

love that light



GeniusPro & Lightpalette
Software Version v2.8.6

Operator's Manual Release Notes

Last updated on 9th May 2005

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Additional software features on version v2.8.6

- No longer immediately loads a new cue created in preview as the next cue when in LightPalette mode.
- SMC Network driver updated.

Additional software features on version v2.8.5

- @ (wheel) no longer selects all 'on' channels - just the current selection.
- Invalid syntax of SUB 0 CLR-SUB rejected.

Additional software features on version v2.8.4

- Catalyst fixture uses CMY rather than RGB to better fit normal usage.

Additional software features on version v2.8.3

- Increased number of attributes from 99 to 126. See fixture.lib for new attribute names.
- Add Channel Partitioning mode of LIVE which applies channel partitioning only when on the Live display.

Additional software features on version v2.8.2

- SMPTE event playback now reliable when events are only a few frames apart.
- Channel update of a range of groups when in group preview no longer sets the destination group text to that of the source group.

Additional software features on version v2.8.1

- Reporter ignores dimmer Circuit Ids greater than the patch size.
- FLASH/BUMP up/down uses channel partition groups when SOLOing.
- Loading a cue onto the X playback triggers running any Auto Moves or Auto Preheats that are required.

Additional software features on version v2.8.0

- Show channels fading to zero in multipart tracked XF/AF cues.
- TRACKBACK tracks back through zero attribute levels.
- ASCII In supports multi byte commands to allow all keys/faders/wheels to be used.
- Show 'Network!' warning in status window when a SN node goes offline. Clear the warning by viewing Network Diagnostics.

Additional software features on version v2.7.7

- Always display the channel control lcd soft key menu on the main display.
- Recording a new cue in Preview loads that cue onto the X playback when in Light Palette mode so the next GO will run the cue.
- @ on an empty command line highlights the channel labels of those channels about to be set to a level.
- GOTO cue * now shows channel fade up/down colours with respect to the previous cue rather than with respect to the previous output level.
- Add channel 'trackback' syntax: [chan list] @ TRACKBACK [TRACK | QONLY] lev *. TRACKBACK is SHIFT TRACK. This command tracks back changes to the source cue that set the level. TRACKBACK can be used wherever TRACK or QONLY are currently used.
- Show tracked intensity zeros always in multi part cues.
- [chan list] UPDATE CUE cue @ COPYFROM chan * ensures new changes are put in the first part.