PaletteOS Release Notes
Software Version 10.8.3

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Welcome to PaletteOS 10.8.3

Welcome to the PaletteOS 10.8.3 software release. There are many changes and enhancements in this release. Here are some highlights of this highly anticipated software upgrade. Register for this software upgrade at www.strandlighting.com to be alerted to future upgrades.
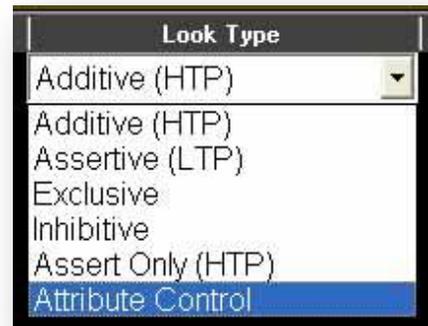
New Attribute Control Look Type

Many programmers have expressed interest in being able to mix RGB colors from the LED fixtures using submaster sliders. Now, with the Look Type: Attribute Control, any parameter of a automated luminaire can be stored in any submaster and manipulated individually.

Scenario: You are looking for individual RGB control of your LED fixtures. Store the intensity of the requested fixtures on submaster 1. Release those channels. Then select the same fixtures [S12-SELECT] [S12-PREVIOUS], and adjust the Red parameter to full. Store that on submaster 2. Release all fixtures and repeat for Green (store on Submaster 3) and Blue (store on Submaster 4). Change Look 2 thru 4 to the Look Type of *Attribute Control*. Place Submaster 1 at full so that you have intensity. Now nudge all other recorded submasters (Subs 2 thru 4) off of zero (the subs must have a value to give you the desired results) and then you will find that you can mix color as desired.

Tip: Try this with shutters and see how you get live control of shutters using your submasters of choice.

PaletteOS – Third Monitor Option

A third monitor is now possible with the new Palette and LightPalette processors. Contact your Strand Lighting dealer for pricing on this optional accessory. The driver adapter is available for download at www.strandlighting.com. To take advantage of this in the software, go to the Display pulldown on the PaletteOS and select either "Other Window – Intensities" or "Other Window – ML. That will populate the second monitor, to populate the third monitor, just select either option again and there will now be 3 windows open.

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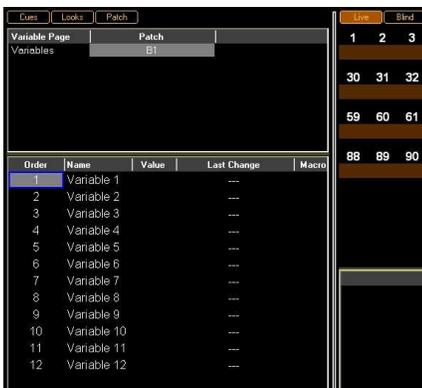
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PaletteOS – TIME button allows Multiple Presses

Pressing Time allows the adjusting of the time of the cue. But what if you want to adjust the Down Time or Color Time? Until now, the software forced a graphical solution using the mouse. Now you can press TIME multiple times and it will go down the list of legal cue time options. The table below equates the number of Time press to the cue timing parameter that will be changed.

TIME Presses	Timing Parameter
1	Cue Time
2	Down Time
3	Position Time
4	Color Time
5	Gobo Time
6	Lens Time

PaletteOS and Vision.net – Communicate over Ethernet

Until now, PaletteOS and Vision.net communicated only through RS232. Now they can communicate over Ethernet. Just go into *Hardware Setup>Console* and set the Vision.net pulldown to Ethernet and set the Vision.Net Area to match the Net Group in the Vision.net Setup window.

For any item in Vision.net, a variable page will need to be setup in Palette so that it is patched to both listen for the Vision.net input and then talk to the appropriate items on the output.

Notice that in Patch, the configuration is "B1". This indicates that Palette is listening for "B"uttons from Room/Group "1". Specifically, a Vision.net item called *Console Buttons.* When a Vision.net *Console Button* for Room/Group 1 and Button 1 is activated, Variable 1 on this variable page will be triggered. From here, the variable can trigger a macro.

In addition to the variable page being setup for Vision.net input (as described above), it can also be setup to output to Look pages. Just change the patch info to "**B1, Sub Page 1**". The information before the comma is for the input configuration information from Vision.net and the information *after* the comma is where this gets routed to. So Console Button Group/Room 1, Button 1 will go into Variable 1 and out to Sub Page 1>Look 1. Console Button Group/Room 1, Button 2 will go into Variable 2 and out to Sub Page 1>Look 2.

Think of this area as a bridge between Vision.net and Palette items. The details below will inform you of all the different items in Vision.net that Palette can listen to and respond to!

Vision.net and PaletteOS. A very powerful combination.

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PaletteOS and Vision.net – Vision.net Channels Trigger Variables

Vision.net channel sliders can now manipulate PaletteOS variables. In the Palette variables page, set the Page value to be Cx where "x" matching the room number from Vision.net. Then the channels will trigger the variable of the same number.

PaletteOS and Vision.net – Vision.net Submaster Sliders Trigger Variables

Vision.net submaster sliders can now manipulate PaletteOS variables. In the Palette variables page, set the Page value to be Lx where "x" matching the room number from Vision.net. Then the submaster will trigger the variable of the same number.

PaletteOS and Vision.net – Vision.net Presets Trigger Variables

Vision.net presets can now manipulate PaletteOS variables. In the Palette variables page, set the Page value to be Px where "x" matching the room number from Vision.net. Then the preset will trigger the variable of the same number.

PaletteOS and Vision.net – Vision.net State/Mode Change Trigger Variables

Vision.net State/Mode changes can now manipulate PaletteOS variables. In the Palette variables page, set the Page value to be VS and each variable will match the ordered States / Modes. For example, Variable 1 will be triggered when State A (by default this is called *Rehearsal* in Vision.net), is engaged.

Here is a table of States/Modes and the variables that they trigger.

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Variable	State/Mode
1	State A (Show)
2	State B (Rehearsal)
3	State C
4	State D
5	State E
6	State F
7	State G
8	Admin
9	Mode I
10	Mode J
11	Mode K
12	Mode L
13	Mode M
14	Mode N
15	Mode O
16	Learn Lock

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This and many more fixes and enhancements and the full list is below.

Palette 10.8.3 (RC2) 2011/03/16

- [338] FIXED Change Other Window... menu items to Add Window...
- [336] FIXED Look effects built on palette resolve to crazy values
- [337] FIXED Hard wired DMX input not working
- [334] FIXED With a remote video follow client connected, switching between displays >64 times may cause crash.

Palette 10.8.2011 2011/03/07

- [330] FIXED: Re-sizing second or third window very small causes crash
- [---] Help Changes
- [---] FIXED: Web Server problem when serving javascript mRFU

Palette 10.8.2010 2011/03/02

- [331] FIXED: ASCI import (*.asc) not really understanding the CLEAR ALL command
- [300] FIXED: remove appweb and add mongoose to known processes

Palette 10.8.2009 2011/02/25

- [280] ENHANCEMENT: CUE # ENTER should select the cue, not apply
- [325] FIXED: Anonymous connection to TCP port 443 causes subs to drop out
- [327] FIXED: HC.AttributeSetValue not working
- [---] Help Changes
- [---] Update splash screen to reflect current Philips guidelines

Palette 10.8.2008 2011/02/15

- [316] FIXED: Profile editor column width very strange if locale set to FR-CA
- [321] FIXED: Output routes that span beyond DMX universe 4 may cause crash

Palette 10.8.2007 2011/02/11

- [133] FIXED: improve resolution of Lowlight tool
- [251] FIXED: valid image files (jpg, jpeg, bmp etc.) not found in show file directory for color picker
- [255] FIXED: Live Chase Effect cannot be released in Looks display
- [302] FIXED: Remove Reports softkeys in favor of the file menu.
- [315] FIXED: Cue Content Report should not display tracking 0's or tracking default values

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Palette 10.8.2006 2011/02/08

- [312] FIXED: Attribute control looks should change live color space
- [313] FIXED: Attribute Control Look Color mix not correct if default color space is not CMY
- [314] FIXED: Shell kills program when all reports are printed

Palette 10.8.2005 2011/02/04

- [232]FIXED: Ints with FX behave strangely when the underlying fade is inside WAIT time
- [288]FIXED: be more tolerant of locale set to non EN-US in Regional Settings
- [291]ENHANCEMENT: Add HC.RecordSelective(...) script function
- [308]ENHANCEMENT: Add 'Px' Variable page patch to allow for VN Preset buttons to manipulate variables
- [309]ENHANCEMENT: Add 'Lx' Variable page patch to allow for VN Sub sliders to manipulate variables
- [310]ENHANCEMENT: Add Attribute Control look type

Palette 10.8.2004 2010/12/23

- [284] FIXED: Remove extraneous label in Hardware Settings "console" tab
- [268] FIXED: Change Tracking Backup Checksum method to improve performance.

Palette 10.8.2003 2010/12/17

- [256] FIXED: Killing a position effect from a look leaves att grid fx values behind
- [264] FIXED: Send Shownet DMX to the subnet broadcast address instead of 255.255.255.255
- [252] FIXED: Runtime Error 6 - Overflow from UI when cues running auto follows
- [253] ENHANCEMENT: Log telnet client connections.
- [254] FIXED: Output Capture at Decimal causes crash in patch by output
- [260] ENHANCEMENT: Add Vision Net UDP support
- [261] ENHANCEMENT: Add Vision Net Group setting to Hardware Setup for Global Vision Net
- [262] ENHANCEMENT: Add 'Cx' Variable page patch to allow for VN channel sliders to manipulate varibles exclusive of buttons
- [263] ENHANCEMENT: Add 'VS' Variable Page patch to allow for triggering of variables on Vision NET state/mode changes
- [267] ENHANCEMENT: Change Tracking Backup state tracking to UDP multicast

Palette 10.8.2002 2010/12/02

- [231] FIXED: Remote follow causes incorrect keypress routing

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- [233] FIXED: Remote follow causes softkey flicker on main when main has apply levels DB open
- [250] FIXED: Add support for a third screen -either intensities or attributes
- [221] FIXED: Improve Pathport protocol compatibility
- [222] FIXED: Limit automatic output number increase to 64K
- [223] FIXED: Add HC.EnableOutputs(true|false) script
- [225] FIXED: Add Color Kinetics 2 (Port out) protocol
- [227] FIXED: Add Registry option that allows for less verbose logs
- [229] FIXED: Selective record should not change record type to Selected
- [230] FIXED: Add "Selected Only" to Filter softkeys
- [236] FIXED: XDMX routes that span universes may cause crash
- [238] FIXED: Immediate update of a look with no selection order causes crash
- [239] FIXED: Immediate update does not respect Page Family Mask
- [---] CONSOLE INSTALLER: Replace old images in screensaver

Palette 10.8.2001 2010/11/16

- [221] FIXED: Improve Pathport protocol compatibility
- [223] FIXED: Add HC.EnableOutputs(true|false) script
- [225] FIXED: Add Color Kinetics 2 (Port out) protocol
- [227] FIXED: Add Registry option that allows for less verbose logs
- [229] FIXED: Selective record should not change record type to Selected
- [231] FIXED: Remote follow causes incorrect keypress routing

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