can modify it's settings.
Duplicate	Duplicated the selected event
Checkbox	If the checkbox, beside an event, is NOT ticked the event will not be activated.
Global Enable	You can disable all date and time events by un-checking this box..

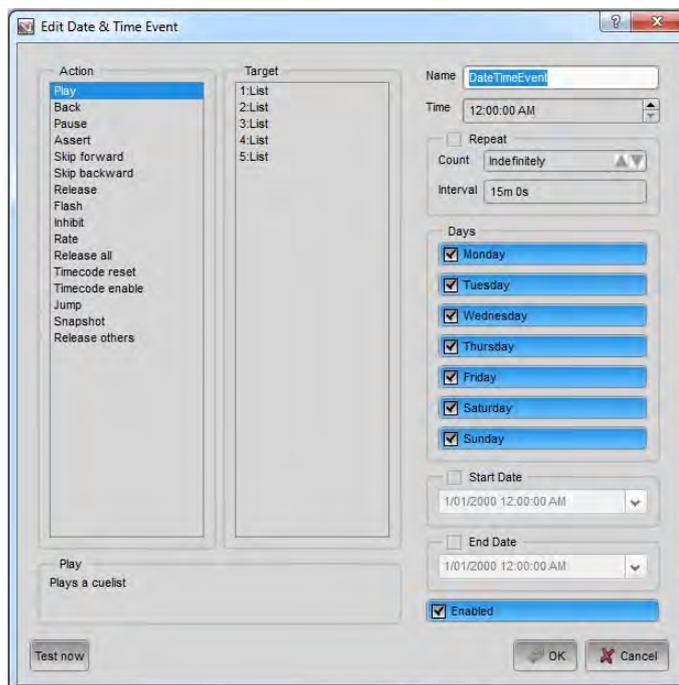
## Disabling all date and time events

You can also disable all date and time events by choosing the Disable All Time/Date Events option from the Vista menu. This can be useful if you want temporarily to stop events being triggered.

## Creating a New Event

Date / Time events can automatically control playback and other actions. To create a new event:

1. Choose the New Event... option from the Date/Time Events window. Vista opens the New Event window:



2. Select the command to insert from the Action column:

This option...	does this...
Play, Back, Pause, Assert, Skip Fwd, Skip Back, Release,	Acts on the Cuelist as if you had pressed the corresponding button on the playback controls for that clip. Select the Cuelist from the Target column
Flash	Equivalent to pressing the flash button on a Cuelist's playback controls. You must also enter either 'on' 'off' or 'toggle' in the Flash enabled box to set the flash button action.
Inhibit	Inhibits (blinds) or un-inhibits the clip. You must also enter either 'on' 'off' or 'toggle' in the Inhibit enabled box to set the flash button action.

<b>This option...</b>	<b>does this...</b>
Rate	The Rate field is a percentage field and only allows valid input (e.g. numerical % value).
Release All	Releases All active Cuelists. No other options are available when this command is selected.
Timecode reset	Resets the timecode to 00:00:00:00.
Timecode enable	Sets a Cuelist to be activated by Timecode.
Jump	Allows you to Jump to a specific Cue within a Cuelist. You can select a cue from the popup menu in the Cue field.
Snapshot	Loads the snapshot selected in the Target box

3. Select the Cuelist to be triggered from the target column.
4. Enter an on or off command or rate setting or cue number, if applicable, in the option field.
5. Type a label for the Event in Name box.
6. Set the time of day, to trigger the event, in the Time box. The time is displayed as a 12 hour AM/PM clock.
7. If you want an event to repeat periodically, check the Repeat box and specify the number of times to repeat and the Interval (in minutes), between repetitions.
8. Select the days of the week you want the event to run on by ticking the check boxes.
9. If you want an event to only be activated after a certain date. Tick the Start Date box and specify the date when the event should first be triggered.
10. If you want an event to stop running after a certain date. Tick the End Date box and specify the date when the event should last be triggered
11. Tick the Enabled checkbox to activate the event. If this box is not ticked the event will not run.
12. Click the OK button to save the event.



<b>This column...</b>	<b>indicates...</b>
Cuelist Name	The name of the Cuelist.
Current Cue	Shows the current Cue name and number. Cuelists that have not been run show the first Cue name.
Status	The Playback State of the cuelist - HTP set on - On Playback. The Cuelist is on a playback control. - SMPTE timecode locked (not implemented) - Audio (not implemented) - Inhibited
Active	Shows if the Cuelist is playing or has been played.
Priority	Shows the priority of the Cuelist.
Programming	Shows the features (Intensity, Position, Colour, Gobo, Beam) programmed in this cuelist.
HTP	Shows the 'HTP Intensity' property setting.
Release Time	Shows the Cuelist's release time.
Inhibited	Shows if a Cuelist has been inhibited (made blind).
Notes	This column is for notes and comments. To add a note click, double click on the notes cell.

You can change the setting of a cell by double click on the cell and either selecting from a list of options or entering a new value. You can also right-click on the cell to open an editing window for that cell. Not all cells are editable

You can sort the Cuelist list by clicking on any of the column headings. For example to show all the Cuelists that are on playback controls, at the top of the list, click on 'On Playback'. Click the column heading again to reverse the order.

You can resize columns by clicking between the headings and dragging the column to suit. To show or hide columns right-click in the Cuelist pane and select 'Show/Hide fields' from the popup menu.

### Cue pane

The right column shows the Cues in the Cuelist selected in the left column and is divided into six columns that show Cue detail and progress:

<b>This column...</b>	<b>indicates...</b>
-----------------------	---------------------

<b>This column...</b>	<b>indicates...</b>
ID	Shows the Cue number
Cue	Shows the Cue name.
Programming	Shows the features types programmed in this cue.
	Click this button to play the cue
Progress	Provides a visual display of the Cue's progress and Shows the progress of the Cue as a percentage
	Click this button to skip to the end of the cue
Time	Shows the elapsed time, time remaining and total fade time for the Cue. I.E. 1/5 [6] Elapsed time is 1 second Time remaining is 5 seconds Total fade time is 6 seconds
Follow Action	Shows how the cue starts. Start - the Cuelist starts 'n' seconds after the start of the previous cue End - the Cuelist starts 'n' seconds after the end of the previous cue Wait - the next Cue will play when Go is pressed
Follow delay	Shows the delay time for the 'follow action' described above.
Notes	This column is for notes and comments. To add a note click, double click on the notes cell.

### Control and Playback buttons

You can use playback button toolbar to control one or more Cuelists. To show or hide the playback buttons choose the 'Playback Control' option from the Toolbars submenu on the View menu :

<b>This button...</b>	<b>does this...</b>
	Jumps to the start of the Cuelist
	Cues backwards to the previous Cue marker of the selected Cuelist

This button...	does this...
	Pauses playback of the selected Cuelist(s)
	Commences (Go) Playback the selected Cuelist(s)
	Cues forwards to the next Cue of the Cuelist
	Jumps to the end of the selected Cuelist.
	Releases the selected Cuelist - fixtures return to their previous settings:

### Filtering the cuelists

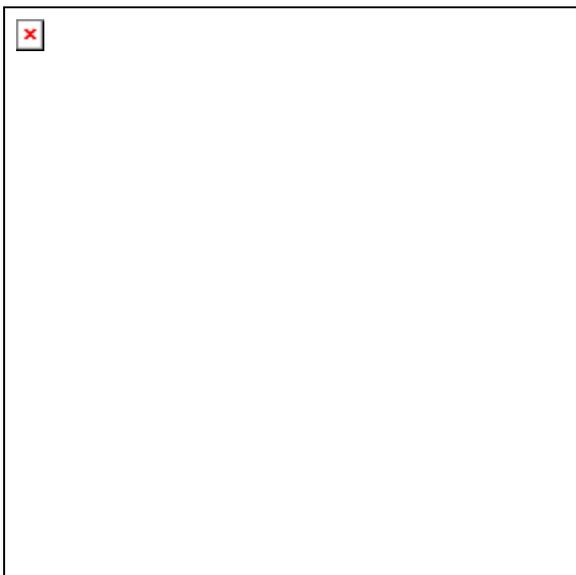
If the 'Only show active cuelists' button is highlighted only cuelists that are being played will be shown in the left pane. You can also set the this option on or off from the View menu.

### Auto Scroll

If the 'Auto Scroll' option is highlighted you the cue panel will scroll to keep the current cue visible. You can also set the this option on or off from the View menu.

### Dragable playhead

If the 'Dragable Playhead' option is ticked you can control a Cuelist's playback by clicking on the Cue progress indicator bars. You can also set the this option on or off from the View menu



Click on the > button on the left side, of the bar, to play the Cue, click on the >> button to go to the end of the Cue or click anywhere in the Cue bar to jump to that point.

If the 'Dragable Playhead' button is highlighted click on it (so it is de-selected) to prevent accidental triggering of Cue .

### Search

You can search for a cuelist or cue by clicking on the corresponding search button. You can also do this by choosing the 'Search' option from the View menu.

## Editing in the Playback control window

There are two ways you change Cue names, times and end-of-Cue actions from within the Playback control window. You can:

- double-click on the Cue Name, Time, At End setting or Notes field and edit the field directly.
- right-click on the Cue Name, Time, At End setting or Notes field and select the 'Edit field of selected Cue(s)' option from the popup window.

### To edit a field directly

1. Double-click on the Cue Name, Time, At End setting or Notes field.
2. Choose from the list of options or enter a new name, time etc.
3. Press the Enter key or click away from the field.

### To use the Edit field window

1. Select one or more Cues. You can select a range of Cues by using the shift or control key.
2. Right-click in the field that you want to change and select the edit option. Vista opens the Edit field window.
3. Enter a new name, time etc.
4. Click the OK button.

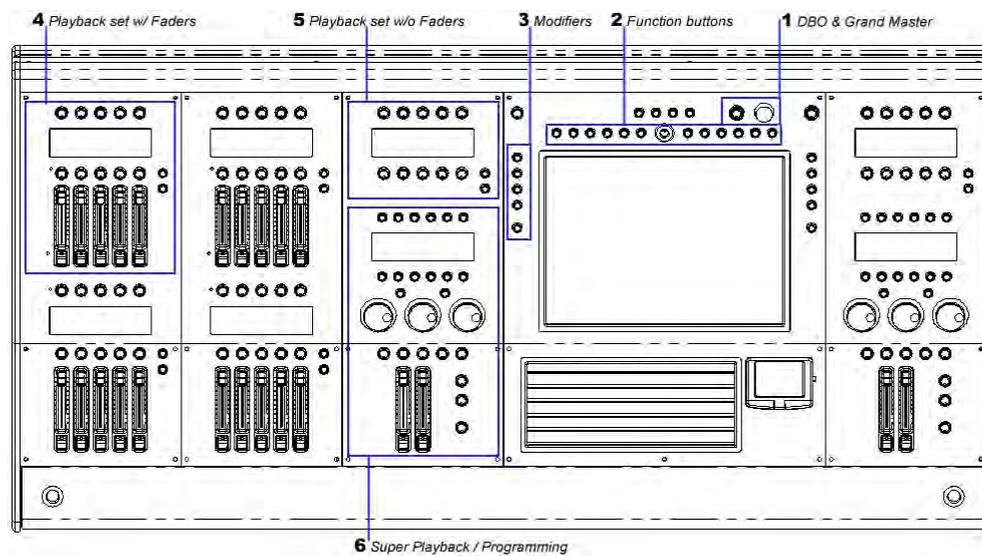


# 11. Using the console hardware

## Console layout

Vista consoles and control surfaces provide the faders, encoders, switches and displays you'll need to control your lighting rig. The layout of each product is slightly different and the quantity of playback controls varies.

### T4 Console



The T4 console features:

- LCD Pen/Tablet module that includes, the Grand Master & DBO, 12 Function buttons, 2 sets of modifier buttons, a keyboard & trackpad
- 4 Playback modules with faders
- 2 Playback modules without faders
- 2 Superplayback/Programming modules.

## T2 Console

The T2 console features:

- LCD Pen/Tablet module that includes, the Grand Master & DBO, 12 Function buttons, 2 sets of modifier buttons, a keyboard & trackpad
- 2 Playback modules with faders
- 1 Playback modules without faders
- 1 Superplayback/Programming modules.

## I3 Console

The I3 console features:

- 2 Playback modules with faders
- 2 Playback modules without faders
- 1 Superplayback/Programming modules.

## L5 Console

The L53 console features:

- LCD Pen/Tablet module that includes, the Grand Master & DBO, 12 Function buttons, 2 sets of modifier buttons, a keyboard & trackpad
- 2 Playback modules with faders
- 2 Playback modules without faders
- 1 Superplayback/Programming modules.

## S3 Control Surface

The S3 control surface features:

- 2 Playback modules with faders
- 2 Playback modules without faders
- 1 Superplayback/Programming modules.

## S1 Control Surface

The S1 control surface features:

- 1 Playback modules with faders
- 1 Superplayback/Programming modules.

## M1 Control surface

The M1 control surface features:

- 1 Playback modules with faders.

## Grand Master and DBO

The rotary Grand Master control scales the intensity of all output from the Vista system.

The Dead Black Out (DBO) button takes all intensity to 0%, while it is held down.

## Function keys

The function function buttons provide quick access to many commands and functions. The buttons are user configurable so you can assign functions you use frequently and have access to function at the press of a button rather than having to choose the option from a menu or icon.

The number and location of the function buttons varies from console to console:

- I-series consoles provide six function buttons located at the top centre of the unit
- S-series consoles provide five function buttons located at the top centre of the unit
- T4 and T2 consoles have 12 buttons located above the main display
- I3 consoles have 6 buttons located at the top centre of the console
- S3 control surfaces have 5 buttons located at the top centre of the console
- S1 control surfaces have 6 buttons located below the GM & DBO controls
- M1 control surfaces do not have function buttons.

Your keyboard Function keys 'F1 – F12' can be used in place of these buttons. On the Vista PC version, the Function keys 'F1 – F5 or F1 – F12' can be used in place of these buttons.

To assign a function to one of the buttons:

1. Click the Console button to display the Console screen. The function keys are at the top of the Console screen.
2. Right-click on a button and select a command from the popup menu.

## The modifier keys

### The LR key (T series consoles only)

The LR button changes a pen tablet tap to a right tap. To 'right-click' hold this button down then tap the pen.

### The coloured modifier keys

The coloured (Red, Yellow, Green, Blue) modifier buttons provide alternate functions when you press a button on the console while programming and during playback.

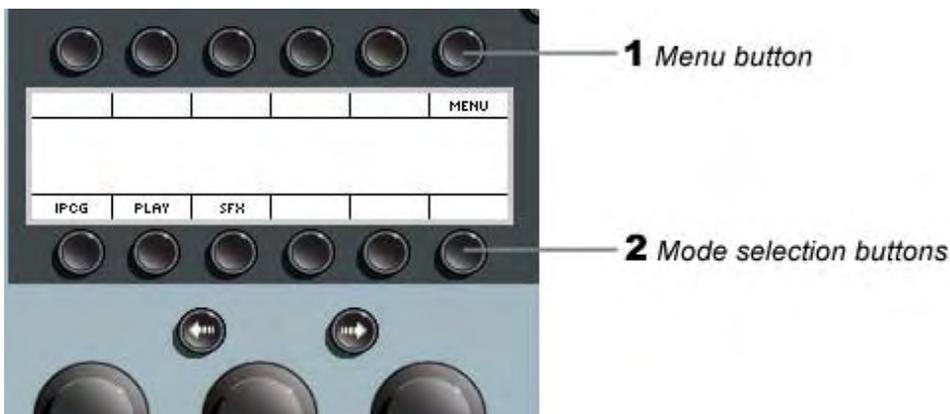
You can also use keyboard equivalents in place of the modifiers:

- *Shift* is equivalent to the Red button
- *Control* is equivalent to the Yellow button
- *Alt* is the equivalent of the Green button
- *Control + Alt* is the equivalent of the Blue button.

## The Super Playback / Programmer controls

These controls are used during programming and playback. To switch functions press the 'Menu' button and then select from the three options:

- IPCG - stands for Intensity, Position, Colour, Gobo, Beam and puts the controls into editing (aka programming) mode. In this mode the buttons and encoder wheels can be used to set Intensity levels, Pan Tilt and all the other features of your fixtures
- Play - puts the controls into playback mode . In this mode the controls and buttons provide quick access to the regular and advanced cuelist playback options.
- SFX - stands for Smart Effects . This mode let's you use the buttons and encoders control the most frequently used effects settings.

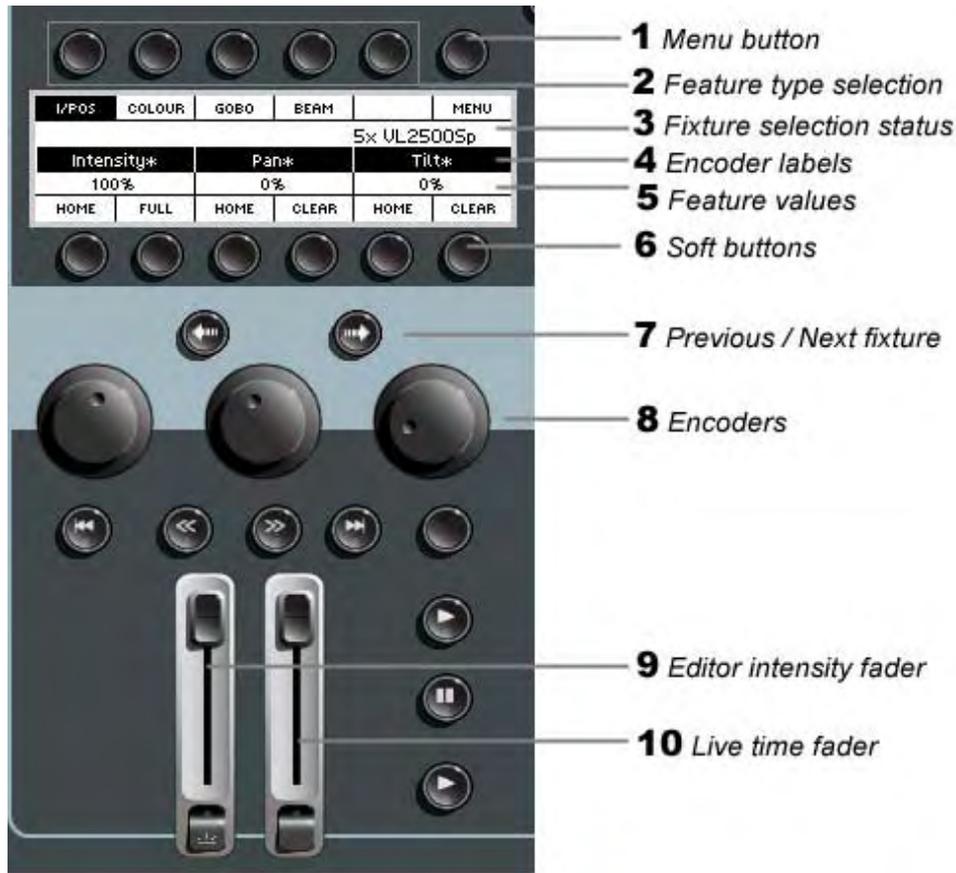


## Editor (aka Programmer) mode

When you select fixtures in the Chooser or Timeline window the hardware controls can be used instead of the on screen palettes to adjust settings for Intensity, Position, Colour, Gobo and Miscellaneous parameters

### Programmer mode

If the controls are not already in Programming mode press the menu button then the button labelled 'IPCG' to switch into programmer mode:



This button...	does this...
I / POS	Press this button to put the encoders and lower 6 buttons in Intensity plus Position mode. Pressing it again cycles the controls through any available parameters or alternate modes (Angular position and Strobe & Shutter).
Col	Press this button to put the encoders and lower 6 buttons in Colour mode (HSV). Pressing it again cycles the controls through any available parameters or alternate modes (CMY, RGB, Colour Wheel Colour )
Gobo	Press this button to put the encoders and lower 6 buttons in Gobo mode. Pressing it again cycles the controls through any available parameters or alternate modes.

<b>This button...</b>	<b>does this...</b>
Beam	Press this button to put the encoders and lower 6 buttons in Beam mode. Pressing it again cycles the controls through any available parameters or alternate modes.
Menu	Opens the Super Playback top level menu screen. Double tap the menu button to switch between Playback and Programming mode.
Home (Clear)	Sets the associated feature to its default (or home) value. Hold the yellow modifier (or Ctrl key) to clear the feature settings.
Full (Zero)	Sets the associated feature to its maximum values. I.E. this would set Intensity to 100. Hold the yellow modifier (or Ctrl key) to set the feature to its minimum value.
>>	For Gobo (or Colour) wheel features this button toggles between the fixtures wheels - i.e. Gobo wheel 1, Gobo wheel 2, etc
Mode	For Gobo wheels that have rotating gobos this button toggles the rotation encoder between Index and Spin mode.
< >	This button reverses the direction of a spinning colour or gobo wheel or individual gobo.
Encoders	Rotate to set the associated parameter to the required value.
<- Left arrow	Selects the previous Fixture
-> Right arrow	Selects the next fixture

### Super Fine Mode

Hold down the Green modifier button or the Alt (Option) button, on your keyboard, to put the encoders into super-fine mode.

### Fixture Selection buttons

The left and right arrow buttons located just above the encoder wheels can be used to select the Previous or Next fixture in a selection.

If there's no fixtures selected pressing the buttons will cycle through all te patched fixtures.

### Editor intensity

The overall intensity from the Editor is controlled by the fader located, on the left side, below the encoder wheels.

### Editor 'Live' time

The fader located, on the right side, below the encoder wheels can be used to adjust the Live time. At the top (100%) position the Intensity, Position, Colour and other feature settings fade in over the 'Live time' set in the Editor window. At the bottom (0%) position the feature settings fade in over 0 seconds - i.e they snap to the new value.

## Super Playback mode

In playback mode the Super Playback section controls and buttons automatically link to the selected playback. This means that when you press the 'Select' (\*) button on any cuelist playback you can control that cuelist with the faders, buttons and encoders in this section.

### Play controls

The faders and buttons, below the encoders provide quick access to all the cuelist play function.

This button...	does this...
	Jumps to the start of the Cuelist
	Cues backwards to the previous Cue marker of the selected Cuelist
	Cues forwards to the next Cue of the Cuelist
	Jumps to the end of the selected Cuelist.
	Not used
 upper	
	Pauses playback of the selected Cuelist(s)
 lower	Commences (Go) Playback the selected cuelist(s)
 (Left flash)	Flashes intensity of the super playback cuelist to the maximum value.

This button...	does this...
 (Right) Crossfade	Not used

 You can configure these buttons in the Console window. See *Assigning a component to the playback controls* on page 11-13

### Super Playback mode extended controls

If the controls are not already in Playback mode press the menu button then the button labelled 'Play' to switch into to Playback mode. The top row of buttons let you select from the playback control pages:

This button...	does this...
Control	Selects the normal cuelist play mode controls
Chase	Select the cuelist Chase controls
SmartFX	Selects the cuelist SmartFX controls
Load	Press Load then any key on a normal playback to load that cuelist into the Superplayback.
Lock	Locks the current cuelist onto the Superplayback. When lock is selected pressing Select (*) on another playback will not change the Superplayback cuelist.
Menu	Opens the Superplayback top level menu screen. Double tap the menu button to switch between Playback and Programming mode.

### Cuelist Control (normal) mode

In the Cuelist 'Control' mode you can control the playback rate and select from several play options using the bottom row of buttons:

This button...	does this...
Rate	Enables the left encoder for rate control of playback. Turn the encoder to the left to slow the playback rate and to the right to speed it up.
100%	Resets the playback rate to normal. At 100% the cuelist plays back using the fade times set in the cues.

<b>This button...</b>	<b>does this...</b>
Jump	Opens the cuelist jump window on the main screen. Used to jump from one cue to another cue out of sequence. Select the Cue you want to jump to in the Jump window. See <i>Using the Jump window on page 11-10</i>  Press Go to fade to that cue.
Shuttle	Enables the middle encoder for manual control of playback. Move the encoder clockwise to advance and anti-clockwise to go backwards.
Release	Releases the cuelist. Fixtures return to the previous settings or to their defaults.
Select	Selects the cuelist on the SuperPlayback.

### Cuelist Chase mode

In the Cuelist 'Chase' mode you can start a cuelist chasing, change the chase rate and select the chase direction:

<b>This button...</b>	<b>does this...</b>
Rate	Enables the left encoder for rate control of playback. Turn the encoder to the left to slow the playback rate and to the right to speed it up.
Sync	Synchronises the chase
Forward	Turns the chase mode on and runs forwards. If the cuelist is already chasing forward pressing the button will turn chase mode off.
Reverse	Turns the chase mode on and runs backwards. If the cuelist is already chasing backward pressing the button will turn chase mode off.
Bounce	Turns the chase mode on in bounce mode (i.e. run from first to last cue then last to first cue). If the cuelist is already bouncing pressing the button will turn chase mode off.
Random	Turns the chase mode on and runs in a random order. If the cuelist is already in random pressing the button will turn chase mode off.

### Cuelist FX (effects) mode

In the Cuelist 'FX' mode you can control the size, rate and phase of effects that are running on the console:

This button...	does this...
Encoders	Enables the encoders. To avoid accidentally changing FX settings turn the encoders off.
Reset	Resets the effect(s) Size to it's programmed settings
Reset	Resets the effect(s) Rate to it's programmed settings
All /Cuelist / Active. (press to toggle)	All - selects all running effects for adjustment Cuelist - selects the effects in the selected cuelist for adjustment Active - selects the active effects for adjustment
Forward / Backward (press to toggle)	Changes the direction of the selected effect(s)
Sync	Re-synchronises the selected effects.

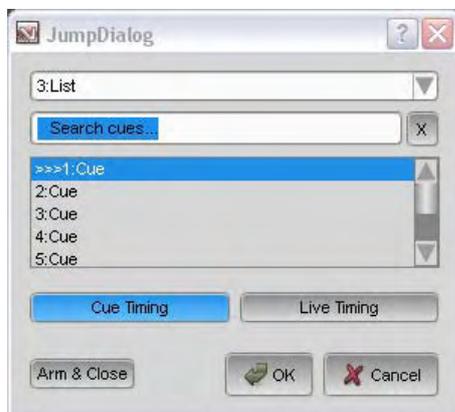
### Using the Jump window

During playback you can use the jump window to quickly select a cue, out of the normal sequence, and fade it in.

To open the Jump window:

- press a Select button on any playback to bring that cuelist onto the super playback
- press the Jump button in the super playback

Vista displays the Jump to Cue window:



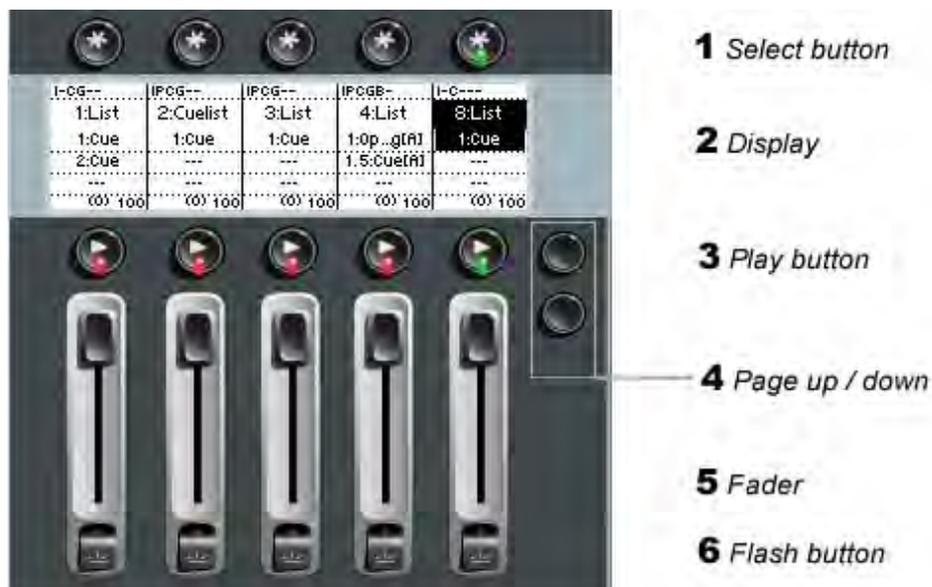
This option...	does this...
Cuelist	Selects the cuelist to jump to. This field is automatically set to the cuelist on the superplayback.
Cue	Selects the cue to jump to. To find the cue you want to jump to type the cue number or a part of the cue name in the search box, or select the cue from the list
Cue Timing	Crossfades using the new cues fade time
Live Timing	Crossfades using the Live time
Arm & Close	Closes the Jump window with the selected cue ready to play. Press the Play button to complete the jump.

To complete the Jump and fade in the selected cue, without using the Arm and Close option;

- press the keyboard Enter key, or
- use the Cuelist's Go button, or
- click the OK button.

## Playbacks with faders

Depending on your console type you will have one of more 'Playback with fader' sets consisting of 5 playbacks. On the M1 console the playback set does not include a display.

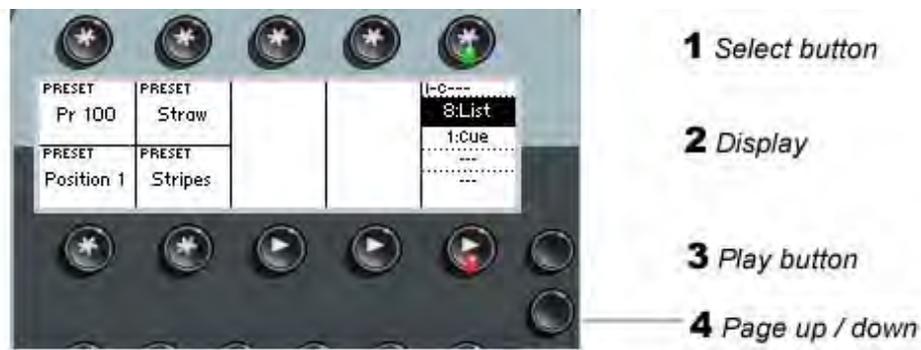


These playbacks consist of:

- a Select button – normally used to select the playback
- a display – used to display the name of the cuelist or other component that’s being controlled
- a Go button – normally used to play the the cuelist or other component
- a fader – used to control the intensity of a cuelist
- a flash button – normally used to momentarily flash the intensity of a cuelist to full.

## Playbacks without faders

These button-only playback sets are available of the T4, T2, I3, and S3 consoles.



These playbacks consist of:

- a Select button – normally used to select the playback
- a display – used to display the name of the cuelist or other component that’s being controlled
- a Go button – normally used to play the cuelist or other component.

## Page controls

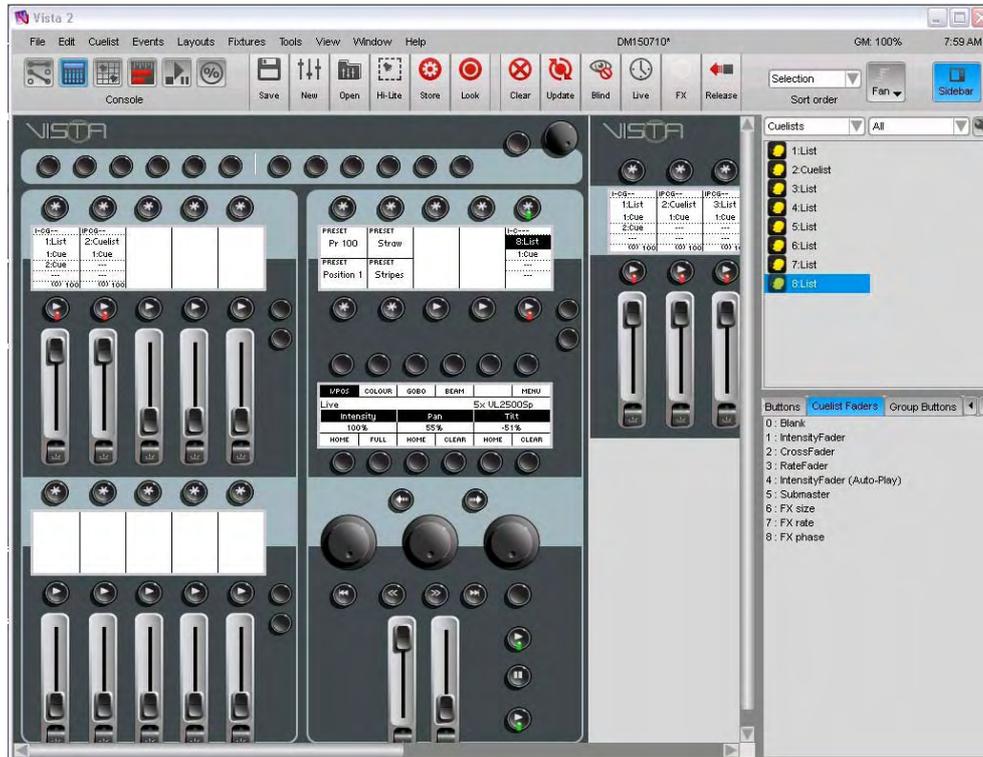
Each playback module consists of 5 playbacks. Cuelists and other components can be assigned to these controls as pages. To change pages:

- press the Page Up button to advance to the next page number
- press the Page Down button to go back to the previous page number.

## Configuring the console for Playback

Once you've stored a number of Cuelists, Presets, Extracts, etc, you can assign those components to the playback controls the way you want them using Console screen.

When you click the Console button on the toolbar Vista displays the Console screen:

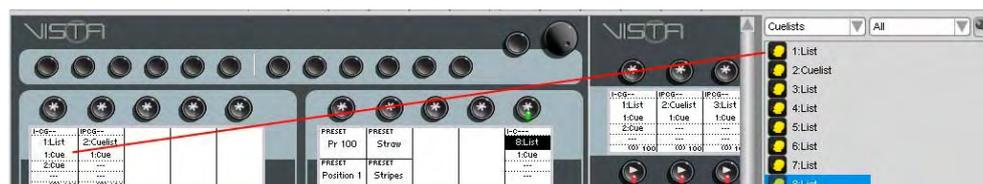


On this window the Sidebar shows a quickpicker where you can display and filter the components you want to assign to the console. You can:

- choose a component type (Cuelists, Groups, Presets, Extracts, Smart FX, Snapshots) from the top dropdown
- filter the list by selecting a set from dropdown. For example you can filter the list to show just Presets that include Colour.

### Assigning a component to the playback controls

Once you've selected the component type you want you can drag and drop it onto the label area corresponding to the console's LCD windows:

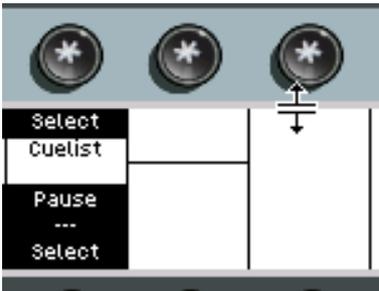


- **Tip:** You can assign any combination of components to the playback controls – Cuelists, Groups, Presets, Extract, Effects, Favourites and Snapshots.

### Splitting playback controls

When a component is assigned to a playback it uses all the controls that are available – the Go and Choose button plus the fader and flash button if available, but you can split a playback set to increase the number of components that can be placed on a page.

To do this, move the cursor to the top of the white label area. When the pointer changes to a split bar [=], click and drag down:

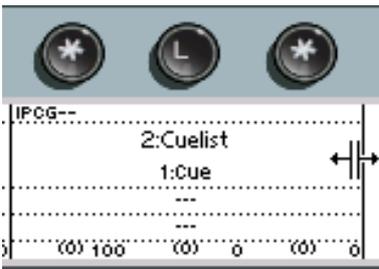


Playbacks with faders can be split three ways. To do this move the cursor to the middle of the label area. When the pointer changes to a split bar [=] click and drag down.

- **Tip:** You don't have to split all the playbacks on a page the same way, you can split on two ways, another three ways and so on.

### Expanding playbacks

Playbacks can also be extended to provide more physical button controls for playback of a cuelist. Up to five playbacks in the group can control a cuelist:



To expand a Playback move the cursor to the right side of the label area. When the pointer changes to a split bar [| |] click and drag to the right.

- **Tip:** You can expand a Playback before or after a Cuelist has been assigned, but you can only expand into an area that is not occupied by another component.

## Configuring the playback buttons and faders

Normal, split and expanded playbacks have their buttons and faders set up with the default configuration. To see how the buttons and faders are configured press the Help key [!] on T series consoles Ctrl + ? on a PC.

Vista displays the button and fader functions on the LCDs and in the Console window:

You can assign different actions to these buttons and faders to suit your requirements or playback style.

To assign an action:

1. Click the Console button to display the Console screen.
2. Click on the 'Cuelist Buttons' or 'Cuelist Faders' tab in sidebar.
3. Click on the required button or fader action and drag it on top of the button or fader you want to use for that function.

Some buttons and faders must be used together. For example if you make a fader a 'Cross fader' you should also assign a 'Toggle Xfader' button to the button below the fader. Likewise if you make a fader a 'Rate fader' you should also assign a 'Toggle rate fader' button to the button below the fader.

### Cuelist buttons

The following button actions are available:

This button action ...	does this...
Unassigned	The button has no action.
Play	Plays (starts playback of) a cuelist.
Jump	Opens the Jump window. See Using the keyboard to Jump on page xxx.
Inhibit	Stops the cuelist playback, Intensity is reduced to 0 and all other parameters revert to their previous setting. Press the button again to enable or re-assert the cuelist.
Flash	Sets the button to momentarily flash Intensity to full. This is the default assignment for the square buttons below the faders.
Flash Submaster	Sets the button to momentarily flash Intensity to full on a Submaster.
Pause	Pauses playback of a cuelist.
Edit	Opens a Cuelist, for editing, in the Editor window.

<b>This button action ...</b>	<b>does this...</b>
Skip Forward	Steps forwards to the next Cue of the cuelist.
Release	Releases a cuelist.
Skip Back	Steps backwards to the previous Cue marker of the selected cuelist.
Skip to End	Jumps to the end of the cuelist.
Select	Selects the cuelist. This is the default assignment for all * buttons.
Re-assert	Re-asserts a cuelist that has been overridden.
Chase Toggle	Toggles between Chase on and Chase off.
Chase Direction	Cycles between the available chase directions in this order: Forward, Backward, Bounce, Random.
Chase Forward	Sets the Chase direction to forwards (the normal setting). N.B. if the chase is already running forwards the button will toggle between chase off and chase forwards.
Chase Backward	Sets the Chase direction to backwards (or reverse). N.B. if the chase is already running backwards the button will toggle between chase off and chase backwards.
Chase Bounce	Sets the Chase direction to bounce. N.B. if the chase is already bouncing the button will toggle between chase off and chase bounce.
Chase Random	Sets the Chase direction to random. N.B. if the chase is already set to random the button will toggle between chase off and chase random.
Skip to Start	Jumps to the start of the cuelist.
Exit Loop	Stops a loop and goes to the next cue.
Sync FX	
Sync Chase	

### Cuelist faders

The following fader actions are available:

This button action ...	does this...
Blank	fader has no action.
Intensity Fader	Sets the fader to control the Intensity of a cuelist. This is the default assignment for all faders.
Cross Fader	Sets the fader to manually crossfade between cues. Must be used in conjunction with a 'Toggle Xfader' button.
Rate Fader	Adjusts the playback rate.
Autoplay Fader	Same as the Intensity fader but also plays the cue when the fader is raised. (equivalent to pressing Go)
Submaster	
FX Size	Controls the size of any effect in the cuelist.
FX rate	Controls the rate of any effect in the cuelist
FX phase	Controls the phase offset of any effect in the cuelist
Auto Play & Release	Must be used in conjunction with a Cross fader. Used enables the fader.



**Tip:** You can save the button / fader configuration as a default to be used whenever a cuelist is assigned to a playback. To do this right-click on a cuelist and choose the 'Save as default cuelist configuration' option.

## Playback status indication

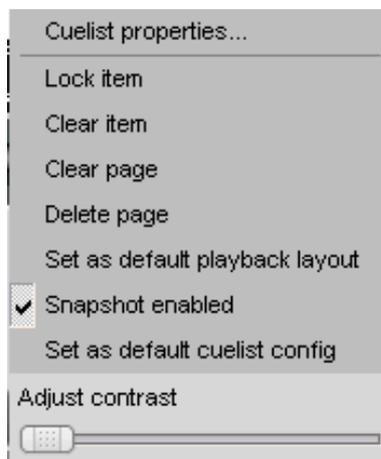
For Cuelists the LCD and LEDs inside the playback buttons indicate the current status of each playback as follows:

	Normal (2 Button Playback)			Split (1 Button Playback)
	Lower Button	Upper Button	LCD	Button
Current			Inverted	
Active		Green		
Paused	Green Flashing			Green Flashing

Running	Green			Green
Completed	Red			Red
Overridden		Red Flashing		Red Flashing

## Playback popup menu

You can make changes to Cuelists Pages and other components using the Playback context menu. To open this menu right-click on the label area of any playback control. Vista displays the context menu:



This option...	does this...
Cuelist Properties	Opens the Cuelist properties window – see below.
Lock item	Locks the selected component. Components that have been locked will not be altered or replaced when a new Page or Snapshot is loaded.
Clear item	Clears the selected playback – the assigned component is removed from the control.
Clear page	Clears all playbacks on the current page – the assigned components are removed and a blank page is left.
Delete page	Deletes the current page.
Set as default playback layout.	Sets the selected cuelist's buttons and faders as the defaults for all new cuelists.
Snapshot enabled	Allows the selected playback to be included in a snapshot.

This option...	does this...
Set as default cuelist configuration	Sets the selected cuelist's properties as the defaults for all new cuelists.
Adjust contrast	Adjusts the contrast of the selected LCD window

## Setting cuelist properties

To set the cuelist properties, right click on the Cuelist name and the Properties option from the popup menu. For more information see *Cuelist Properties* on page 6-25

## Group Masters

You can assign a Group to a playback. If you assign the group to a playback set, that includes a fader and flash button, you can use these controls as Group Master Intensity controls:



The intensity of the group can be controlled in three ways:

With this Group type	you can do this...
Scale ( - ) also known as an Inhibitive or Subtractive group master	Reduce the intensity of fixtures in the group. When a Scale(-) fader is pulled down, while a cuelist is being played, the intensity of fixtures in that group will be reduced.  When a Scale(-) flash button is pressed the intensity of fixtures in that group will go to the level programmed in the active cuelist.

<b>With this Group type</b>	<b>you can do this...</b>
Scale ( + ) also known as an Additive group master	Increase the intensity of fixtures in the group. When a Scale(+) fader is pushed up, while a cuelist is being played, the intensity of fixtures in that group will be increased.  When a Scale(+) flash button is pressed the intensity of fixtures in that group will go to 100%.
HTP Highest takes precedence	Control the the intensity of fixtures in the group on an HTP basis. If there's no cuelist, containing the fixtures in the group, being played the fader will set the level of the fixtures between 0 and 100%.  This is the default fader and flash button setting for groups.

You can assign different actions to these buttons and faders to suit your requirements or playback style.

To assign an action:

1. Click the Console button to display the Console screen.
2. Click on the 'Group Faders' or 'Group Buttons' tab in the sidebar.
3. Click on the required fader or button action and drag it on top of the button or fader you want to use for that function.

The following actions are available:

### Group Buttons

The following fader actions are available:

<b>This button action ...</b>	<b>does this...</b>
Blank	The button has no action.
Select	Selects the group.
Flash ( - )	When a Flash(-) flash button is pressed the intensity of fixtures in that group will go to the level programmed in the active cuelist.
Flash ( + )	When a Flash(+) flash button is pressed the intensity of fixtures in that group will go to 100%.

<b>This button action ...</b>	<b>does this...</b>
Flash HTP Highest takes precedence	Control the the intensity of fixtures in the group on an HTP basis. If there's no cuelist, containing the fixtures in the group, being played the button will set the level of the fixtures between to 100%.

### Group Fader

The following fader actions are available:

<b>This button action ...</b>	<b>does this...</b>
Scale ( - ) also known as an Inhibitive or Subtractive group master	Reduce the intensity of fixtures in the group. When a Scale(-) fader is pulled down, while a cue is being played, the intensity of fixtures in that group will be reduced.  When a Scale(-) flash button is pressed the intensity of fixtures in that group will go to the level programmed in the active cuelist.
Scale ( + ) also known as an Additive group master	Increase the intensity of fixtures in the group. When a Scale(+) fader is pushed up, while a cue is being played, the intensity of fixtures in that group will be increased.  When a Scale(+) flash button is pressed the intensity of fixtures in that group will go to 100%.
HTP Highest takes precedence	Control the the intensity of fixtures in the group on an HTP basis. If there's no cuelist, containing the fixtures in the group, being played the fader will set the level of the fixtures between 0 and 100%.  This is the default fader and flash button setting for groups.

## Pages

Each Playback Group can be paged independently of the others, allowing for a wide variety of console configurations. To change pages, press the Up or Down arrow buttons located to the right of each playback group. On the console screen you can also select a page from the popup page selector.

The Page Up and Down buttons work in three ways:

- press quickly to change the page immediately
- press and hold, for less than two seconds to display the current page number, without changing it
- press and hold, for more than two seconds to scroll the number.

### Locking a playback to prevent changing

Playbacks can be Locked to prevent whatever is assigned to that location being changed when a new page or snapshot is selected.

Components can be locked, so that they are not affected by Page changes or Snapshots being loaded. To do this right-click on LCD, in the Console window, and choose the 'Lock item' option from the popup menu.

### Page Holdover

If a cuelist is playing when you change page it is held and that playback does not load the contents of the new page. The playback that is held will join the new page when:

- The cuelist id released or fully over-ridden or
- You press the page up and down buttons simultaneously

## Snapshots

Snapshots allow you to store and recall the exact state of the console's output, buttons, faders and other controls. They can be used to quickly re-configure the controls for playback, programming or a mixture of both. For example, you may have a snapshot set up for each song or part of a show. You might also have a snapshot for programming with the playback buttons assigned to provide quick access to Groups, Presets Extracts and Effects.

Snapshots can not only recall Page and Cuelist settings but also the state of the Cuelist. For example if a Cuelist is active and in Cue 3 when the snapshot is recorded then the same state can be recalled.

### To record a snapshot

1. Use the console window to assign components and configure the controls and pages the way you want them to be.
2. Click the Create Snapshot button (normally Green + F9 or Alt+F9) on the main toolbar. Or select the 'New Snapshot' option from the Components menu. Vista displays the Create Snapshot window:



This option...	does this...
Name	Sets the name for the snapshot
Record	Sets the options for the snapshot:
Playback State	The state of cuelists on the current pages will be included in the snapshot. For example if a Cuelist is active in Cue 2 when the snapshot is recorded it will also be active in Cue 2 when recalled.
Fader Levels	Includes the current fader levels in the snapshot.
Workspace state	Saves the contents (cuelists, groups and other components) of all playbacks.

 Locked components are protected from any changes by snapshots. If a cuelist is part of a snapshot and it is also running on a module that will not be affected by the snapshot there can be a conflict.

In this situation:

- if the cuelist is active on the unaffected module, it is not changed
- if the cuelist is inactive on the unaffected module, it is restored to the state stored in the incoming snapshot (i.e. activated or released).

### **Assigning a Snapshot to a Playback**

You assign Snapshot to a playback button in the Console window.

### **Recalling a Snapshot**

To recall a Snapshot, you can:

- use a playback button that has been set up as a snapshot, or
- right-click on a snapshot icon and select the 'Apply' option from the popup menu, or
- click on the snapshot in one of the Quick picker windows

### **Updating a Snapshot**

To update a Snapshot:

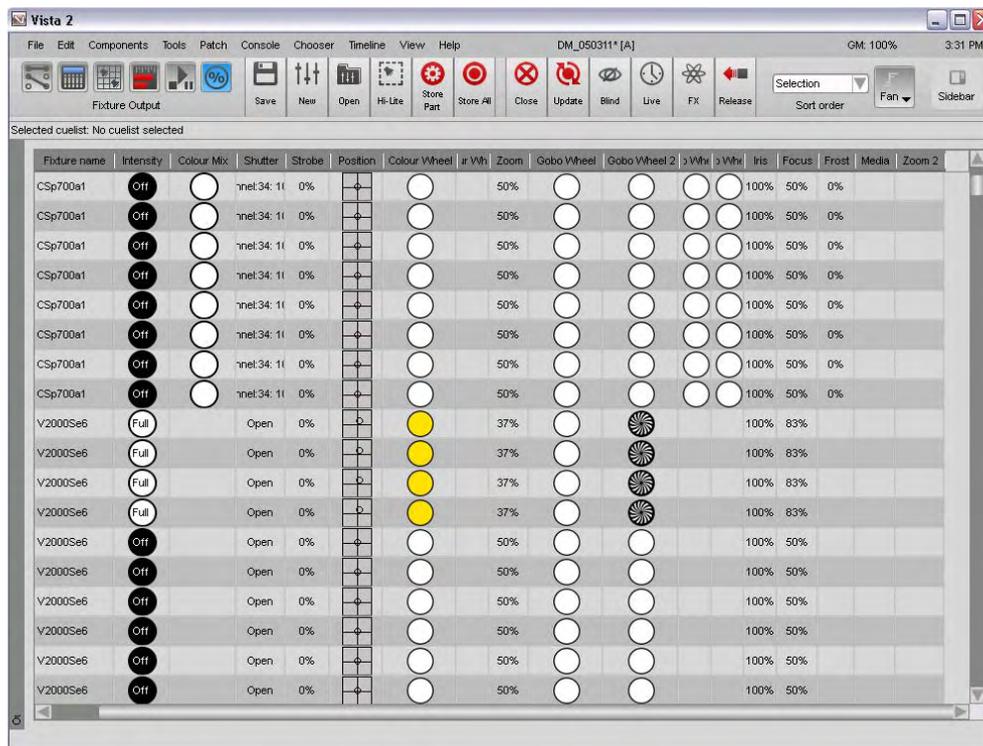
1. Make sure the snapshot is active.
2. Change the assignment and state of components and pages as required.

Right-Click on the snapshot icon, in the Console sidebar or any QuickPicker and select the Update option from the popup menu. Vista displays the 'Update snapshot' window.

# 12. The Output window



To open the Output window click on the icon on the main toolbar or select the 'Output' option from the Window menu. Vista displays the Output window in icon view:



You use this screen to display the state of fixtures that are active – that is fixtures that have one or more parameters that are being controlled by the playbacks. The window is split vertically with multi-parameter fixtures displayed in the top pane and conventional fixtures (i.e. dimmers only) being shown in the lower pane.

If you have a large main screen or external monitors attached, you can add a new Output window and drag it so that it is always in view. To do this select the 'Add window > Output' option from the Window menu.

## Adding output view tabs

You can create as many different views of the output as you like, each arranged in its own away. To create a new output view:

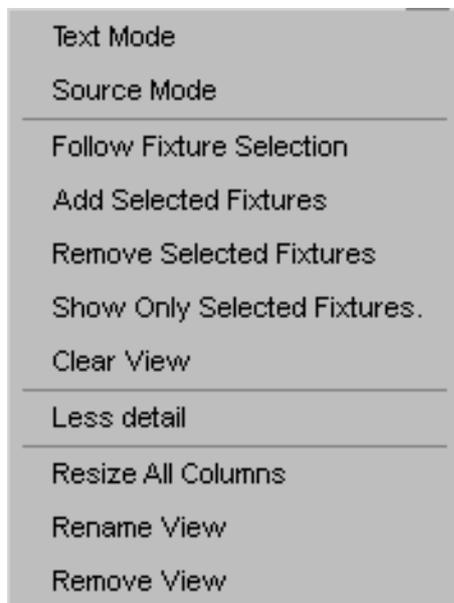
You can create as many different views of your fixtures as you like, each arranged in its own way. To create a new layout view:

1. Select the 'Add view' option from the View menu. Vista creates a new view tab at the bottom of the window.
2. Type a name for the layout and click OK. Vista creates a new layout and adds a corresponding 'tab' at the bottom of the layout panel.

To switch between layouts click on the tab you want to use.

## Configuring the Output window

The Output window has a popup menu that lets you configure how the Output information is displayed. Right-click on the screen to show the configuration options:



This option...	does this...
Text Mode	shows the actual values of the features. If a parameter is set to a preset value, the name of the preset will be displayed rather than the value.
Graphic mode	shows a graphic representation of the features.
Source mode	Shows where each feature is coming from. For example a fixture might have Intensity and Position coming from a Cuelist and Colour from the Editor Live tab.
Follow Fixture selection	Shows the selected fixtures at the top of the view
Show all fixtures	Shows all fixtures

<b>This option...</b>	<b>does this...</b>
Add selected fixtures	Adds the fixtures, selected in the Fixture Chooser, to the output window
Remove selected fixtures	Removes the selected fixtures from the output window
Show only selected fixtures	Filters the window to only show the selected fixtures
Clear view	Clears all fixtures from the output window
More detail	Adds feature value information, in the graphic view
Less detail	Hides feature value information, in the graphic view
Resize all columns	Resizes all columns to their default size
Rename view	Opens the Rename Viw where you can type a new name for the selected layout view
Remove view	Deletes the selected layout view

The Source view shows the source of control for each of the parameters. For example if a fixture's colour settings have come from a cuelist named 'Rainbow', that name will be displayed in the Colour column for that fixture.

## Selecting fixtures

If you click in the ID or name cell of a fixture in the tracking view window, Vista selects that fixture or adds it to the existing selection.



# 13. The Console control panel

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## System settings (T & I series only)

There are a number of system settings that configure and determine how the Vista T and I series consoles operate. To set these preferences, choose the 'Control Panel' option from the File menu. Vista displays the Settings screen.

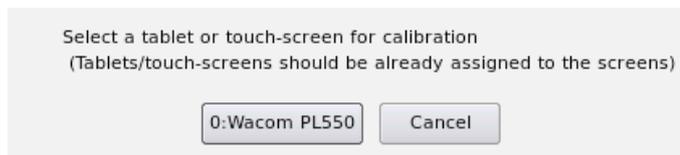
### Settings



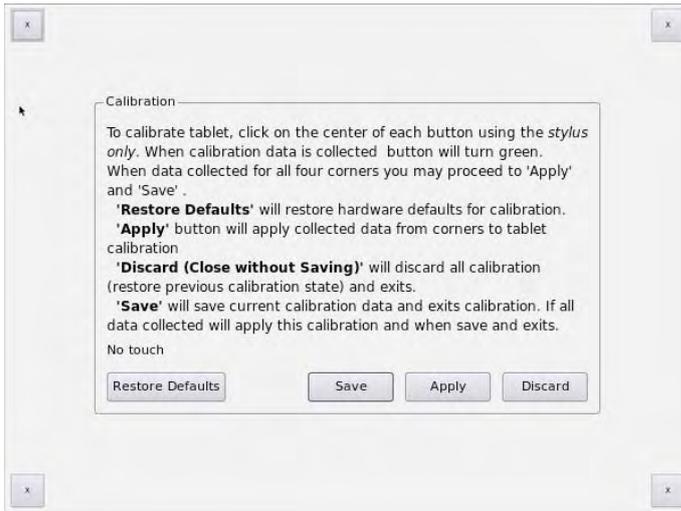
## Calibrating the Pen tablet

Sometimes you may have to re-calibrate the pen tablet or external touch screens. To begin calibration, choose the Calibration button from the settings window. Vista lists the pen tablets and touchscreens that are connected and configured.

If you don't see a screen, make sure that it has been configured in the 'Display and Input devices' window – see below.



When you click on the button corresponding to the screen you want to calibrate Vista displays the calibration window on the monitor you selected:



Follow the on screen prompts to complete the calibration process.

## Display and Input Devices

If you are using a S or M series control surface the display and input device (mouse, pen tablet, etc) settings are controlled by the PC operating system.

- Vista has been tested with Wacom pen tablet LCDs and ELO 'Intellitouch' model 1715 monitor. ELO make many different touch screen monitors including the 'AccuTouch' type which may not be compatible. Please check for compatibility before purchasing touch screen monitors for use with your

To set the Pen tablets and Touchscreens that are connected to your T or I series console click the Display and Input Devices button. Vista displays the Display and Input Devices window:



In this window:

- Screen #0 is the built in Pen tablet on a T series console
- Screen #1 is the monitor you have connected to monitor out 1
- Screen #2 is the monitor you have connected to monitor out 2

To configure the monitors click on the drop down arrow and select the screen type connected to each output. If your monitor does not appear it may not be supported.

## Using the screensaver

If you are using a S or M series control surface the display, screensaver, settings are controlled by the PC operating system.

To set a screensaver on a T or I series console click the Screen Saver button. Vista displays the screensaver window:



This option...	does this...
On / Off	Turns the screensaver on or off
Standby	Sets the how long the console must be idle before the screensaver starts.
Suspend	Not required for LCD type monitors. Sets the how long the console must be idle before CRT type monitors go to suspend mode.
Off	Not required for LCD type monitors. Sets the how long the console must be idle before CRT type monitors turn off.

## Network preferences

If you are using a S or M series control surface the network settings are controlled by the PC operating system.

To set the networking preferences, on a T or I series console click the Network settings button on the Settings screen:

This option...	does this...
Host name	Is used to identify the console when using tracking backup.
DHCP / Static IP	Sets the console to either obtain an IP address from a DHCP server or use a Static IP as set below
IP Address	Sets the IP address of the Vista console, e.g. 192.168.0.65
IP Netmask	Sets the subnet mask for the IP address, e.g. 255.255.255.0
Default Gateway	Sets default gateway for the console. Used when the destination address bis outside the local subnet.

## Date and time

Vista displays the time in the title bar of the main windows. If you are using a S or M series control surface the date and time settings are controlled by the PC operating system.

To set the date and time, on a T or I series console click the date and time button on the Settings screen and follow the on screen prompts

# 14. Appendix 1 – menu & toolbar reference

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## Menus

### File menu

This option...	does this...
New Show	Creates a new show file, opening the Patch window.
Open Show	Opens an existing Show file
Save Show	Saves the current show
Save Show As	Saves the current show with a new name.
Autosave & Backup	Opens the Backup window where you can setup the Autosave and Tracking backup.
Export	Opens the Export window where you can export a Show Archive File, the user added Fixture Library, the user created effects, or all show information.
Import	
- Show	Open a window to import a Vista show Archive (*.jvz)
- Effects	Opens a window to import a Vista effects file (*.jvfx)
- User data	Opens a window to import a User Data archive (*.jvud)
User Preferences	Opens the system Settings window where you can configure naming formats.
Timecode	Opens the Timecode properties window where you can enable or disable timecode and set the timecode source, framerate and offset.

<b>This option...</b>	<b>does this...</b>
Lock - Entire console - Disable editing - Lock current show	Prevents any operation of the console. Only allows playback Prevents any changes being made to the show file.
Control panel (consoles only)	Opens the system properties window where you can calibrate the screens, configure displays, network and date settings on a T or I series console.
Quit Application	Close the Vista application and exit.

## Edit menu

<b>This option...</b>	<b>does this...</b>
Select All (Ctrl+A)	Selects every event on the timeline.
Undo (Ctrl+Z)	Cancels your last action.
Redo (Ctrl+Y)	Repeats your last action.
Cut (Ctrl+X)	Cuts the selected objects.
Copy (Ctrl+C)	Copies the selected objects.
Paste (Ctrl+V)	Pastes the selected objects.
Paste Special (Ctrl+Shift+V)	Opens the Paste Special window so you can choose which attributes of the objects you copied to paste.
Remove Cue Alias	Removes the alias link from the selected cue.
Delete (Del)	Removes the selected event(s) from the timeline.
Live Properties	Displays the Properties window so you can make adjustments to the Priority and Stop Effects mode of the Live tab. (see
Cuelist Properties	Displays the Properties window so you can make adjustments to the selected cuelist.
Cue Properties	Displays the Properties window so you can make adjustments to the selected cue.

## Components menu

<b>This option...</b>	<b>does this...</b>
New Cuelist	Opens a new empty cuelist. Switches to the Chooser window if the Chooser or Timeline is not the top window.
Open Cuelist	Opens the Select Cuelist window where you can open an existing cuelist.
Close Cuelist (Ctrl+W)	Closes the selected cuelist.
Save changes to Cuelist. (Alt+S)	Saves all changes made to the selected cuelist.
Discard changes to Cuelist	Removes all changes made since the cuelist was opened or 'Save changes' was selected.
Duplicate Cuelist	Opens the Copy Cuelist As window where you can save a copy of the selected cuelist with a new name and number (ID)
New Preset	Opens the Create New Preset window where you can save a preset.
New Extract	Opens the Create Extract window where you can save a extract
New Snapshot	Opens the Create Snapshot window where you can save a snapshot.
New SmartFX	Opens the Create Effect window where you can save an effect.
New Group	Opens the Create Group window where you can save a group of fixtures.
Update Group	Opens the Update Group window where you can save changes to a group.

## Tools menu

<b>This option...</b>	<b>does this...</b>
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<b>This option...</b>	<b>does this...</b>
Cue only editing	
Move in Black	<p>Opens the Move in Black window. This enables you to move fixtures when their intensity is at zero so they're in the right position when they turn on.</p> <p> The fixtures you want to pre-position must be selected before choosing this command.</p>
Insert Commands	<p>Opens the Macro Properties window. This lets you add commands, in the cuelist's timeline to activate other cuelists or actions.</p>
Date & Time events	<p>Opens the Date and Time Events window where you can configure actions (for example to play a cuelist) based on the date and time.</p>
Edit Command	<p>Opens the Macro Properties window for the selected command.</p>
Block cue (Ctrl + B)	<p>Copies all tracked information to the current cue and adds release events for other feature types in this cuelist.</p>
Unblock cue	<p>Removes all events added when a cue is blocked.</p>
Superblock cue (Ctrl + Shift + B)	<p>Copies all tracked information to the current cue and adds release events for other feature types. When a super-blocked cue is run any other cues being playing, that would affect the look of this cue are released.</p>
Store All	<p>Opens the Store Look window where the contents of the editor can be saved as a cue.</p>
Store Part (Shift + Return)	<p>Opens the Store Current Events window where the contents of the editor can be saved as a cue with options for tracking, blocking and more.</p>
Update (Ctrl + U)	<p>Opens the Update Dialog window where the contents of the editor can be used to update a cue or preset.</p>
Clear All	<p>Clears all events from the selected cue or the editor's Live tab.</p>
Clear / Close	<p>Clears the Live tab or closes the selected Cuelist. If the cuelist has unsaved changes opens the CloseCuelist window where any changes can be committed or discarded.</p>

<b>This option...</b>	<b>does this...</b>
Clear selected	Clears all events from the selected fixtures.
Home selected	Inserts events to send all features of the selected fixtures to their home values. i.e. Intensity to 0%, position to 50/50, colour to clear, etc.
Cues  - (Ctrl + Shift + I) - (Ctrl + I)  - (Ctrl + Left arrow) - (Ctrl + Right arrow)	Opens the cues submenu with commands to: - Append a new cue at the end of the cuelist. - Insert a new cue before the selected cue. - Insert a new cue after the selected cue. - Delete the selected cue(s) - Merge the selected cues - Renumber the selected cue(s) - Select the Previous cue - Select the Next cue - Set the cue follow mode to Auto, From Start (of previous), From End (of previous) or Halt (the default) - Move Start times of the selected cues.
Live timing	Opens the Live Timing window where you can set the fade time for the Live tab of the editor
Fan mode	Opens a submenu where you can set the fan mode for fixture selections
Jump (Ctrl+ J)	Opens the cue JumpDialog window.
Highlight (Ctrl + H)	Turns highlight on or off. When on the selected fixture(s) are set to the values stored in the highlight preset (normally 100% intensity, open white)
Stop SmartFX	Stops any effects running on the selected fixtures
Smart FX editor (Ctrl + K)	Opens the SmartFX window where you can create a new effect or edit a running effect
Blind	Turns off all output from the editor
Release All	Releases all active cuelists
Arm Timecode Cuelists	Sets all cuelists, that include timecode cues, to listen for incoming timecode.
Learn timing	Opens the Learn Timing window where you can set cue timecode values by playing the cuelist, in the editor, and hitting the Go button at the time you want the cue to start.

## Patch menu

<b>This option...</b>	<b>does this...</b>
Show Patch	Switches to the Patch window, if it is not already open.
Delete fixtures	Removes the selected fixtures from the patch.
Rename fixtures	Opens the Rename window where you can enter a custom name for the selected fixture(s).
Renumber fixtures	Opens the Renumber window where you can change the ID number for the selected fixture(s). The number must not be in use already.
Multi-patch fixtures	Creates a copy of the selected fixture, with the same ID and places it in the dock. The new fixture can then be dragged to an available address on one of the universe tabs. Multi patching lets you treat 2 or more fixtures as one.
Change Fixture type	Opens the Change Fixture type window where you can change a fixture to a different type.
Change Fixture type (All of selected type)	Opens the Change Fixture type window where you can change all fixtures of the selected type to a different type.
Clone Fixtures	Makes a copy of the selected fixture(s) and places it in the Fixture pool at the bottom of the Patch window.
Import Fixture Library	Opens a file browser where you can import a Vista 2 fixture type library archive (.jvft)
Fixture Editor	Opens the Fixture Editor where you can create a new fixture file or edit an existing one
Import Patch file	Opens the Import Patch file window where you can select a suitably formatted (.csv) patch file to import.
Import Media Server thumbnails.	Open the Citp window where you can select a media server with compatible support for CITP and import copies of the fixtures media thumbnails.
Use default media	
Connect Universes	Opens the Connect Universes window where you can connect the Vista universes to DMX outputs, Artnet, and Pathport devices and the Jands UD512 USB to DMX cable.

<b>This option...</b>	<b>does this...</b>
Strike	Sends a strike command to the selected fixture(s).
Douse	Sends a douse command to the selected fixture(s).
Reset	Sends a reset command to the selected fixture(s).
Park Fixtures	Holds the fixture in it's current settings. For example to provide fixed lighting for backstage. Once you've parked a fixture it will ignore all instructions until it is un-parked.
UnPark Fixtures	Sets a parked fixture to operate normally.
Show Parked Fixtures	Opens the Parked Fixtures window to display a list of parked fixtures and their settings.

## Console menu

<b>This option...</b>	<b>does this...</b>
Show Console	Switches to the Console window, if it is not already open.
Desklights	Opens the desklights window where you can adjust the brightness of the desklights connected to your console.
Rescan for USB devices	Scans the USB bus for Vista USB devices – S3, S1, M1, E2 or UD512
Add .... Console	Adds the selected console or control surface type to the Console window. These windows can be dragged outside the main window.
Add Virtual Super-Playback	Adds a Superplayback module to the console window. This window can be dragged outside the main window.

## Chooser menu

<b>This option...</b>	<b>does this...</b>
Show Fixture Chooser	Switches to the Fixture Chooser window, if it is not already open.
Select All Fixtures	Selects all fixtures on the current fixture chooser tab.

<b>This option...</b>	<b>does this...</b>
Deselect All Fixtures	Deselects all fixtures across fixture chooser tabs
Invert selection	Deselects all selected fixtures and selects all other fixtures on the current layout
Select Active	Selects all fixtures whose intensity is above 0%
Select Programmed	Selects all fixtures that have active programming.
Undo selection	Deselects the selected fixtures and selects the fixtures that were previously selected.
Redo selection	Reselects the fixtures that were selected before an undo selection action.
Selection Tool	Displays a submenu to select the Rubberband, Lasso or Dragover selection tool.
Colours and Background	Displays a submenu to customise the appearance of the fixture chooser window and icons. See <i>Layout organisation on Page 5-7</i>
Shrink to fit	Zooms the layout to fit the available window space.
Label Position	Displays a submenu where you can set the label position, for the selected fixture(s) to the top, bottom, left or right.
Manage Layouts	Opens the Layouts window where you can customise the current layout. See <i>Layouts on Page 5-3</i>
Duplicate Layout	Create a copy of the current layout with a new name
Layout options	Displays a submenu where you can choose display options that apply to all layouts: <ul style="list-style-type: none"> <li>- False Intensity</li> <li>- Show selection order</li> <li>- Show grid</li> <li>- Snap to grid</li> <li>- Show names</li> <li>- Show IDs</li> <li>- Auto add new fixtures</li> <li>- Preview refresh rate</li> </ul>

## Timeline menu

<b>This option...</b>	<b>does this...</b>
-----------------------	---------------------

<b>This option...</b>	<b>does this...</b>
Show Timeline	Switches to the Timeline window, if it is not already open.
Show tracked events	Shows or hides features that are tracking through from previous cues. Tracked events are shown as lighter bars that cannot be selected.
Align start	Aligns the start points of the selected events.
Align end	Aligns the end points of the selected events.
Set Event Timing	Opens the Event Timing window where you can edit the timing information for the selected event.
Reset to default timing	Resets the selected event(s) so that it follows the default timing for its feature type.
Fade Curve	Sets the fade type for the selected event(s).
Convert to Release Event	Converts the selected event so that it releases the control of the feature.
UnTrack events (Cue only)	Undo the effect of the selected events in the following Cue.
Mute Events	Prevents the selected event(s) from being played back. The event bar will be greyed and when the cue is played the event will be ignored.
Unmute Events	Removes the muting from the selected event(s)
Stop Free Effects	Sets the selected event(s) to stop any free effects for the same feature type.
Snap to Grid	Sets events to snap to the timeline gridlines
Grid Size	Sets the gridline increments. The default is 0.25s
Grid Origin	Sets how the timeline ruler shows timing: <ul style="list-style-type: none"> <li>- Start of cue, shows 0s at the start of each cue</li> <li>- Start of Cuelist, shows a single continuous timeline</li> <li>- Current Position, sets the 0s position to the current position of the playhead.</li> <li>- Timecode, shows timecode values. (HH:MM:SS:F<sub>s</sub>)</li> </ul>

## View menu

<b>This option...</b>	<b>does this...</b>
-----------------------	---------------------

<b>This option...</b>	<b>does this...</b>
Show Patch	Switches to the Patch window
Show Console	Switches to the Console window
Show Fixture Chooser	Switches to the Fixture Chooser window
Show Timeline	Switches to the Timeline window.
Show Playback	Switches to the Playback window
Show Output	Switches to the Output window.
Window Themes	Opens the Vista ThemeDialog window where you can customise the colour of window elements or load one of the alternate themes.
Vista Toolbar	Shows or hides the window selection toolbar, at the bottom of the screen.
Add floating window	Displays a submenu where you can select a window to open on the desktop or an external monitor. The available windows include the Patch, Chooser, Playback, Output and DMX windows as well as: <ul style="list-style-type: none"> <li>- Multi Quick Picker - to display presets ,groups, etc</li> <li>- Quick Picker 1-4 - a single quickpicker.</li> </ul>
Sidebar  - (Ctrl + 1) - (Ctrl + 2)	Displays a submenu with options to show the sidebar on either the left or right side of the screen and to set which tab is active: <ul style="list-style-type: none"> <li>- Palettes</li> <li>- Components</li> </ul>
Command Line	Shows or hides the Command Line window at the bottom of the Fixture Chooser & Timeline windows
Toolbars *	Displays a submenu to show or hide optional toolbars including, Update, Edit, Undo and more. The available toolbars depend on the current window.
	<b>Playback window only</b>
Only show Active cuelists	Only show cuelists that are being played back.
Follow on Go	Automatically select the last played cuelist.
Follow on Select	Automatically select the cuelist on the selected playback.

<b>This option...</b>	<b>does this...</b>
Search cuelists	Opens a search box so you can find a cuelist by name.
Auto Scroll	Automatically scrolls the list of cues so that the cue being played is always visible.
Dragable Playhead	Allows the 'position' bar to be dragged to play the cuelist.
Search Cues	Opens a search box so you can find a cue by name.
Toolbars	Shows or Hides optional toolbars
	<b>Output window only</b>
Add View	Creates a new output window and adds a selection tab at the bottom of the window.
Add Intensity View	Creates a new output window, that only shows Intensity and adds a selection tab at the bottom of the window.
Load window layout	Opens the Load Output Window to show a saved window layout.
Save window layout	Saves the current output window layout.
	<b>Patch Window Only</b>
Table view	Switches the Patch window to the (default) table view
List view	Switches the Patch window to the list view
DMX view	Switches the Patch window to the DMX view
Absolute Channel numbers	Displays channel numbers consecutively irrespective of the universe. For example Universe 2, Channel 1 displays as channel 513
Toolbars	Shows or Hides optional toolbars

## Help menu

<b>This option...</b>	<b>does this...</b>
About Vista	Displays the Vista version and build information.
View Recent Changes	Opens a window that shows a log of recent changes to the software.



# 15. Appendix 2 – installing new software

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## Installation (T2, T4, I3 & L5 Consoles)

If installing Vista V2 software on a Vista T2, T4 and I3 console for the first time, the hard-drive in these consoles must be re-imaged from CD or USB stick, using the Vista V2 Console Image file.

-  Installation of this software on a console **will erase all saved shows and other data**. You must manually backup or archive all your existing show data (the contents of the /data/ directory) to an external storage device.

When T2 and T4 consoles start in Vista V2 for the first time the inbuilt Tablet / LCD and any additional monitors, touch screens or tablets may not be configured automatically. This may result in incorrect operation of the pen, and an upside-down display in some consoles. See the Known Issues section of these release notes for details on how to rectify this.

After installing the Vista V2 Console Image for the first time, subsequent Vista V2 Console Images can be applied with a “Re-use” option, which retains the existing hard-drive partitions, screen configurations, and User Data files. Also, application-only update packages can be applied using the Vista V2 Console Update files, and update package files for Vista 1.13 – if your console is setup for dual boot.

### To install the Vista V2 Console Image:

1. Download the latest Vista V2 Console Image file and burn it to a CD, or create a bootable USB drive. Instructions for how to create a bootable USB drive can be found in *Appendix 3 – creating a bootable USB device* on Page 16-22.
2. Insert the CD or bootable USB drive and restart the console. Note the BIOS settings in some older consoles may not have USB enabled as a boot device. If you have connected your bootable USB drive to your console, but the console still boots normally, please download the Vista T Series BIOS Restore Instructions from [www.jandsvista.com](http://www.jandsvista.com) and verify the BIOS settings are correct.
3. When the console is finished booting, the Console Software Installer will open. Note the Pen will not work during installation; use the touch pad or a mouse instead.

4. To install the dual boot software make sure that both the Vista1 and Vista2 check boxes are selected and click the Next button. The Confirm Installation window will open.
5. Select a Hard Disk to install to in the Target Disk Device box and select 'Yes' in the Proceed with Installation box.
6. Select 'Initialise' in the Partitions box, or if Vista V2 has been installed previously select 'Re-use', and click on the 'Next' button to start the installation. Note this will completely erase the hard disk – be sure you have already backed up any important data.
7. When the installation is complete, click the 'Next' button
8. Click the finish button to eject the CD (if present) and shutdown the console. Remove the USB drive or CD from the console.
9. When the console has fully shut down, press the Power button to restart the console.

### **To install a Vista V2 Console Update package:**

If Vista V2 has been previously installed on a console, it is possible to apply most new software updates via a smaller Vista V2 Console Update package. To install a Vista V2 Console Update, first download the update file onto a USB flash drive, or FTP the file into the /Vista V2/UserData/Updates directory on the console.

1. Boot the console into Vista V2.
2. If updating via USB stick, insert the USB stick into a console USB port.
3. Select File Quit Application. Wait for the System Settings dialogue to appear.
4. Click on 'Apply Update'.
5. Click 'Browse'.
6. If updating by USB, click on the USB flash drive in the list. If the file has been transferred via ftp, navigate to /Vista V2/UserData/Updates.
7. Select the desired update file and Click "Open".
8. The update package will appear on the left hand side of the dialogue. Click on the update package. The package contents are now inspected – wait until the cursor changes back from the hourglass.
9. Click 'Apply Update'. The software will now install the update package. When complete, a new dialogue will appear, warning that the console must be rebooted for the update to take effect.
10. Click 'OK'.

11. Click 'Quit'. T series consoles will now power down, while I3 consoles will reboot.

Unlike Vista 1.13, in Vista V2 there is no simple way to revert an update. If it becomes necessary to revert to a previous version the console must be re-imaged.

## Installation (Windows XP, Vista & 7)

The Vista V2 software can be installed on a Windows PC running XP, Vista, or Windows 7. Both 32 and 64 bit versions of Windows are supported. The recommended PC specification is an Intel i3 CPU, 2GB RAM, and 500MB disk space.



If you want to run Vista 1.13 on the same machine, the 1.13 version must be Build 5295 or later.

### To install Vista V2 Windows Update files on a PC:

1. Close all open applications on the PC.
2. Switch off and disconnect all Jands Vista USB devices.
3. Launch the Vista V2 Windows Installer file. If an earlier version of Vista V2 is already installed on the PC, there's no need to un-install it - simply install the new version over the top of the old one.
4. Click 'Next'.
5. A location for the installed files is selected automatically. If required you can change the location. Click 'Next'.
6. A location for the User Data folder (your show files etc) is selected automatically. If required you can change the location. Click Install.
7. When the installation is complete, click Finish.

## Connecting to the console via FTP

You can take advantage of the Vista's built-in FTP server to move files from a Mac or PC to the Vista or vice versa using FTP (File Transfer Protocol, a common method of file transfer).

### Hardware setup

Connect the console and computer to an Ethernet hub or switch using a standard Ethernet cable, or connect the two devices to each other using a crossover Ethernet cable.

## Vista software setup

Open the Network window from the Control panel option on the File menu, and check the 'IP Address' setting. If the IP address is already set, make note of the address and close the Control panel. If there's no IP address or it's set to 0.0.0.0, you'll need to assign one. The address is four groups of numbers from 0 to 255, all connected by periods. Typically, you'll use an IP addresses starting with 192.168 (e.g., 192.168.0.65).

## Computer software setup

Check that the computer's TCP/IP properties are set to a different IP address in the same subnet (192.168.0.100, for example). The subnet mask should be, 255.255.255.0.

If necessary refer to your computers documentation for how to set the IP address.

## Using FTP

On the computer start an FTP client such as Filezilla, FTP Commander or CuteFTP and open a connection to the consoles IP address (192.168.0.65). The connection requires a username and password as follows:

Username: byron  
Password byron

If you use a graphical FTP client such as those mentioned above the contents of the consoles Show Data directory and sub folders will be displayed in a window such as this:

Files can now be transferred to and from the Vista by dragging them between the Vista ('remote site' window) and the PC ('local site' window).



If the console is not booting properly it maybe possible to copy files using this method.

## 16. Appendix 3 – creating a bootable USB device

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Major upgrades, that require the console's hard drive to be erased, can be installed from a suitably formatted USB device. To create a USB FlashDrive that can be used to reinstall the operating system and Vista software on a T or I series console follow the steps below.

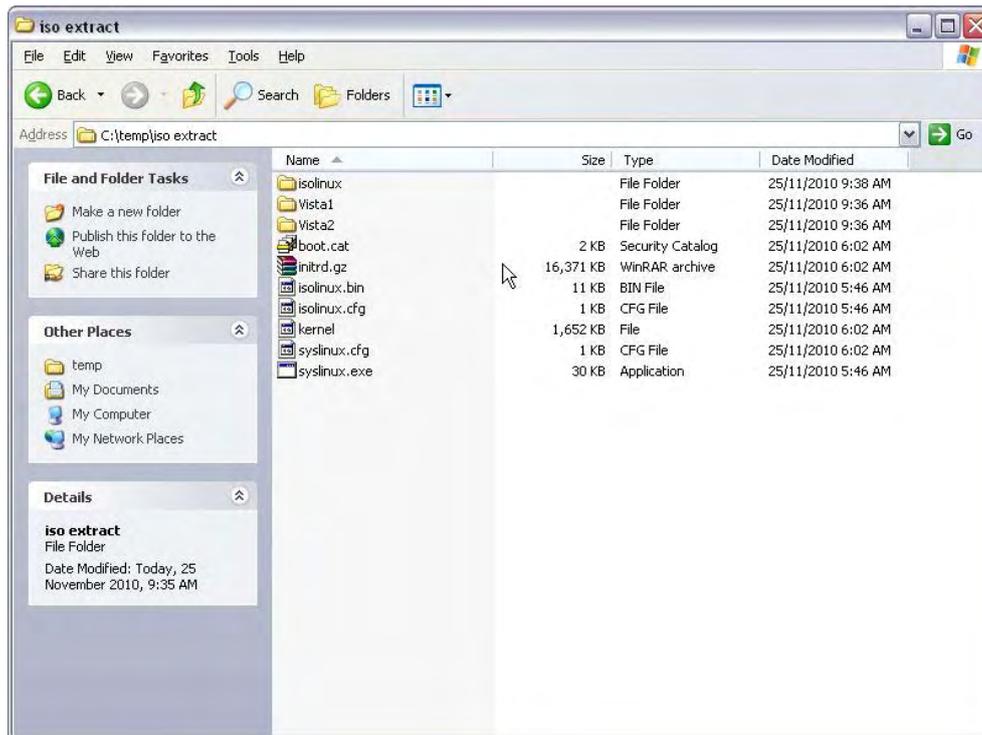
To use a USB flashdrive to boot the console and re-install the software, the drive needs to be 512MB or larger and it has to be converted into a Linux system disk. This procedure will erase all data on the FLASH drive and format it.

Once the FLASH drive has been converted, or if you have the original USB flashdrive supplied with your I3 you can use it for future updates. In this case please skip to step 4.

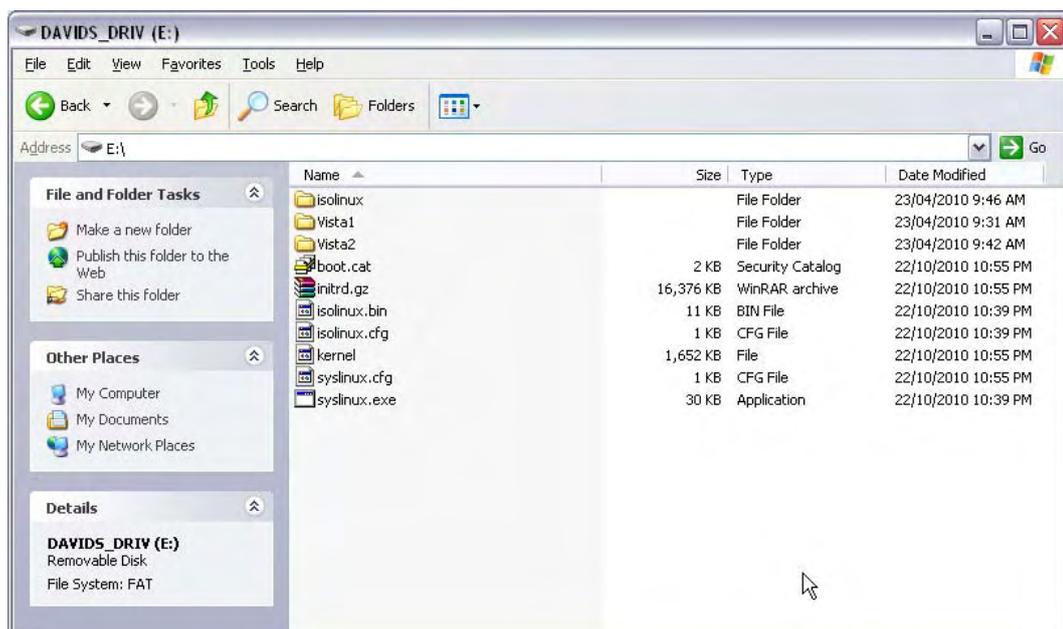
### Creating a bootable USB drive

To create the drive:

1. Some FLASH drives come with pre-installed software to help users manage the files on the drive. Uninstall this software.
2. Right-click on the USB Flash drive and selecting the "Format" option from the popup menu. Take care that you have selected the Flash drive. If you select your computer's hard disk by mistake, you could erase it completely. Ensure the File System option is set to FAT32 before clicking the Start button.
3. Download and install a ISO file extractor programme such as WinRAR. Winrar is available from <http://www.rarlab.com>
4. Download the latest console ISO installer.
5. Open the console ISO image file with the ISO file extractor.
6. Extract all of the files and directories within the ISO file to a temporary directory on your hard drive, for example to `c:\temp\iso_extract`. After the files have been extracted the directory should look like this:



7. Close the ISO file extractor.
8. Using a file manager, navigate to the isolinux directory of the extracted files, for example navigate to `c:\temp\iso_extract\isolinux..`
9. Copy all of the files from the isolinux directory to the “root” of the extracted files eg from `c:\temp\iso_extract\isolinux` to `c:\temp\iso_extract`.
10. Copy all of the files and directories from the temporary directory eg `c:\temp\iso_extract` onto the root of the FLASH drive. Keep all files in the directories they were installed in. This step takes a significant amount of time. When the copy is complete, the drive directory should look like this:



11. Note the drive letter assigned to the Flash drive by Windows, e.g. 'E'. Open a command prompt and using this drive letter, type the following:

```
[Flash Drive letter]:syslinux -ma [Flash Drive letter]: -f
```

Example:

```
e: <switch to the usb drive letter to run the syslinux program
```

```
E:\syslinux -ma E: -f
```

The FLASH Drive is now ready for use. Don't forget to eject the drive using the normal Windows procedure.

## Troubleshooting

- If you are using Windows 7, please make sure you run the command line actions as Administrator. To do this:
  - open the command prompt
  - right click on the 'cmd' icon
  - select 'Run as Administrator'
- The BIOS settings on older consoles may need to be changed to allow them to boot from the USB FLASH Drive.

# 17. Appendix 4 – tracking backup

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With Vista's new tracking backup feature you can connect a computer, running the Vista application, or a second console that synchronises its show file and settings with your main console. If the main console fails for any reason, the backup system will automatically take control.

The backup system automatically copies the show programming from the main console and you can start or stop them in any order and at any time.

## Setting up

To set up a backup system the console(s) and computer(s) have to be physically connected via their Ethernet ports and their network settings must be configured correctly.

## Connecting the backup

To connect the main console or computer and the backup console or computer you can either:

- connect from the Ethernet port of the Console(s) and computer(s) to the Local Area Network (LAN) in your building, or
- connect from the Ethernet port of the Console(s) and computer(s) to a stand alone Router, or
- connect from the Ethernet port of the Console(s) and computer(s) to a stand alone Switch or Hub, or
- connect the Ethernet port of the Console(s) and computer(s) using a Crossover cable

## Configuring the network settings

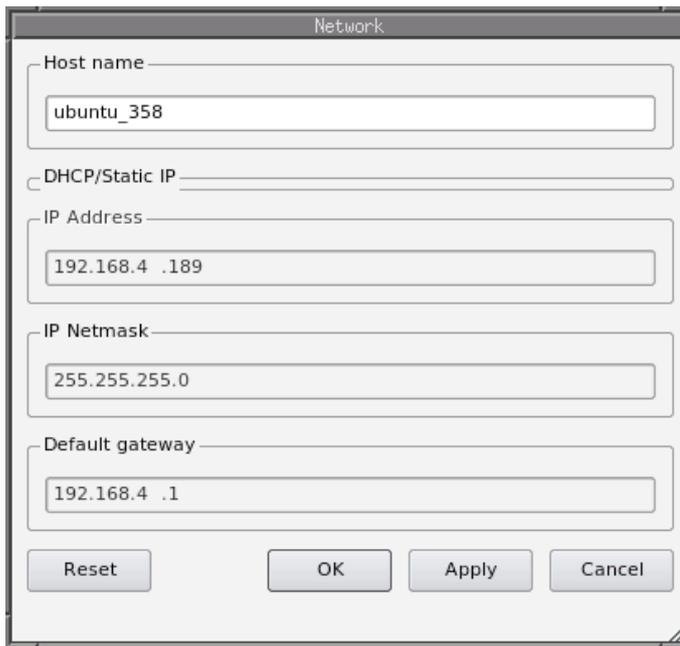
All consoles or computers being used in a tracking backup system need an IP address on the same subnet as the others. If you are using a LAN or stand-alone Router a DHCP server will automatically assign Router IP addresses, provided your console's or computer's network interface is set to use DHCP. If you are using a Switch, Hub or Crossover cable you'll need to set static IPs on all the devices in your backup system:

### Vista T & I series network settings

To configure the network on a T or I series console:

1. Select the Settings option from the File menu. Vista opens the Settings window.

2. Click the Network button. Vista opens the Network window:



This field...	does this...
Hostname	Indicates the consoles network name. You can change this field to something more meaningful (i.e. 'T4_main') but no two devices, on the network, can have the same hostname.
IP Address	Set this field to DHCP if you are connecting to a LAN or stand alone router that has a DHCP server.  If there is no DHCP server set this field to a unique Private IP address. For example: '192.168.0.10'  If your backup device is a second console it's IP must be set to a different address, in the same range. For example: '192.168.0.11'
IP Netmask	Normally this field should be set to 255.255.255.0. If connecting to a LAN consult your IT department.
Default gateway	If you are connecting to a LAN consult your IT department.  If you are using a Router with a DHCP server this field should be set to the IP of the router itself.  If you are connecting with a Switch or Crossover cable or there is no DHCP server set this field to [TBA].

3. Click OK to close the network window.

### Computer network settings

Configuration of the network settings on your PC will vary depending on the OS you are using but what you'll need to enter is similar to the information detailed above.

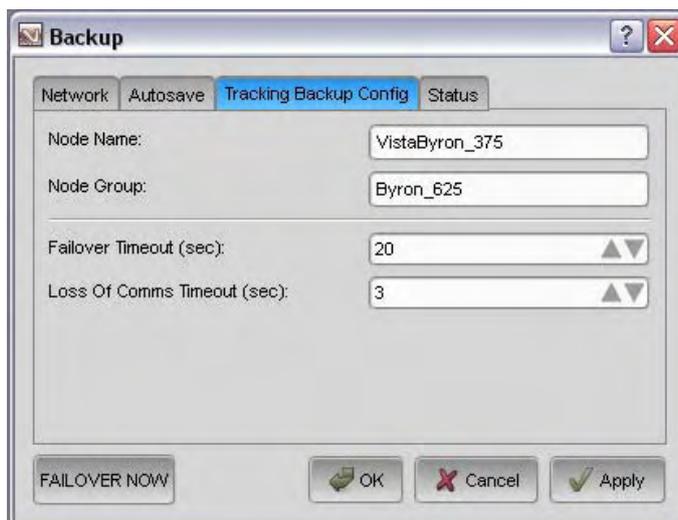
The most important thing is that each console or computer should have a unique IP and be on the same subnet. If you are using DHCP this will be taken care of automatically. If you are using static IPs make sure each one is different. For example if the console or main computer's IP is 192.168.0.10, your backup device should be 192.168.0.11 (or any number between 1-254 but not 10).

If you have changed your network settings restart the console or computer and confirm that the new settings have taken effect.

## Starting Tracking Backup

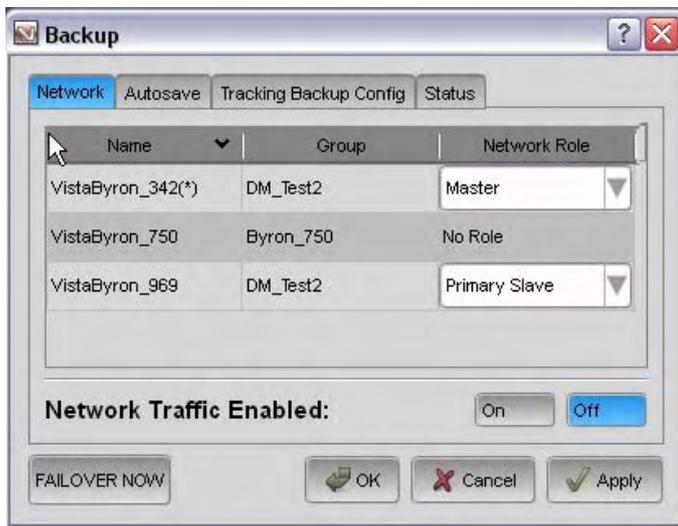
To start Tracking Backup do this:

1. On the main console or computer select the 'Autosave and Backup' option on the File menu. Vista opens the Backup window:

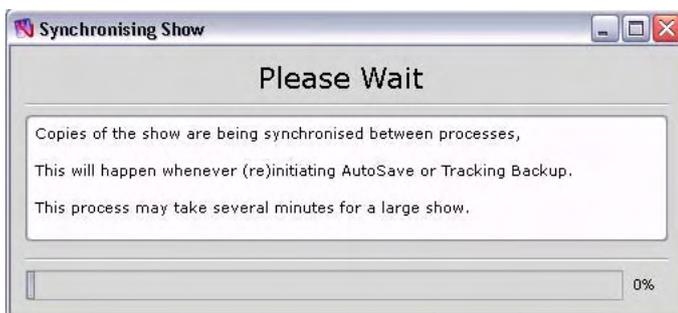


2. If it's not already selected click on the 'Tracking Backup Config' tab.
3. All devices in a backup system must have the same 'Node Group' name. If this is the master console make a note of the name (i.e. Byron\_625) or change this field to a name of your choice (i.e. 'MainStage'). If you change the Node Group name you will be prompted to restart Vista. If you need to restart' re-open the Backup window after the restart.
4. Repeat steps 1 - 3 on the backup console or computer. Remember the Node Group name must be exactly the same all the devices in your backup system.
5. Restart the backup system if prompted. It is now ready for use.

- On the main console or computer click on the 'Network' tab. Vista displays a list of any Vista systems running on the same network. You should see your backup device and it should have the same Node Group name as the master:



- The console or computer you are working on is marked with an asterisk (\*).
- Click on the Network Role field of your master console.
- Click on the Network Role field of your backup console and select 'Primary Slave' from the popup list. A Primary Slave will take over a show automatically if the Master fails, whereas a Passive slave will still backup a master but will not take over a show until you click on the 'Failover Now' button on the Failover tab of the Backup window.
- When both the master and slave role have been set, click the 'Apply' button. Vista enables the Network Traffic buttons
- Click the Network Traffic Enabled 'On' button and click 'Apply'. Vista transfers the show file to the slave:



- Click the OK button to close the Backup window

## What happens if the Master fails

If the Master fails an alert window appears on the slave console:

On the slave console there are two options

1. Click on the 'Abort' button to prevent the slave console from taking over the show and beginning to output.
2. Click on the Failover now button to have the slave console take over the show immediately and begin to output.

If neither button is clicked the slave will take over when the countdown is finished.

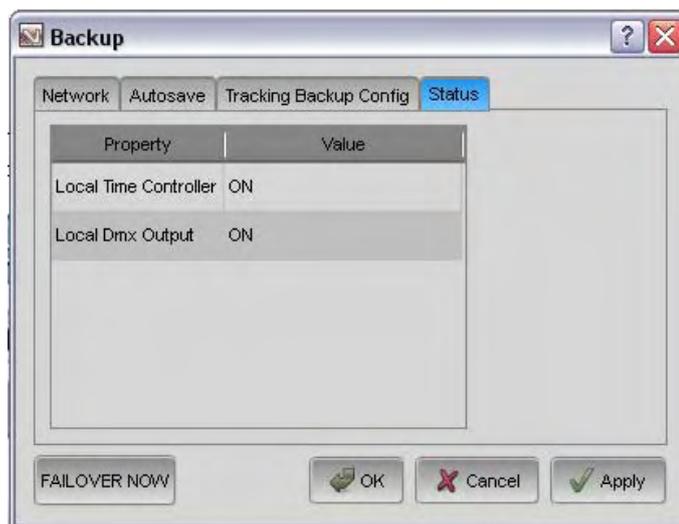
- ➡ If you are using the DMX outputs on your Vista console or control surface you must swap your DMX cables from the master to the backup console in the event of a failure.

### Manually switching to the backup console

To manually switch to the slave device click on the 'Failover Now' button on the Failover tab.

## Backup status

You can check the status of the master and slave in their respective backup windows. To do this select the status tab in the Backup window:



The master console or computer should show the Local Time Controller and Local DMX Output being On.

The slave console or computer should show the Local Time Controller and Local DMX Output being Off – unless the master has failed.

# Troubleshooting

If you cannot see your slave console on the Network tab of the backup window:

1. Check all your Ethernet cables and connections.
2. If you are using a computer turn off any firewall or port blocking application.
3. Check that the Group name is exactly the same on all devices in your backup system.
4. Check that both the master and slave have IP addresses that are on the same subnet. An IP address consists of four numbers separated by dots (i.e. 192.168.0.1) The numbers for the master and slave should be exactly the same except for the last number, which must be different and between 1 and 254.
5. On your Vista T or I series you can check the IP by opening the Settings Network window from the File menu.
6. On a Windows PC you can find the IP address from the command prompt (Start > Run > type: cmd) and type: ipconfig).
7. On a Mac make sure that only one Network Interface is active. Having both the wired (Ethernet) and wireless (Airport) interface active may cause tracking backup to fail.
8. Check that you can 'Ping' from the Master to the Slave and vice versa.
9. On a Windows PC you can Ping another device from the command prompt (Start > Run > type: cmd) and type: ping xxx.xxx.xxx.xxx) – where xxx.xxx.xxx.xxx is the IP number of another device in your system.
10. Power down and re-start the console(s) and computer(s) you are using.

## Private IP addresses

Three blocks of the IP address space are reserved for use on private networks (local area networks). When setting static IPs on a small network it's best to use IPs from one of these ranges:

10.0.0.0 - 10.255.255.255

172.16.0.0 - 172.31.255.255

192.168.0.0 - 192.168.255.255

# 18. Appendix 5 – using VNC on T & I- series consoles

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## VNC password

The default password for VNC connections is 'password'.

## Starting VNC

To start the VNC server on a Vista T series or I series console:

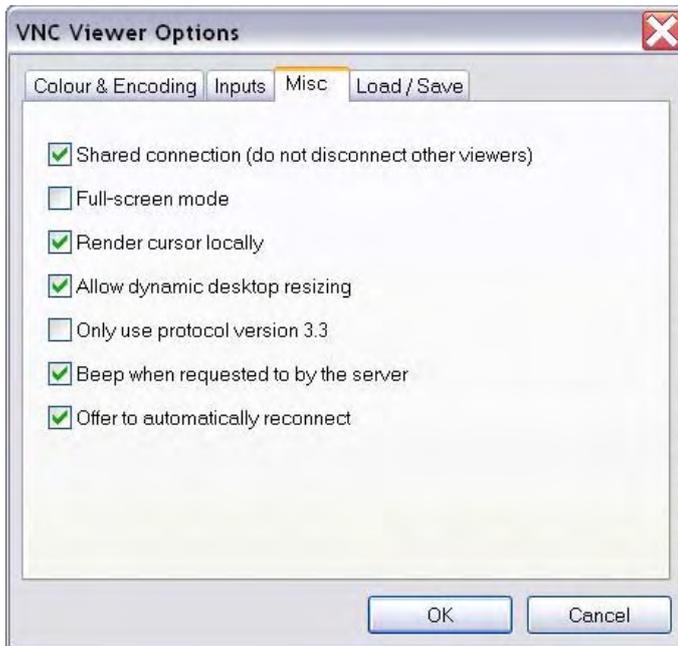
1. Restart the console. When the red Boot Menu screen appears press any key to stop at this window. Then use keyboard arrow keys to select a startup option. Select 'VNC' to start VNC normally or select 'VNC 1024x768' to start VNC and set the screen resolution to 1024x768 pixels.
2. Vista will automatically start the VNC server.
3. Vista is now running the VNC server.

## Connecting to Vista using a Windows PC

The following procedure is for the VNC Viewer application from Real VNC (<http://www.realvnc.com/download.html>). Other VNC clients for windows work in a similar way:

1. Check that the Vista and your PC are on the same subnet. I.E. if the Vista's IP is 192.168.0.68, your PC should be 192.168.0.xxx (where xxx is 1-254 but not 68).
2. Start the VNC client.

3. In the 'Connections Details' window click the Options button, then the Misc tab:



4. Tick the box marked 'Shared Connection (do not disconnect other viewers)'. Click OK to close the options window.
5. In the 'Connections Details' window enter the Vista IP (i.e. 192.168.0.65).
6. Click OK to open the login window.
7. Enter your password and click OK (leave the username blank).

You should now be able to control the Vista.

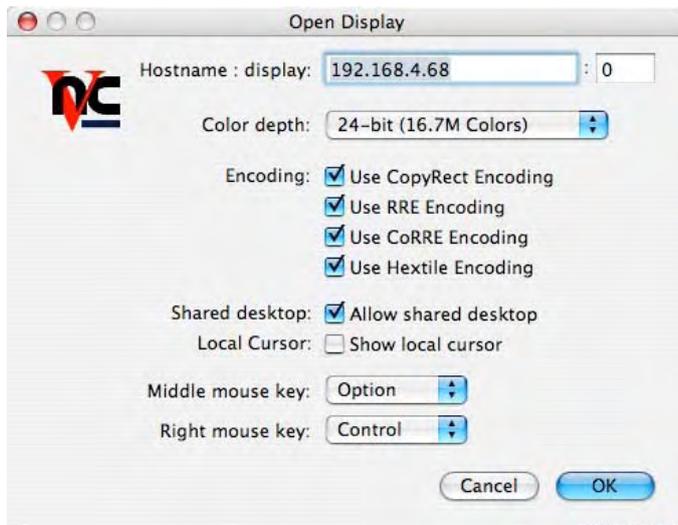
## Connecting to Vista using a Mac

The following procedure is for the Mac VNCViewer v2.01.  
(<http://homepage.mac.com/kedoin/VNC/VNCViewer/index.html>).

Other VNC clients work in a similar way:

1. Check that the Vista and your Mac are on the same subnet. I.E. if the Vista's IP is 192.168.0.68, your PC should be 192.168.0.xxx (where xxx is 1-254 but not 68).
2. Start the VNC client.

3. In the 'Open Display' window tick the box marked 'Allow shared desktop':



4. In the 'Hostname: display' window enter the Vista IP (i.e. 192.168.0.68).
5. Clear the entry in the box to the right of the IP (or enter 0).
6. Click OK.. VNC will open the login window.
7. Enter your password and click OK (leave the username blank).

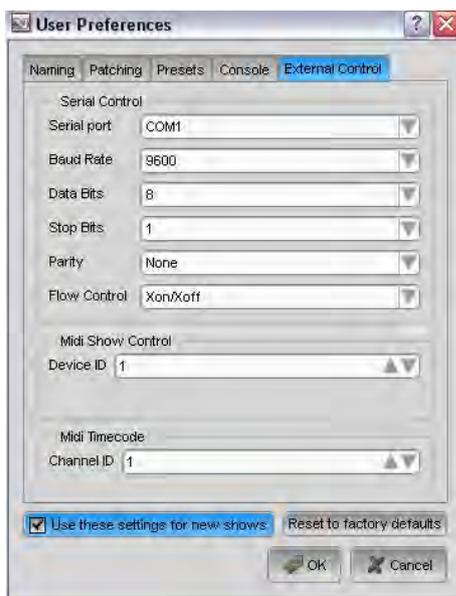
You should now be able to control the Vista.

# 19. Appendix 6, Using midi show control (MSC) to control cues

You can activate and control cues by sending Midi Show Control (MSC) messages via the midi in port on the Vista L, T, I and S series consoles. For information on using Midi Time Code (MTC) see *Using Timecode to control Cuelists* on page 9-4

## Configuring the midi port

Before you use midi you have to set a 'device ID' that Vista will listen on. This should correspond to the ID the Midi controller is sending on. To set the device ID select 'User preferences' from the File menu and click on the 'External Control' tab.



Set the Midi Show Control Device ID to correspond with your controller or the midi software package you are using .

**Tip:** Tick the 'Use these settings for new shows' checkbox to save these settings as defaults for new shows.

## MSC lighting messages

Midi controllers use standard terminology for lighting cues and cuelists

<b>This MSC term</b>	<b>is equivalent to this Vista component...</b>
Q_number	Cue Number
<Q_list>	Cuelist Number
<Q_path>	Not used

Vista supports all the most commonly used MSC lighting messages.

<b>This message...</b>	<b>does this...</b>
Go	If a Q_number is specified, that cue plays. If no Q_number is specified, the next cues in numerical order and numbered identically and which are in Open Cue Lists GO. If a Q_number is sent without a Q_list, all cues with a number identical to Q_number and which are in Open Cue Lists GO.
Go_Jam	Starts a transition or fade to a cue simultaneous with forcing the Vista's internal timecode clock to the 'Go Time' if the cue is a 'Timecode' cue. If no Cue Number is specified, the next cue in numerical sequence GOes and the clock of the appropriate Cue List Jams to that cue's time. If the next cue in numerical sequence is a 'Manual' cue (i.e. if it has not been stored with a particular 'Go Time,' the Go/Jam_Clock command is ignored.
Go_Off	Starts a transition or fade of a cue to the off state. The fade time is determined by cuelist's release time.  If no Cue Number is specified, the current cue GOes Off. If a Cue Number is specified, that cue GOes Off.
Timed_Go	Starts a timed transition or fade to a cue. If no Cue Number is specified, the next cue in numerical sequence GOes. Time is a standard time specification with subframes (type {ff}), providing anything from "instant" to 24 hour transitions.
Stop	Halts currently running transition(s). If no Cue Number is specified, all running transitions STOP. If a Cue Number is specified, only that single, specific transition STOPs, leaving all others unchanged.

<b>This message...</b>	<b>does this...</b>
Resume	Causes Stopped transition(s) to continue running. If no Cue Number is specified, all Stopped transitions Resume. If a Cue Number is specified, only that transition Resumes, leaving all others unchanged.
All_Off	Turns all cuelist intensity output to 0% without changing any other features. Equivalent to fading the Grand Master to 0%.  The console status prior to All_Off can be re-established by using the Restore command. Equivalent to fading the Grand Master to 0%
Restore	Re-establishes operating status to exactly as it was prior to ALL_OFF.
Reset	Releases all running cues..

### Advanced Midi options

You can send a message (for example Go) to several cuelists at once. To do this you first send an Open message to each of the cuelists. Vista supports the MSC messages to open and close cuelists.

<b>This message...</b>	<b>does this...</b>
Open_cuelist	OPEN_CUE_LIST  Makes a Cue List available to all other commands and includes any cues it may contain in the current show.  When OPEN_CUE_LIST is received, the specified Cue List becomes active and cues in it can be accessed by normal show requirements. Q_list in Standard Form must be sent.  If the specified Cue List is already Open or if it does not exist, no change occurs.

This message...	does this...
Close_cuelist	<p>Makes a Cue List unavailable to all other commands and excludes any cues it may contain from the current show.</p> <p>When CLOSE_CUE_LIST is received, the specified Cue List becomes inactive and cues in it cannot be accessed by normal show requirements, but the status of the cues in the list does not change. Q_list in Standard Form must be sent.</p> <p>If the specified Cue List is already Closed or if it does not exist, no change occurs.</p>

### Midi Timecode options

You can also control Vista's internal timecode clock with midi commands.

This message...	does this...
Start_Clock	<p>Starts Vista's internal timecode clock. If the clock is already running, no change occurs. If the clock is paused it continues counting from the time value which it contained while it was paused.</p> <p>If Q_list is not sent, the clocks in all Open Cue Lists Start simultaneously.</p> <p>If Q_list is sent in Standard Form, only the clock in that Cue List Starts.</p>
Stop_Clock	<p>Stops Vista's internal timecode clock. If the clock is already stopped, no change occurs. While the clock is stopped, it retains the time value which it contained at the instant it received the STOP command.</p> <p>If Q_list is not sent, the clocks in all Open Cue Lists Stop simultaneously.</p> <p>If Q_list is sent in Standard Form, only the clock in that Cue List Stops..</p>



Vista does not support these commands:

Load, Set, Fire, Standby\_Plus, Standby\_Minus, Sequence\_Plus, Sequence\_Minus, Open\_Q\_Path, Close\_Q\_Path

## 20. Appendix 7, Using serial communication to control cuelists

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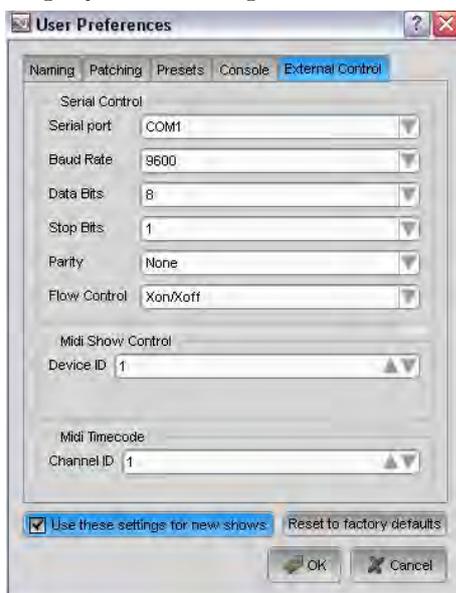
You can activate and control cues by sending text commands via the serial port on a Vista console or PC running the Vista application. Mac users will need a Keyspan 19H USB to serial converter to receive serial commands.

### Connecting to the serial port

The cable that connects from the triggering device to the Vista should be a standard serial cable (also called a null-modem cable, or serial printer cable), not a serial cable extension. The important feature is that that pin2 at one end needs to be connected to pin 3 at the other end and vice-versa).

### Enabling the serial port

The computer or other device sending the commands and the Vista must have their serial ports set to match each other. To set the Vista serial port select 'User preferences' from the File menu and click on the 'External Control' tab. Vista displays the 'User preferences' window:



Vista T, I and L consoles should be set to Serial Port 1, Baud Rate 9600, Data Bits 8, Stop Bits 1, Parity None and Flow Control Xon/Xoff.

PC (Windows) systems should be set the same way but the Com port can be changed to suit your computer's configuration

On Mac systems the Keyspan 19HS device will appear in the Serial Port dropdown menu.

## Playback commands

All commands should be sent to the Vista as single lines of text followed by Return or Enter.

With serial commands you can only play the next cue in a cuelist. It is not possible to play a cue out of order.

The syntax for sending commands is:

Command {Cuelist ID} or {Name} or {Cuelist ID:Name}

Command The supported commands to playback and load shows:

This command...	does this...
Go	Plays the next cue in the cuelist. Examples: Go 1, or Go Dimmers, or Go 1:Dimmers
Pause {ID or Name or ID:Name}	Halts playback of the specified Cuelist. Example: Pause 5
Rego {ID or Name or ID:Name}	Resumes play of a paused Cuelist. Example: Rego 5
Release	Releases playback of the specified Cuelist. Example: Release 1
Load {show filename}	Loads a show file. The full path to show showfile must be specified. Example: Load C:\

## Setting fixture levels

You can also send commands to set Fixture levels in the Programmer . The Syntax is:

- {fixture id(s)} @ {level}

Where the fixture id is any combination of number, +, > and minus and level is a value between 0 and 100 or just f (or F) for full.

Examples:

- 1@F - fixture 1 to full
- 1>10-5@ 75 - fixture's 1,2,3,4,6,7,8,9 & 10 to 75%
- 1>10-3>7@f - fixtures 1,2,8,9&10 to 100%

## Serial command acknowledgements

Vista does not echo characters sent to the serial port but does send acknowledgements to confirm that commands have been received and either been accepted or have failed. There are three response types:

### Commands that are understood and could be executed.

Successful commands return the complete command appended with "OK". For example

"go 1:List" it would return "go List:1 OK".

### Commands that are understood but could not be executed.

If the command is good but the object of that command is not known an error message will be returned. For example, if there was no Cuelist 100

"go 100" would return "100 Unknown".

### Invalid Commands

If the command is not understood, the message "ILLEGAL COMMAND" is returned.

- ➔ Make sure that there is an end of line character (return or enter) at the end of each command.
- ➔ Commands and cuelist names are \*not\* case sensitive.
- ➔ Spaces before or after commands and cuelist names do not affect the behaviour.

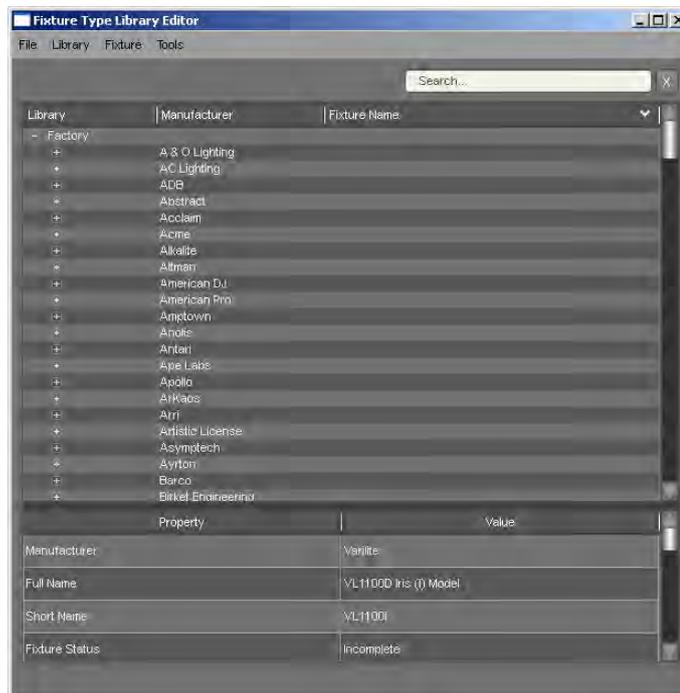
# 21. Appendix 8 – The Fixture Editor

## The Fixture Type Library Editor

The new Fixture Type Library Editor is a separate application to the console software. On a Windows installation it can be found as an alias on the desktop and can be launched like any other Windows program. On a T-series console it is launched from the Patch window menu 'Patch' by selecting 'Fixture Editor'.

When launched a window is presented with an expanded directory of all the JANDS supplied fixtures, listed as manufacturer sub-directories, this is the factory default directory. Once this directory is collapsed, another directory is visible, this is the User Fixture Library and will initially be empty.

Fixtures in the Factory directory cannot be modified, however, copies can be made and these will be placed in the User Fixture Library and are fully editable.



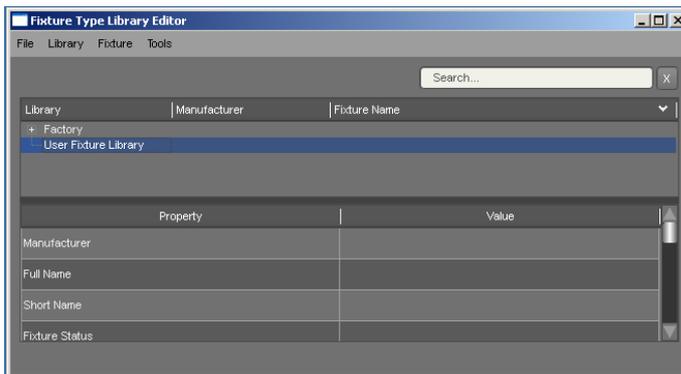
It is recommended that the latest software library be installed and an exhaustive search of the fixture library be carried out to determine if the fixture required is not already in the library before writing your own fixture profiles.

## Creating a Fixture Profile

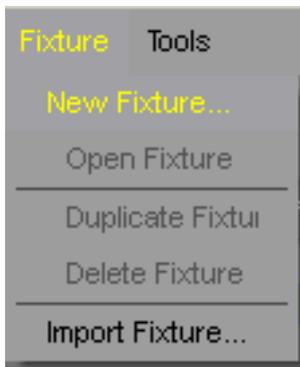
This section will detail, step by step, the process of creating a sample fixture profile. The fixture being a VL1100D Iris (I) Model.

When the Fixture Type Editor is opened, the inbuilt library is automatically expanded, presenting a Manufacturers list containing all JANDS supplied fixtures. The fixture library is updated regularly and the latest revision should be installed to see if the fixture profile you require is in the list before writing your own fixture.

For this tutorial, collapse the 'Factory' directory and select the 'User Fixture Library'



From the Fixture menu select 'New Fixture...'



A new, blank fixture window will open with five tabs across the top:



This tab...	is for...
-------------	-----------

This tab...	is for...
Main	entering general fixture data.
DMX Chart	All DMX channel assignments and channel range values are entered in this tab
DMX Macros	Control macros, including strike, douse and reset are entered here.
Notes	Personal notes relating to the fixture can be entered here.
History	A chronological history of the fixture can be kept here.

## Main tab:



This window is used to enter general information values for your fixture. To add or edit a value double click in the field and either type directly in the field or select from the field's popup menu.

This field...	is for...
Manufacturer	The name of the company that makes the fixture.

<b>This field...</b>	<b>is for...</b>
Full Name	The complete, unabbreviated name as supplied by the manufacturer.
Short Name	An abbreviated name, of your choice, for the Fixture. This name will be used in the Chooser window when 'show Short Name' is selected.
Fixture Status	Choose from the popup menu to select the appropriate status of the fixture file.
Beam Type	Choose from the popup menu to select the appropriate beam type of the fixture.
Frame Type	Choose from the popup menu to select the appropriate frame type, choose No Frame if the fixture has no framing mechanism.
Movement Type	Choose from the popup menu to select the appropriate movement type.
Physical Type	Choose from the popup menu to select the appropriate physical type.
Light Generation	Choose from the popup menu to select the appropriate light source.
Maximum Pan Degrees	Enter the maximum pan degrees as supplied by the manufacturer. This value is required in order for the flip function to work correctly. This information is generally not found in the DMX charts for a fixture, but, is usually found in the manufacturers specification sheet.
Maximum Tilt Degrees	Enter the maximum tilt degrees as supplied by the manufacturer. This value is required in order for the flip function to work correctly. This information is generally not found in the DMX charts for a fixture, but, is usually found in the manufacturers specification sheet.
Element Count Horizontally	Enter the number of horizontal, individually controllable elements within the fixture. Used for single fixtures with multiple elements such as LED fixtures.
Element Count Vertically	Enter the number of vertical, individually controllable elements within the fixture. Used for single fixtures with multiple elements such as LED fixtures.

<b>This field...</b>	<b>is for...</b>
Is a Scroller	Defines whether the fixture is a scroller mechanism.
Patch Part Count	determines how many patchable parts there are for the fixture. i.e. a par with a colour scroller will have two parts. One for the par and another for the scroller.
Uuid	This is a unique identifying number assigned to the fixture by the fixture editor and cannot be changed.
Compatability Id	This number is for advanced use. When an existing Factory fixture is duplicated and modified it will retain programmed attributes of the original (such as Preset information etc.) so long as this number is not altered. Once altered the fixture will become an independent fixture and lose those programmed attributes.
Revision	A revision number can be added here to keep track of multiple versions of the same fixture.
Factory Version	This is a factory library version tracking number.
Carallon Version	This version number is supplied by the Carallon database and is not relevant when writing fixture profiles.

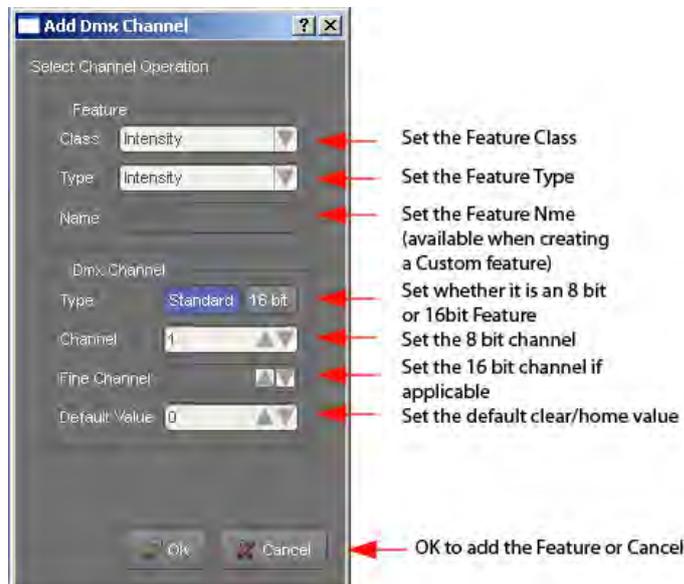
## DMX Chart tab:



<b>This icon...</b>	<b>does this...</b>
	Opens the Add DMX Channel window

This icon...	does this...
	Adds a DMX range to an existing channel. Inactive until a channel is created.
	Adds a Custom Mode to a channel, used when a feature range is not mappable to a generic control. i.e. Iris Pulse or Gobo Shake
	Adds a slot to a colour or gobo wheel channel. . Inactive until a channel is created.
	Use this button to delete selected DMX channels, Ranges, Modes or Slots.

### Add DMX Channel window:



This field...	is for...
Feature Class	This determines which control palette the feature will reside in. Intensity Class reside in the Intensity palette, Beam in the Beam palette etc.

<b>This field...</b>	<b>is for...</b>
Feature Type	This determines which controls on the palette control which feature. For example one Beam Type may be Iris and another Zoom. Both features appear on the Beam control palette, mapped to their respective controls.
Feature Name	This value is automatically set by the software unless a custom feature is created in which case a user assigned name must be applied.
DMX Channel Type	this will determine if the feature is 8 bit or 16 bit. The Fine channel field becomes active if 16 bit is selected here.
DMX Channel Channel	Is the Hi byte channel for the feature.
DMX Channel Fine Channel	Is the Lo byte channel for the feature (if applicable)
DMX Channel Default Value	This is the default DMX value for home and clear, ranging from 0-255.

The DMX Chart window is used to enter all channel information for your fixture. Using the manufacturer's DMX specification sheets, a channel list will be built in here, the channels can then have various attributes set. Addition of range mapping, slots for colours and gobos, mode settings for channels and any other information required to operate the fixture.

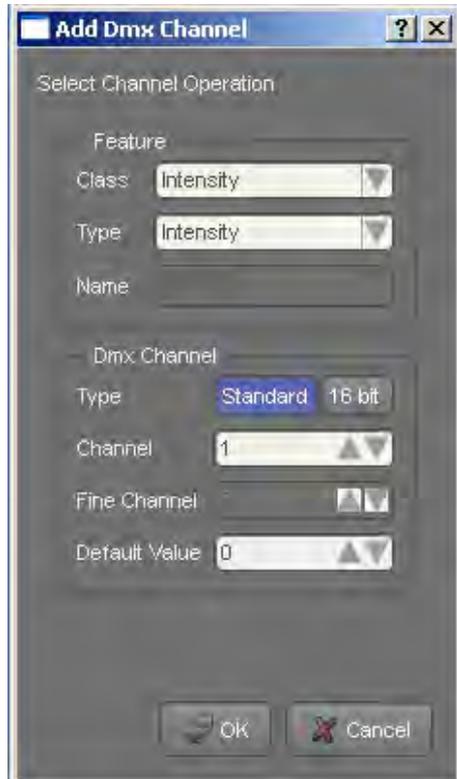
Using the sample DMX specification for a VL1100D (I) Iris Model fixture this section will document how to enter data in the DMX tab for it.

## DMX channel specification for a VL1100D (I) Iris Model

DMX Channel	Parameter	Range
1	Dimmer *	0-255
2	Hi Byte Pan	0-65535
3	Lo Byte Pan	0-65535
4	Hi Byte Tilt	0-65535
5	Lo Byte Tilt	0-65535
6	Edge	0-255
7	Zoom	0 (small) - 255 (big)
8	Diffusion	0 (open) - 255 (diffused)
9	Blue	0 (open) - 255 (full saturation)
10	Amber	0 (open) - 255 (full saturation)
11	Magenta	0 (open) - 255 (full saturation)
12	Rotating Gobo	0-127 index 128-255 rotate
13-14	Gobo Index	Index: 0-65535 Rotate: 0 (cw max) - 32535 (cw min) 32536-33031 (stop) 33032 (ccw min) - 65535 (ccw max)
15	Beam	0 (small) - 255 (open)
16	Focus Time	0-255
17	Color Time	0-255
18	Beam Time	0-255
19	Control	0-255

## Channel 1: Intensity

Click the DMX button to open the Add DMX Channel dialog. By default the dialog opens for the first time as below, it will open in the last opened state from now on. Notice the values are correct for this feature. Click OK to create.

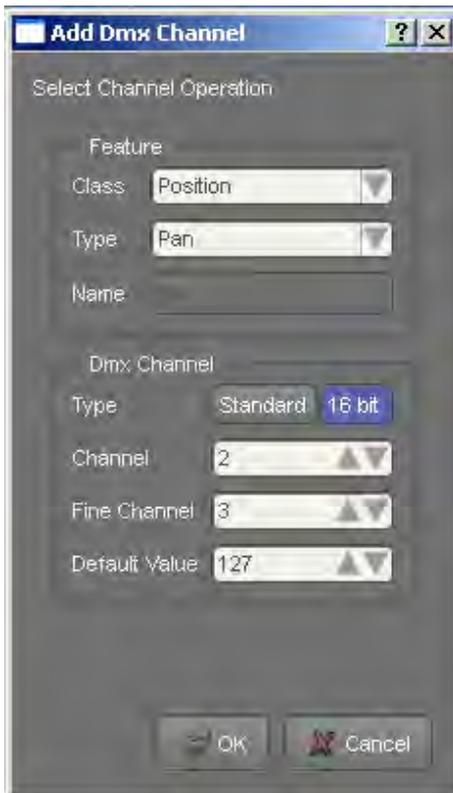


The Intensity 8 bit channel 1 has been created in the DMX Chart window.

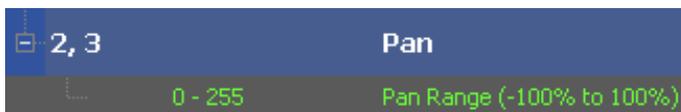
Dmx Channel	Dmx Range	Name
1	0 - 255	Intensity
		Standard Range (0 to 100%)

## Channel 2 and 3: Pan Hi and Pan Lo: 16b

Click the DMX button to open the Add DMX Channel dialog. Select Position in Class and Pan in Type. In the DMX channel section select 16 bit and assign the correct channel numbers. The Default value should be set to 127 as it is a midpoint default feature and the Hi Byte value only need be set. Click OK to create.

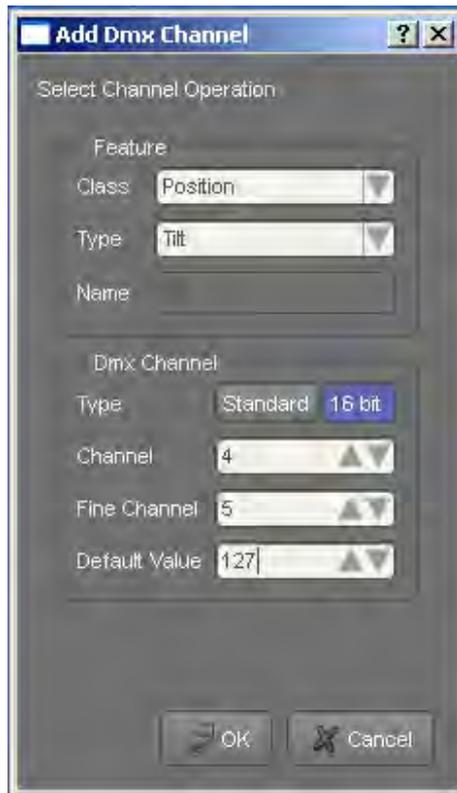


The Pan 16 bit channels 2 and 3 have been created in the DMX Chart window.



**Channel 4 and 5: Tilt Hi and Tilt Lo: 16b**

Click the DMX button to open the Add DMX Channel dialog. Select Position in Class and Tilt in Type. In the DMX channel section select 16 bit and assign the correct channel numbers. The Default value should be set to 127 as it is a midpoint default feature and the Hi Byte value only need be set. Click OK to create.



The Tilt 16 bit channels 4 and 5 have been created in the DMX Chart window.



### Channel 6: Edge

Click the DMX button to open the Add DMX Channel dialog. Select Beam in Class and Focus in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 127 as it is a midpoint default feature. Click OK to create.



The Intensity 8 bit channel 6 has been created in the DMX Chart window.



### Channel 7: Zoom

Click the DMX button to open the Add DMX Channel dialog. Select Beam in Class and Zoom in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 127 as it is a midpoint default feature. Click OK to create.



The Zoom 8 bit channel 7 has been created in the DMX Chart window.



### Channel 8: Frost

Click the DMX button to open the Add DMX Channel dialog. Select Beam in Class and Zoom in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 0 as it is a 0 default value feature. Click OK to create.

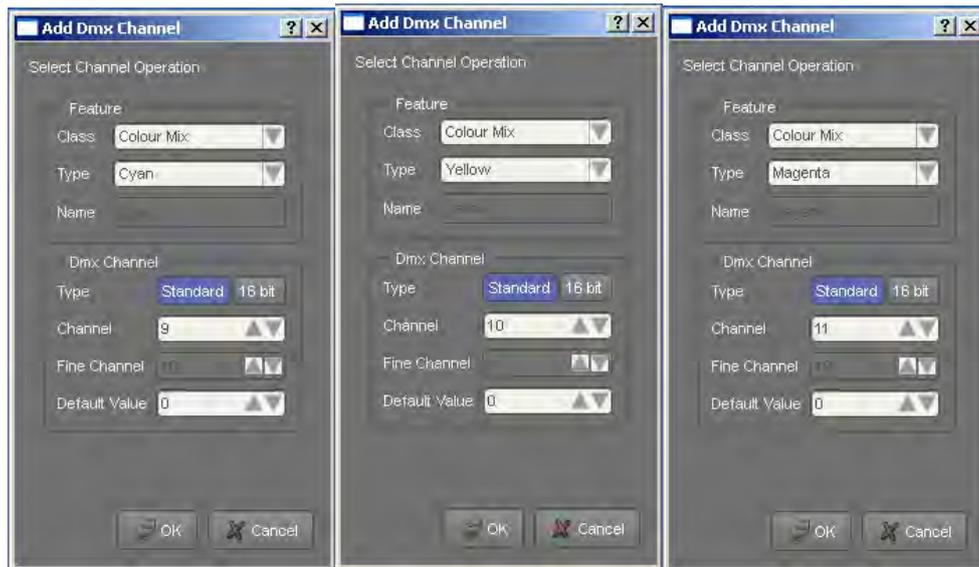


The Frost 8 bit channel 8 has been created in the DMX Chart window.



**Channel 9, 10 and 11: CMY Colour mix**

Click the DMX button to open the Add DMX Channel dialog. Select Colour Mix in Class and Cyan in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 0 as it is a 0 default value feature, the Hi Byte default value only need be set. Click OK to create and repeat the process for Yellow and Magenta.

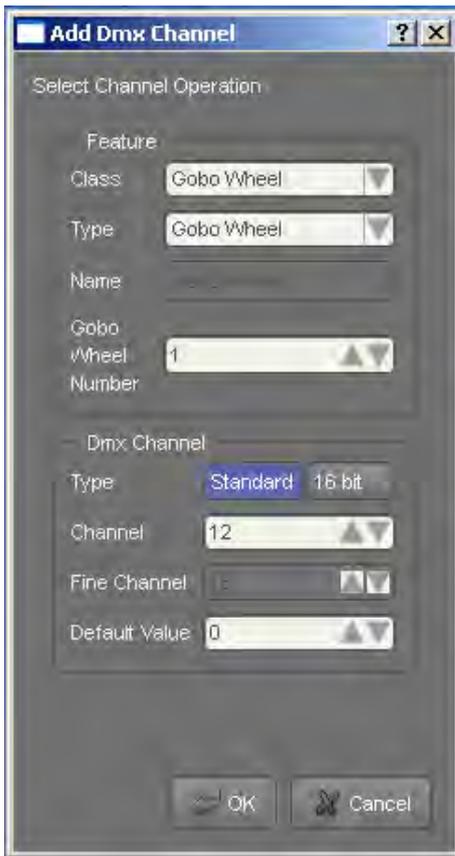


The three Colour Mix 8 bit channels 9,10 and 11 have been created in the DMX Chart window.

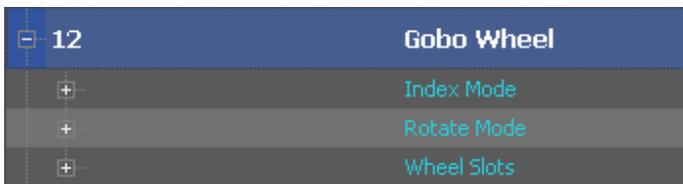
9	Cyan	0 - 255	Standard Range (0 to 100%)
10	Yellow	0 - 255	Standard Range (0 to 100%)
11	Magenta	0 - 255	Standard Range (0 to 100%)

### Channel 12: Gobo Wheel

Click the DMX button to open the Add DMX Channel dialog. Select Gobo Wheel in Class and Gobo Wheel in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 0 as it is a 0 default value feature. Click OK to create.



The Gobo Wheel 8 bit channel 8 has been created in the DMX Chart window.



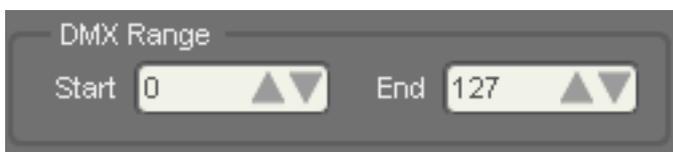
**Channel 12: Gobo Wheel (cont.)**

Note there are three items added for this feature unlike previous features that have one simple range value assigned.

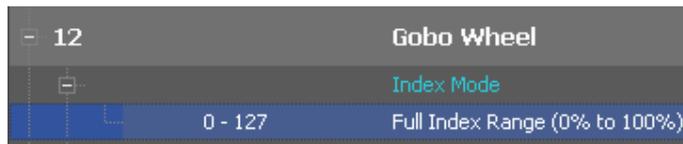
**Index Mode:** Expand this section and select the range value section as below.



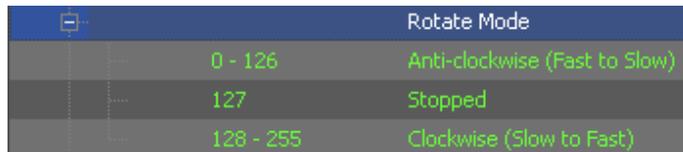
As the specification requires the range for Gobo Wheel Indexing to be 0-127, the values need changing. On the right hand side of the DMX Chart window in the DMX range section. Apply the change as seen below and click apply.



The change to the channel range is reflected in the DMX Range column.



**Rotation Mode:** Expand this section and select the range value section as below.



As the specification requires the range for Gobo Wheel Rotation is to be 128-255, only one range of values is required. By default most fixtures have clockwise and counter clockwise values as well as a stop value. The editor places ranges for these by default. The mechanism in our fixture only rotates in one direction so the first thing that is required is to delete the Anti-clockwise range, the Stopped range can remain and set to 127 if desired. This will make zero rotation on the controls stop the wheel spinning at the last indexing value.

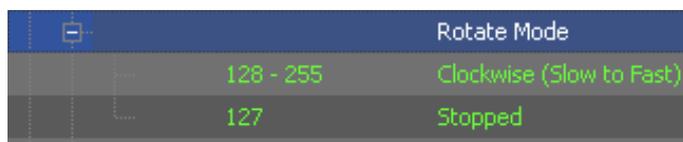
Select the Anti-clockwise range:



Now click the  button to remove the range.

### Channel 12: Gobo Wheel (cont.)

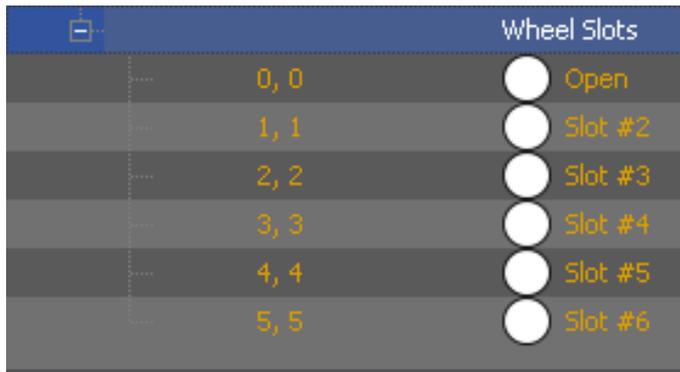
As the ranges for Stopped and Clockwise rotation are the same as the manufacturers specification no other changes are required. The ranges for gobo wheel rotation are now set.



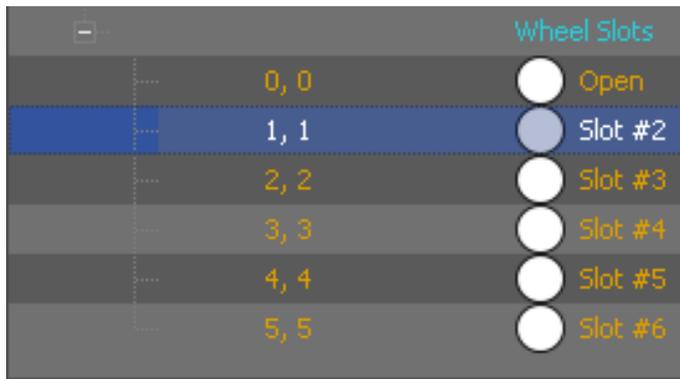
**Wheel Slots:** Expand this section and Select it. Notice a single Open slot is loaded with a range of 0,0.



Use the  button to create as many slots as is required. In this case add five slots to make a total of six.



As the Open slot values are already correct, select Slot #2.



### Channel 12: Gobo Wheel (cont.)

On the right hand side of the DMX Chart window the controls are now available to add appropriate data with the selected slot.

A Name may be applied, a Slot Type can be set (Gobo or Colour) a Category can be assigned, Category is useful in remodelling gobo patterns when changing fixture types, and an image can be set for preview on the console.

Range

Name

Slot Type

Category



DMX Range

Start  End

DMX Range (When slot is rotating)

Start  End

As with other features the DMX Range section is used to set the appropriate values for the slot, as the specification below indicates, different values are required to operate the slot in either Indexing or Rotating modes.

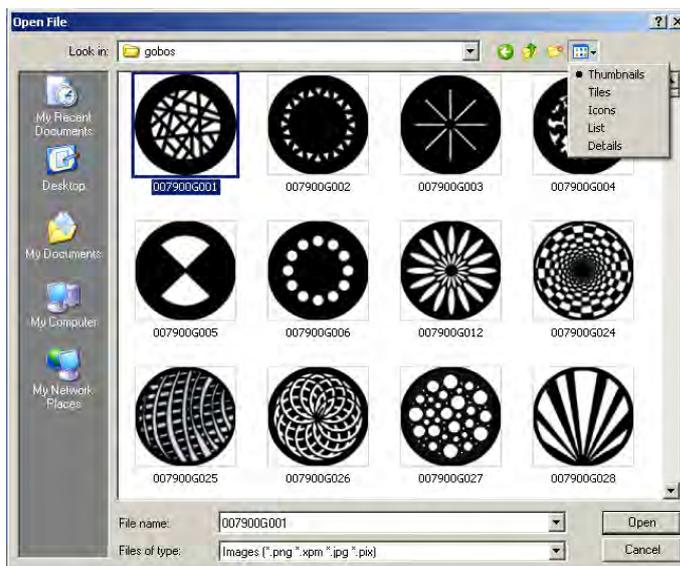
Position	Indexing	Rotating	Function
1	0	128	Open
2	18	146	Gobo 1
3	41	169	Gobo 2
4	63	191	Gobo 3
5	86	214	Gobo 4
6	108	236	Gobo 5

#### Channel 12: Gobo Wheel (cont.)

Set the DMX Range values for Slot #2 as shown below, follow the same procedure for the remaining slots. The correct value for Slot #2 (18 or 146) will automatically switch between the two values depending on which control is currently being used on the console, i.e. indexing or rotating.



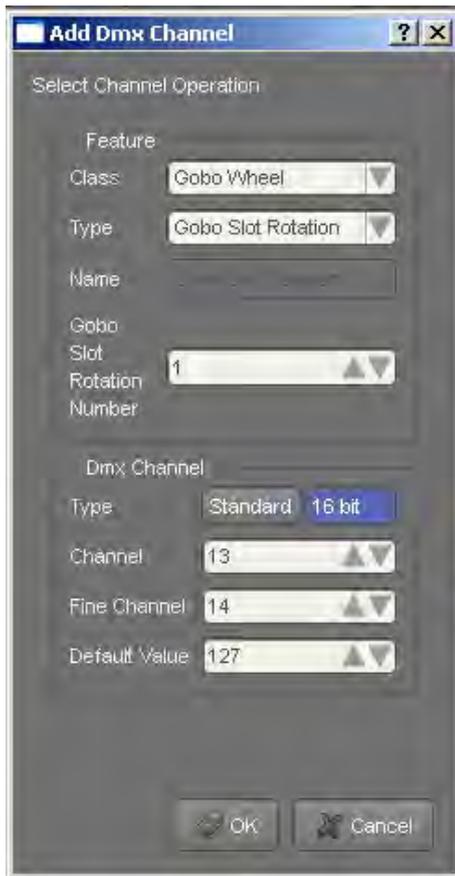
Click the Select Image button to open up the Images window, navigate to the gobos directory and search for the image required, select and open it then name it in the Name field.



Tip: Switch the window view to Thumbnails for image previews.

### Channel 13 and 14: Gobo Rotation

Click the DMX button to open the Add DMX Channel dialog. Select Beam in Class and Gobo Slot Rotation in Type. In the DMX channel section select 16 bit and assign the correct channel numbers. The Default value should be set to 127 as it is a midpoint default feature, the Hi Byte default value only need be set. Click OK to create.

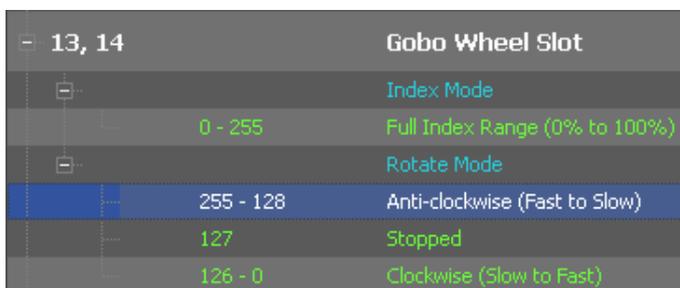


The Gobo Wheel Slot 16 bit channels 13 and 14 have been created in the DMX Chart window.



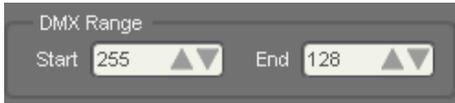
**Channel 13 and 14: Gobo Rotation (cont.)**

Expand the Index Mode and Rotate ranges.



Select the range to edit and adjust the values on the right hand side of the DMX Chart window in the DMX range section. As this fixtures rotation Clockwise and Ant-clockwise are reverse to the default values inserted the ranges need to be edited. Apply the change as seen below to the Anti-clockwise range and click apply. Repeat this procedure for the Clockwise range, inserting the correct values.

Anti-clockwise range values:



Clockwise range values:



As the default value for Stopped is already 127, this need not be adjusted. The Index Mode values supplied by default are the same as the fixture specification, so, it too, requires no adjustment.

### Channel 15: Iris

Click the DMX button to open the Add DMX Channel dialog. Select Beam in Class and Iris in Type. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 255 as it is a 255 default value feature. Click OK to create.



The Iris 8 bit channel 15 has been created in the DMX Chart window.



### Channel 16,17 and 18: Timing channels

These three channels differ from the previous channels created in that they do not map to generic controls. They will be Custom Feature channels that are associated with the Class of feature.

For the Focus Time channel 17 (Varilite terminology states Focus is Position) click the DMX button to open the Add DMX Channel dialog. Select Custom Position in Class, Custom Position will automatically be assigned to Type and as we are creating a Custom Feature a feature name needs to be assigned, type in Focus Time. In the DMX channel section select Standard and assign the correct channel number. The Default value should be set to 0 as it is a 0 default value feature. Click OK to create.



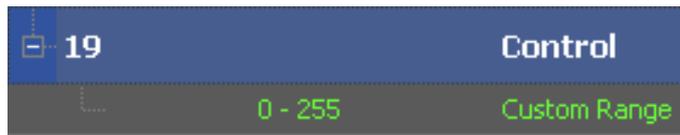
Repeat this process for the remaining channels 17 and 18. Channel 17 will need Class and Type set to Custom Colour and named Colour Time, channel 18 will need Class and Type set to Custom Beam and named Beam Time.

**Channel 19: Control**

The Control channel is also created as a Custom feature, The Class needs to be set as Custom Misc and Name to Control. This will create the channel, values for the control macros will be set in the DMX Macros tab.



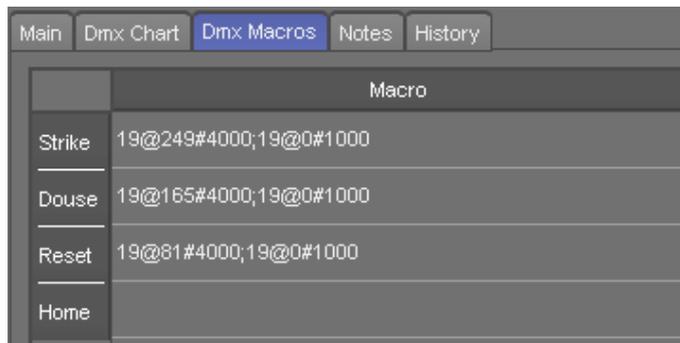
The Control 8 bit channel 19 has been created in the DMX Chart window.



### Channel 19: Control (cont.)

To assign control macros, open the DMX Macros tab and enter the relevant information using the specification from the manufacturer.

Control Channel Function	Control Channel Value		
	% Value	DMX Value	
		For 3 Secs or Greater	After 3 Secs
Luminaire Reset	32-33	81-87	0
Lamp Off	65-67	165-171	0
Lamp On	98-100	249-255	0



Syntax: channel @ value wait milliseconds , next command.

### Complex macros

Some fixtures require more complex macros for for strike/reset/douse?. For example a fixture might require; ch1 to 255, ch4 to 17, ch 6 to 1, ch 8 to 0, ch 11 to 0 and ch 15 to 84 and for these channels to be held for 6 seconds, and sent back to default

In this case each command must state a wait time. The syntax is as follows:

[channel] @ [value] # [wait time in milliseconds]

So for the example above the macro would read as follows:

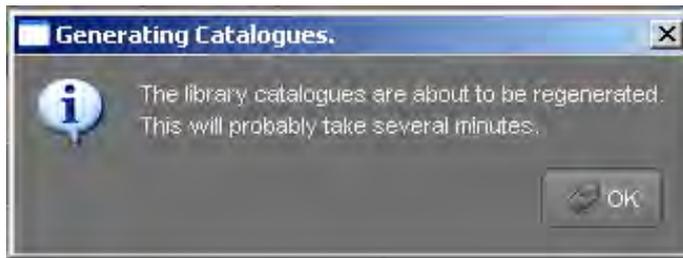
1@255#0;4@17#0;6@17#0;8@0#0;11@0#0;15@84#6000

That will send the specified values to all channels simultaneously and hold them for 6 seconds.

**Saving the Fixture:**

Once all channel ranges have been created, spend a few minutes checking them against the manufacturers specification. Click the OK button then choose OK from the resulting Save Fixture And Exit dialog.

To use the fixture you will first need to exit the Fixture Library Editor, close the editor window and a confirmation dialog will be presented. Click OK, the library will regenerate the library catalogues to incorporate your new fixture. Please be patient as this takes some time. Start Vista and the new fixture will be available for patching in the User Fixture Library.



## Channels with Custom Ranges

While all the main features of fixtures are represented by generic controls on the console, the ranges that do not fit the generic model are controlled by Custom Modes and Custom Ranges. A simple example of this is an Iris channel with pulse ranges.

**Iris:** Example ranges:

Iris closed to open: range: 0 - 128

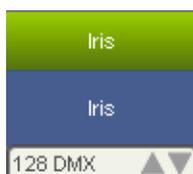
Iris Pulse-1 slow to fast: 129 - 190

Iris Pulse-2 slow to fast: 191 - 255

Create the custom ranges as below:

1	Iris
0 - 128	Iris
129 - 190	Pulse 1
191 - 255	Pulse 2

The Iris Pulse controls will be found inside the Custom Iris widget in Vista:



Double click the widget to open the Custom Feature Browser, in order to access the custom Pulse range controls:



## 22. Appendix 9 – Crash Logs

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### Retrieving Software Crash Files from a Console

Although unusual software crashes can occur. If they do it is important that as much detail as possible is returned to Jands to enable the cause to be determined and eliminated. In order to simplify this process the console software includes a means to package all of the necessary files for return to Jands support.

#### To generate a crash report package on a L5, T2, T4 or I3:

1. Select File -> Quit Application from the main menu, which will open the System Settings dialogue.
2. If a crash has recently occurred the dialogue will have an additional red button labeled "Export Crash Report". Click "Export Crash Report".
3. Click "Select crash report files".
4. There should be at least one file available, but if there's more select them all using SHIFT + Click or CTRL + Click.
5. Click "Open".
6. If desired you can type some further information into the comment field to describe what was being done when the crash occurred eg "I was in the timeline selection dragging a handle when it crashed".
7. Click "Select removable device".
8. Select the USB device from the list.
9. Click "Choose". The files will be transferred to the USB device.
10. When it's finished click "OK".
11. Remove the USB memory stick and return the files to Jands via the online support request page <http://www.jandsvista.com/support/support-request-form/>
12. Click "Vista 2" to restart the Vista application.

## Retrieving Software Crash Files from a Windows PC

Please follow the procedure below to configure a Windows PC controlling the Jands Vista 2 application such that crash dump files may be collected and subsequently analysed in the event of a Vista crash. This procedure is for Microsoft Windows operating systems only.

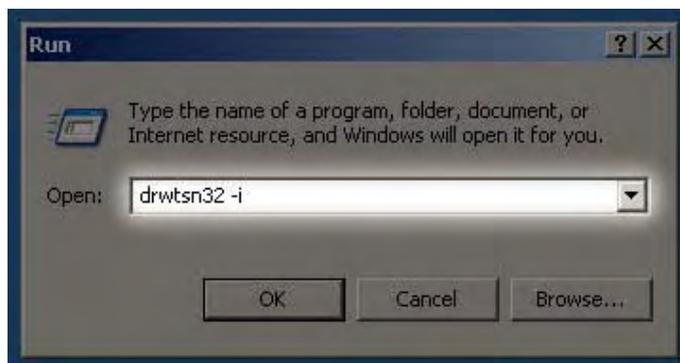
This procedure must be executed before any crash, as files generated without this application cannot be retrieved or analysed.

Note: Not all crashes will generate a log file. If you experience a crash and no log file is generated, please report all information you can to us.

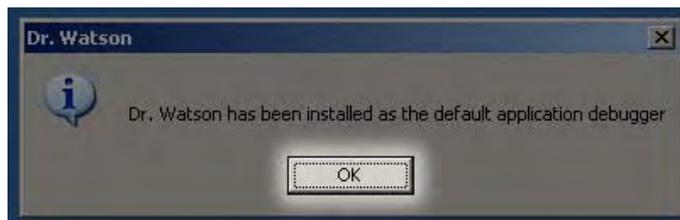
There are two different procedures – one for XP and another Microsoft Vista.

### Setup Procedure for Windows XP:

1. In the Start menu's Run box, enter the command "drwtsn32 -i"

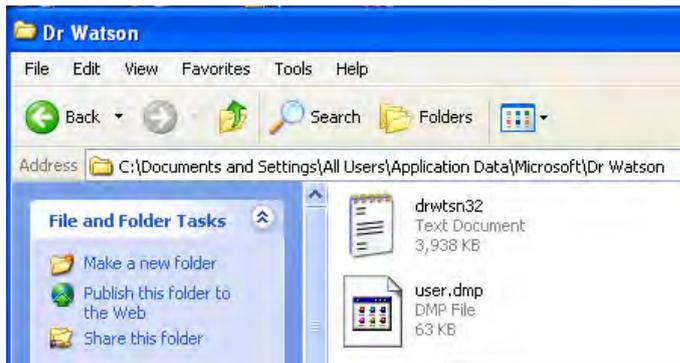


2. A dialog box will appear informing you that Dr. Watson has been installed as the default debugger. Press OK.



### Retrieving Crash Files on Windows XP:

1. Crash information will be written into the directory "C:\Documents and Settings\All Users\Application Data\Microsoft\Dr Watson. Should a Vista crash occur, navigate to this directory.

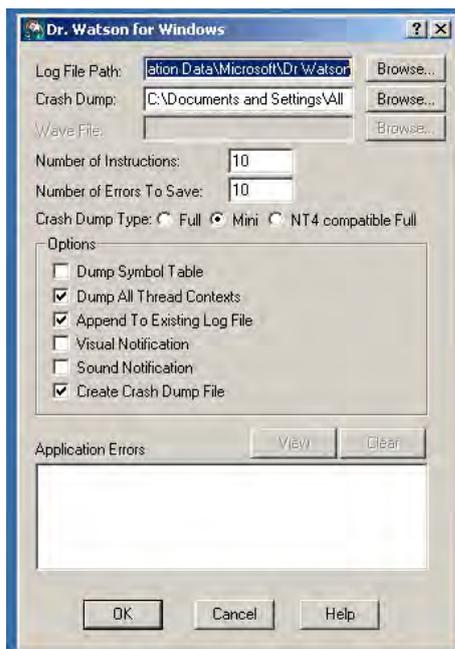


2. Check the modification date of the "user.dmp" and "drwtsn32.txt" files to make sure that you are looking at the file that corresponds with when the crash occurred.
3. Rename the "user.dmp" file to something a more descriptive eg Byron2-0-6838\_20101124\_01.dmp".
4. Send the renamed user.dmp file, an exported copy of the show file, drwtsn32.txt, and a description of what you were doing to support@jandsvista.com, or use the support contact form at www.jandsvista.com/support.

#### Reconfiguring drwtsn32 Settings:

Running drwtsn32 without any options or switches will bring up a window that allows various settings to be changed eg the location of the dump files can be made more easily accessible, or a visual alert letting you know a crash was logged.

If drwtsn32 is reconfigured, please ensure that the checkboxes and radio buttons remain set as shown in the following image .



Additionally the number of crashes to save is limited to 10 by default. Once the limit has been reached, the system will no longer generate new log files. To ensure that data is collected users should periodically remove log files.

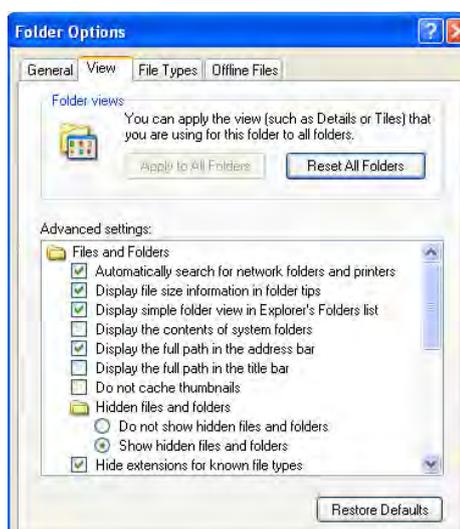
## Procedure for Windows Vista:

Windows Error Reporting (WER) has been integrated into the Microsoft Vista operating system. By default, Vista uploads the crash logs to Microsoft, but does not save a local copy. To save a local copy of the crash logs, the registry must be reconfigured by following these steps:

1. Download the file "ActivateCrashDumps.reg" file from the Jands Vista website <http://www.jandsvista.com/ActivateCrashDumps.reg>. Some browsers helpfully add a ".txt" to the filename (which may not be shown if Windows is hiding file file extensions - see below for details on changing this behavior). The file must have the file extension ".reg".
2. Save the file to the PC.
3. Using Windows Explorer, find the file and double-click on ActivateCrashdumps.reg to run it.
4. Respond affirmatively to any prompts.
5. Reboot the PC.

The next time any application crashes, the crash information will be written into a folder located inside "%LOCALAPPDATA%\local\Microsoft\Windows\WER\ReportQueue" (where %LOCALAPPDATA% is usually "c:\Users\user\AppData"). Check the modification date of the directory to make sure that the appropriate directory is being displayed.

Windows Vista hides many directories (and files) from the user by default. This can be changed in the Control Panel by selecting Folder Options -> View Tab -> Hidden Files and Folders -> Show Hidden Files).



Each crash will result in a new directory below "ReportQueue". Package up the entire directory naming each file something more descriptive eg "Vista\_1.13.522X\_20090720\_01.dmp" along with the show file and a brief explanation of what was being done, and email them to [support@jandsvista.com](mailto:support@jandsvista.com).

## 23. Appendix 10 – the touchpad and the pen tablet

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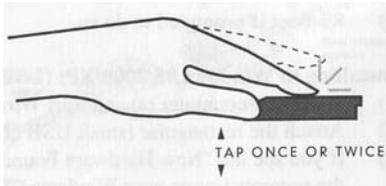
### Using the touchpad

Like all pointing devices, the touchpad may take a short time to get used to. However you will soon find that using this device is natural and intuitive. Simply glide your finger across the surface of the pad to move the cursor and tap your finger to 'click'. It's easy!

#### Click

To click, lightly and quickly tap the surface of the pad once. Or, press the left button once.

To double-click, double tap on the pad or click the left button twice.



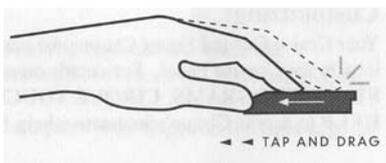
Remember, the touchpad responds best to a very firm, crisp tap.

#### Right Click

To right-click for submenus, tap the tap zone in the upper right corner of the touchpad or click the right button once.

#### Drag

To drag, draw, or highlight, double-tap rapidly and hold your finger down on the second tap, then glide to move. You may also hold the left button as you glide your finger.



### Glide Extend

To drag further than the pad surface, lift and reposition your finger after reaching the textured edge. GlideExtend will virtually eliminate the edge of the pad while you drag. In other words, if you are dragging an item and you hit the textured edge, GlideExtend will hold the drag for three seconds while you reposition to complete the drag. To shut off GlideExtend earlier than three seconds, simply tap or click a button.

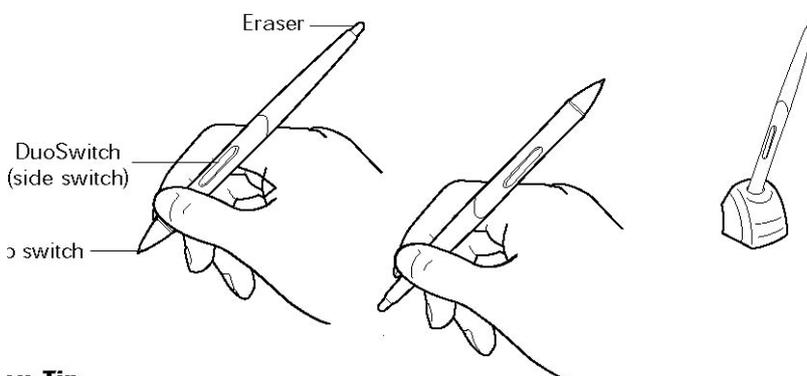
### Scroll

To scroll, place your finger down the right edge of the touchpad and glide up or down. This feature requires third party software on Macintosh systems (see Macintosh advanced features section for USB version of Easy Cat).

## Working with the grip pen

*This information is kindly provided by Wacom, the pen tablet manufacturer.*

As you work with the pen-tablet, you can rest your hand lightly on the display screen, just as if it were a drawing board or sheet of paper. Hold the Grip Pen as you would a pencil. Make sure the side switch is in a convenient location where you can press it with your thumb or forefinger, but won't accidentally press it while drawing.



### Pen Tip

- The Grip Pen should never be stored in a container where it will rest on its tip or eraser. When the pen is not in use, place your pen in the pen holder or lay it flat on your desk.

## Tip switch / Pen Tip

The pen is activated as soon as it enters proximity, about 5 mm (0.2 in), above the Interactive Pen Display screen. This allows you to position the screen cursor or use the DuoSwitch without touching the pen tip to the display screen.

When pressure is applied to the pen tip, the tip switch is turned *on* and the pen simulates a mouse button click.

### Eraser

To use the eraser, hold the Grip Pen upside down. When the eraser is within proximity of the active area, the tablet reports the pen coordinates and the pressure applied to the eraser.

The eraser is not implemented in Version 1 of the Vista software.

### DuoSwitch

The DuoSwitch can be used to perform the same click and double-click functions as the tip switch. Toggle the DuoSwitch in either direction to activate the upper or lower button functions.



If you do not care to use the side switch, you can remove it by following the directions in *Removing and installing the Duo Switch*.

## Using a pen

### Pointing and Selecting

Move the Grip Pen above the pen tablet display screen to position the screen cursor. The cursor jumps to the location where you place the pen (absolute positioning). Press the pen tip on the display screen to make a selection.

### Clicking

Tap the display screen once with the pen tip, or touch the pen to the display screen with enough pressure to generate a mouse click.

### Double-Clicking

Press the upper side switch, or quickly tap the display screen twice in the same place with the pen tip. Double-clicking is easier when the pen is perpendicular to the tablet screen.

### Dragging

Select an object, then slide the pen tip across the display screen to move the object.

### Erasing

Erasing is not currently supported in the Vista system.

## Working with the Pen tablet

As you work with the pen tablet, you can rest your hand lightly on the display screen, just as if it were a drawing board or sheet of paper.

Because the drawing surface will be a little higher than a normal desk, consider adjusting the height of your desk or chair to assure comfortable use of the device.

When working with the pen tablet, maintain a good posture at all times and change your position if you feel any discomfort due to your work position or the weight of the tablet.

The Interactive Pen Display should be positioned so you can view it comfortably with a minimum of eyestrain.

Here are some other points to keep in mind:

- Take short breaks between tasks to stretch and relax your muscles.
- Use a gentle grip when working with the pen.
- Alternate tasks throughout the day.
- Minimize awkward postures and repetitive movements that cause discomfort.

## Working with On Screen Display Settings

The pen tablet display is equipped with an On Screen Display function. The OSD function enables you to adjust and optimize a variety of display settings at the touch of a button. The OSD controls are located above the tablet on the T series consoles and in the armrest of the L series.



Menu button  
Opens or closes  
the OSD menu

Select buttons  
Opens or closes  
the OSD menu

Enter button  
Activates or de-activates  
the selected option

## Selection buttons

Use these buttons to select an option that can then be activated when you press the **Enter** button.

After activating a selected option, press the **+** button to increase a selected item value, and press the **-** button to decrease it.

The basic process for working with the OSD is as follows:

1. Press the Menu button to open the OSD main menu.
2. Use the **+** or **-** buttons to select an option. When the option you want to adjust is highlighted, press the Enter button. The current settings and adjustment sub-menu for that option will appear.
3. Use the **+** or **-** buttons to adjust the option settings.

4. When you have made your changes, press the Enter button to save. To exit, press the Menu button.

 All settings are automatically saved when the OSD menu closes. If you make changes to the display appearance and cannot return to the original settings, use the **Reset Recall** option to return The pen tablet to its original factory defaults.

## Caring for the Cintiq pen tablet

Keep the Grip Pen and the Cintiq LCD screen surface clean. Dust and dirt particles can stick to the pen and cause wear to the display screen surface. Regular cleaning will help prolong the life of your LCD screen surface and pen. Keep Cintiq and the Grip Pen in a clean, dry place and avoid extremes in temperature.

Room temperature is best. Cintiq and the Grip Pen are not made to come apart (except where specifically indicated for removal and replacement of the pen's DuoSwitch). Taking apart the product will void your warranty.

**Caution** - If the pen tip becomes sharp or angular, it may damage the coating on the display screen. Please replace the pen tip if necessary.

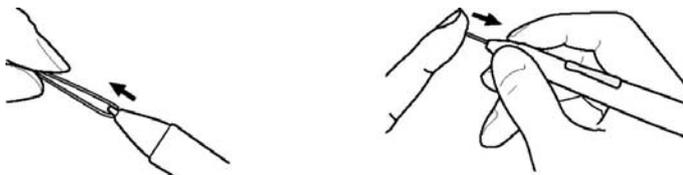
## Cleaning the Pen-Tablet

**To clean the Grip Pen**, use a soft cloth and mild detergent (such as dishwashing liquid) diluted with water. Do not use paint thinner, benzine, alcohol, or other solvents.

**To clean the display screen**, use an anti-static cloth or a slightly damp cloth. When cleaning, apply only a fixture amount of pressure to the display screen and do not make the surface wet. Do not use detergent to clean the display screen; this may damage the coating on the screen. Please note that damage of this kind is not covered by the manufacturer's warranty.

## Replacing the Pen Tip

The pen tip will wear with normal use. When the pen tip gets too short, you can replace it with one of the extra tips that came with the pen.



### To remove the old tip:

Clasp it with a pair of tweezers, needle-nosed pliers, or similar instrument and pull the old tip straight out of the pen.

**To insert a new tip:**

Slide it straight into the barrel of the pen. Firmly push the tip until it stops. The new tip will slide into the correct position.

If the pen tip wears and becomes angular, it may damage the coating on the Pen tablet display screen. To avoid this, periodic tip replacement is recommended.

**WARNING Prevent children from swallowing the pen tip or side switch.** The pen tip or side switch may accidentally be pulled out if children are biting on them.

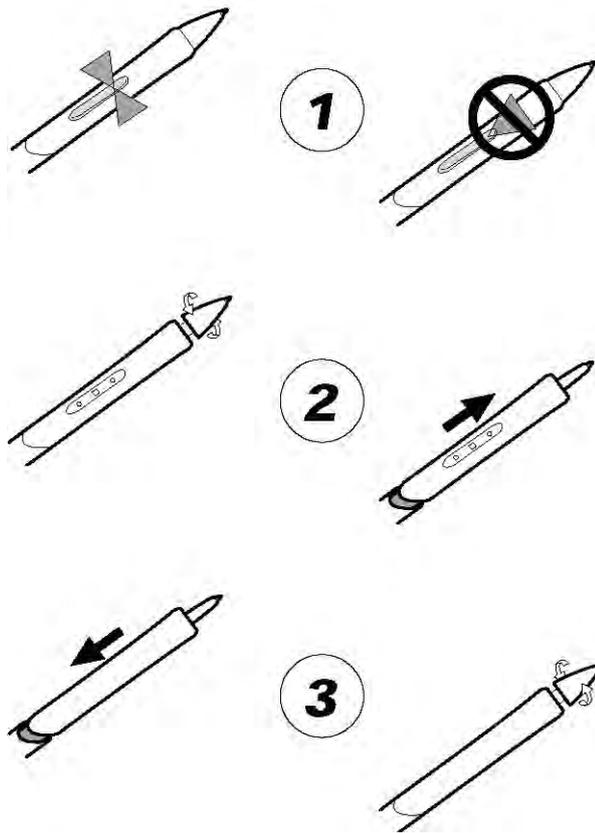
## Removing and installing the Duo Switch

Some users prefer to remove the DuoSwitch when working with the Grip Pen. For example, you may want to remove the switch in order to focus on a drawing and eliminate any accidental clicks that would occur if you unintentionally pressed on the switch. Note, however, that removing the DuoSwitch also removes the button functionality it offers. For most users it is unnecessary to remove the DuoSwitch.

**Important:** Do not remove the switch by prying it from either end as this may damage your Pen. NEVER adjust the trimmer capacitor that will be visible when the switch is removed. When using the pen without the DuoSwitch, always replace the original rubberized grip with the optional grip in order to protect the trimmer capacitor.

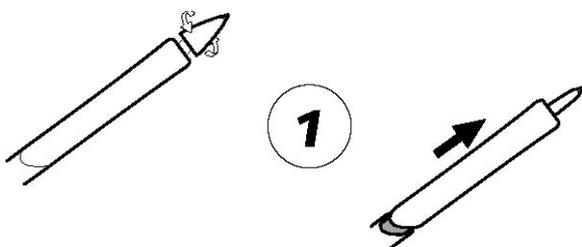
To remove the DuoSwitch:

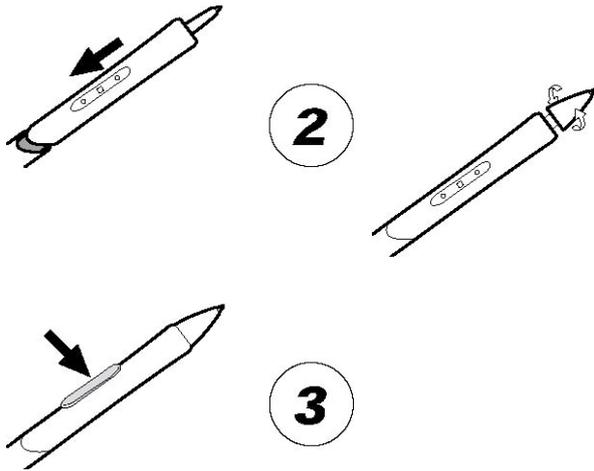
1. Firmly clasp the DuoSwitch in the middle and pull out. Press in on the rubberized grip in order to better grasp the switch.
2. Remove the pen tip cone by turning it counterclockwise. Then pull the grip forward over the pen tip.
3. Install the optional grip by aligning the pen case rails with the grooves inside the grip and pushing the grip over the pen tip. Then replace the pen tip cone by turning it clockwise onto the pen.



To Install the DuoSwitch:

1. Remove the pen tip cone by turning it counterclockwise. Then pull the grip forward over the pen tip.
2. Install the original grip (the one with the DuoSwitch access slot) by aligning the pen case rails with the grooves inside the grip and pushing the grip over the pen tip. When properly positioned, the DuoSwitch access hole will reveal the trimmer capacitor. Then install the pen tip cone by turning it clockwise onto the pen.
3. Align the DuoSwitch into place, making sure to match the switch position to the grip molding. Then gently press in on the DuoSwitch until it snaps into place.





## Precautions on using and handling the Pen-Tablet

### Temperature and Humidity

Operating temperature and humidity 5° to 35°C, 20 to 80% RH

Storage temperature and humidity -10° to 60°C, 20 to 90% RH

**CAUTION.** Do not use or store the pen tablet where:

- Temperature changes are severe or exceed specifications (e.g., outdoors or inside a vehicle).
- The pen tablet and the Grip Pen are exposed to direct sunlight or heat from an appliance.
- The pen tablet and the Grip Pen are exposed to water or any other kind of liquid.

**CAUTION.** Do not use The pen tablet in a dusty environment; this may damage the unit

### Handling

**WARNING: If the LCD screen has been damaged, DO NOT touch any liquid that may be leaking from it;** this liquid is an irritant. In case of contact with skin, eyes, or mouth, rinse immediately with running water for at least 15 minutes or more. If contact is made with the eyes or mouth, also consult a physician.

**WARNING: Prevent children from swallowing the pen tip or side switch.** The pen tip or side switch may accidentally be pulled out if children are biting on them.

**CAUTION: Do not disassemble the Grip Pen.** This may cause the device to malfunction. In this case, Wacom shall have no responsibility to repair or replace the product.

**CAUTION: Do not scratch the display screen.** Avoid placing sharp objects on the display screen surface.

**CAUTION: Avoid intensive shock or vibration to the pen tablet or the Grip Pen.** Hitting or dropping the pen tablet display may damage the display screen or other components.

**CAUTION: Do not put heavy articles on the Interactive Pen Display** or push against it with a strong force; this may damage the display screen or bend the stand.

**CAUTION:** If the pen tip becomes sharp or angular, it may damage the coating on the display screen. Please replace the pen tip if necessary.

**CAUTION: Do not use any organic solvent (e.g., alcohol) or even mild detergent to clean the display screen.** Use of these cleaners can damage the coating on the screen. Please note that damage of this kind is not covered by the manufacturer's warranty.

To clean the display screen, use an anti-static cloth or a slightly damp cloth. When cleaning, apply only a fixture amount of pressure to the display screen and do not make the surface wet.

To clean the pen tablet casing or Grip Pen, use a soft cloth with mild detergent (such as dish washing liquid) diluted with water.

## 24. Appendix 11 – technical details

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### Power

	T4 / T2 / I3 / L5	E2 / S3	S1	M1
Power Requirements:	100VAC to 240VAC +/- 10%, 50-60 Hz			USB powered
Power Consumption:	400 Watts max	40 Watts max	20 Watts max	2.5 Watts max
Power Connector:	IEC 3-pin			USB

### Service & Maintenance

With care Vista products will require little or no maintenance. However, the internal battery (in the T and I series only) will need to be replaced on a regular basis (see the following section).

If the front panel requires cleaning, wipe with a mild detergent on a damp soft cloth.

The CD drive mechanism battery (in the T4 / T2 console only) is mechanical and should always be treated with care. Never allow the entry of fluids into the slot.

DO NOT spray liquids onto the front panel.

DO NOT use solvents for cleaning the front panel.

**Warning: Do not allow the entry of liquids of any sort into the console chassis.**

The T4 / T2 CPU tray should be periodically cleaned to ensure dust does not build up near the fans.

### Battery replacement

The Vista T and I series consoles have an internal battery that is used to maintain system BIOS settings. The battery should last approximately 5 years from the date the battery was made. If the console reports BIOS check errors, please return the console to an authorised agent for battery replacement.

## Installation

Vista consoles and control surfaces must be installed in a location that allows adequate ventilation around the rear of the product. There must be at least 150mm of free space around the rear and sides of the console when in use. Failure to allow adequate ventilation may result in premature shutdown of the console.

An external UPS may be connected if mains blackouts are anticipated.

## T4 / T2 / I3 / L5 Shut down

Always use the correct procedure to shut the console down. Select 'Shutdown' from the File menu.

## General Specifications

### Inputs & Outputs

Description	Type	Pin Outs	Function
DMX 512 (1-4)	5 pin Female AXR	1 2 3 4 5	Shield Data - Data + Data - (DMX 4 only) Data + (DMX 4 only)
Ethernet (100BaseT)	RJ-45	1 2 3 4 5 6 7 8	Transmit + Transmit - Receive + Unused Unused Receive - Unused Unused
SMPTE (Audio)	3 pin Female AXR	1 2 3	Shield LTC - LTC +
MIDI In	5 pin Female DIN	1 2 3 4 5	NC Shield NC RX+ RXD

Description	Type	Pin Outs	Function
MIDI Thru/Out	5 pin Female DIN	1 2 3 4 5	NC Shield NC TX+ TXD
COM (RS232)	9 pin D	1 2 3 4 5 6 7 8 9	DCD RXD TXD DTR Gnd DSR RTS CTS RI
Trigger In	6.5mm Jack Socket	Tip Sleeve	Trigger In Ground
Trigger Out	6.5mm Jack Socket	Tip Sleeve	Trigger Out Ground
Video 1 Video 2	15 pin High Density D	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Red Green Blue NC Ground Red Ground Green Ground Blue Ground Vcc Sync Ground NC VD Data Horizontal sync Vertical sync VD Clock
USB	Type A	1 2 3 4	Vcc Data - Data + Ground
Audio Mic	3.5mm Jack socket	Tip Sleeve	Signal Shield
Audio Out	3.5mm Jack socket	Tip Ring Sleeve	Left Right Shield
Audio Line In	3.5mm Jack socket	Tip Ring Sleeve	Left Right Shield

<b>Description</b>	<b>Type</b>	<b>Pin Outs</b>	<b>Function</b>
Desk Lamp 1		1	Chassis
Desk Lamp 2		2	Lamp -
		3	12V



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