

PHILIPS

Strand Lighting

TECHNICAL BULLETIN

SUBJECT: New Release - PaletteOS 10.6.2	SERIES: Strand Lighting Palette™ Consoles
DISTRIBUTION: Authorized Service Centers & Users	STATUS: Routine

Introduction

Operating Software Release

Strand Lighting announces the release of Palette™ Operating System (OS) 10.6.2 for all Palette™ and Light Palette™ consoles. This new software is available for immediate download at our web site at www.strandlighting.com. For detailed information on the new software, please refer to the release notes below.



Note: This Technical Bulletin is for informational purposes only. Before downloading and installing any new software, Strand Lighting highly recommends that you save and backup all show files. For assistance, please contact Strand Lighting technical support at 1.800.4.STRAND or 1.214.647.7880.

Release Notes

New Version Overview

Cheat Sheets and Tutorials

Console Cheat Sheets and Tutorials are now included directly on the consoles. To find these tools, click on the Help pull-down on the hidden taskbar at the top of your screen. As more tutorials are written, they will be included in future releases.

Assert Any Cue and FX Will Track Properly

When you GOTO a cue that should have an effect running from a previous cue, it will now track properly and be running.

Looks on Playbacks Now Access Additional Looks

When "Looks on Playbacks" is selected, they will access Looks 1 through 12 and traditional submasters will start at sub number 13.

Remote Video Clone Renamed

Remote Video Clone has been renamed **Remote Video Follow** since the remote screen "follows" the main consoles screens whenever the console screen changes.

Remove Independent Timing

We have simplified the process for removing independent timing. The correct procedure is CUE S10 (Time) M12 (Clear Ind. Timing) ENTER.

Assigning Profiles to Cues

Changes have been made to assigning profiles to cues. This is now accomplished only through the Cue Properties dialogue box.

For Use With

Compatible Strand Lighting Control Consoles

PaletteOS 10.6.2 is for use with the all Palette™ and Light Palette™ Strand Lighting control consoles.

Revision Summary

PaletteOS 10.6.2

Note: Most recent releases at the top of list.

Palette 10.6.2 2009/07/27

- Re-Version of Palette™ 10.6.1009.

Palette 10.6.1009 2009/07/24

- Fix Light Palette™ Sub stale configuration data.
- Log Shift key state.
- Fix subs on remote Light Palette™ hardware.
- Fix 5x5 selections always adding to current selection set after setting levels.

Palette 10.6.1008 2009/07/15

- Fix problem with unexpected keys in delete when confirming.

Palette 10.6.1007 2009/07/13

- Lua changes to support RFU 3.0.3.4.
- Fix problem with all Palette subs being non-dim.
- Add German channel control tutorial to Tutorials\DE.

Palette 10.6.1006 2009/07/10

- Any cue that has FX tracking cannot be asserted.
- REC LIVE is disregarding Palette™ references.
- Quad DMX Contact inputs generating spurious messages.
- Pixel Mapper flashes fixtures to white when image contains black.
- Look faders should start at 13 when looks on playbacks set.
- MIB runs on assert if fixture is first used in next cue.

Palette 10.6.2 2009/07/03 (Not a Released Version)

- Re-version of 10.6.1005

Palette 10.6.1005 2009/06/30

- Record Live should not record values from Effects.
- Log all key events from Light Palette™ Panels.
- Sensible column widths in Edit Profiles dialog.

Palette 10.6.1004 2009/06/29

- Update of ranges of cues only updates first.
- Update Live not correct.
- HC.AttributeGetValue() for state should return "L" for items sourced by looks.

Palette 10.6.1003 2009/06/25

- Cue part assignments disappearing on re-selection of fixtures.
- Update replace of looks misleading.
- Enable USB Keys in Windows 7.
- Remove Shutdown softkey.
- RE-instate HC.SetLevel() LUA command.

Palette 10.6.1002 2009/06/23

- Clean up ABCD setup

Palette 10.6.1001 2009/06/19

- Bullet proof zero level DMX on exit if DMX active on exit for USB DMX.
- Busking problem when pulling handle down.
- Changes to Remove Independent Time softkey and adding profiles.
- CRASH: Releasing an empty chase cue list.
- Tip of the day very repetitive.
- REC LIVE should take values after GM and Inhibitives.
- UI cue list controls will not go away.
- Log Polling statistics for all USB devices.
- Log Console Load every minute.
- Ensure Background tasks run with minimal drift.
- Edit [Clear Ind. Timing] does not always work.
- Select Previous not correct after a backspace.
- Change Name of Remote Video Clone to Remote Video Follow.
- @Decimal for DMX value in Output Capture.
- Update command in blind asserting live cues.
- Lua error overwrites print statement.

- Remove SetLevel Lua command
- Parts disappearing.
- Output enable Dialog Box on show open if Force Outputs not checked.
- Do not run look macros before show load is complete.
- Some look macros can cause software deadlock.
- Macros in empty looks do not run after reload.
- Update When Leaving Blind sucking in LIVE SUB levels.
- Refine startup lua file search so that only .lua files are run.
- Run all LUA files in install folder on OLE at startup.
- Show Quickstart Guide and Tutorials in UI Help menu.