

VISTA V2

Simple, Powerful, Visual

Public Software Release Notes

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|---------------------|----------|--------------|--------------|
| Software version: | 2.0.8135 | Released on: | 30 June 2011 |
| Supersedes version: | 2.0.7634 | Released on: | 4 April 2011 |

Public Software Release Notification

Console and Windows versions of the software are distributed as an application installation package. At present there is no Mac version available.

New Features and Improvements

Clone Fixtures

- Clone Fixtures has been added to the Patch menu and universe panel right-click context menu. This function creates new fixtures in the patch pool that automatically copy all existing programming from the selected fixtures.

Patch Window

- Implemented in-place editing of cells in the patch List View.

Fixture Chooser

- Added an "Auto-show new groups" option in the Manage Layouts dialogue

Console Window

- Added a "Flash Latch" button function, which sets the cuelist intensity to full until the button is pressed a second time
- Added a "Live Time" fader function to allow over-ride of the live crossfade time.

Presets

- Added an "Enable quick-picker page filtering" user preference. When ticked, applying a preset from a filtered quick-picker page (i.e. the intensity, position, colour, gobo, beam and misc

pages) will only apply the filtered parameters to the selected fixtures, regardless of any other parameters that are stored in the preset.

- Added “View changes only” option when updating presets
- Fixtures (All or Selected) and Output (All or Current Cue) options are maintained when creating new presets

Insert Commands

- Added an “Insert” button to allow commands to be inserted without closing the dialogue

User Preferences

- Added “Use these settings for new shows” and “Reset to factory defaults” buttons.
- Added an “Auto-generate fixture type groups” option to enable/disable the automatic creation of a group for each new fixture type that is patched in the show.
- Added an “Enable quick-picker page filtering” option. See Presets section above for details.

Cuelist Properties

- Added “Reset to factory defaults” button.
- Organised properties into expandable panels.

Cue Properties

- Added “Save as show default”, “Reset to show default” and “Reset to factory default” options.
- Added “Default timing” option.
- Renamed effect playback settings.

Supported Touchscreens

- Added support for ELO “Accutouch” touchscreen monitors (previously only supported Intellitouch versions)

Bugs fixed in this release

| Bug # | Description |
|-------|--|
| 2387 | Setting colour saturation to 0 no longer resets hue to 0 |
| 2403 | Colour & gobo wheel events now use correct default timing when switching between slot selection and index/spin modes |
| 2686 | Blind now crossfades correctly using live time |
| 2852 | The superplayback intensity fader now affects the live tab on startup |
| 3061 | Now only one instance of the live time dialogue is opened if you press the live time button multiple times |
| 3109 | It is now possible to move, hide, resize, rename and renumber group icons in the fixture chooser without affecting the member fixture icons. |
| 3210 | Patching to the last DMX channel no longer switches automatically to the next universe |
| 3355 | Implemented in-place editing in patch list view |
| 3391 | Added a user preference for automatic creation of fixture type groups |
| 3428 | Added a "Flash Latch" console button function |
| 3434 | Home and stop effect events now show the actual event value |
| 3464 | Multi-quick-picker page arrangements are now maintained correctly when switching application windows |
| 3510 | "Selection order" is now stored correctly in groups when using a sort order other than "selection" |
| 3514 | Setting the first cue in a list to follow-from-end or follow-from-start now correctly loops at the end of the cuelist |
| 3563 | Custom features for multi-element fixtures are now correctly displayed |
| 3593 | Renumbering groups from the fixture chooser now works correctly |
| 3650 | Disallowed drag'n'drop of locked items on console playbacks |
| 3673 | Now only one instance of the save/discard dialogue is opened if you press the close button multiple times |
| 3766 | Delete events added to timeline right-click context menu |
| 3831 | Fixed text in the header bar of "Change Fixture Type" dialogue |
| 3873 | The video effect cropping widget now un-crops the image correctly when dragged to full size |
| 3889 | Select buttons now correctly set the button LEDs |
| 3916 | Clear now correctly crossfades using live time when there's an underlying event in a cuelist |
| 3935 | Blocking a cue in the Store Part dialogue now blocks the entire cue, not just the selected fixtures |
| 3936 | Fixed SGM "Idea Moving LED 300 Standard" control channel ranges |
| 3939 | Bz - Discard changes whilst releasing cuelist now fades out correctly over live time. |
| 3968 | Increased the wait time in reset/douse/strike macros for VL2500 Wash and many other fixtures |
| 3983 | Added default time as a cue property and a method to save new defaults |
| 3984 | Added an Insert button allowing commands to be added without closing the Insert Commands dialogue |
| 3990 | Enabled selection of multiple items in a quick picker to delete/move/renumber them |
| 4012 | Update Dialog's "New content will go to" option will not default to the selected clip unless that clip is playing back |
| 4020 | Reasserted cues no longer release and replay already asserted events. |
| 4037 | Faders are no longer gated when the cuelist is not playing. Change made for intensity, effect rate and size fader actions |
| 4038 | Added an "Auto-show new groups" option to the Manage Layouts dialogue |

- 4049 Yellow modifier now works as Ctrl when dragging items in the console window
- 4069 Presets now show as available for user-created fixtures
- 4070 Martin Mac 250 Krypton & Entour gobo values have been corrected
- 4086 Setting the 'Release Time' via the playback control window now works correctly
- 4091 New presets are now shown correctly in Sidebar presets list when filtered
- 4099 Changed default settings for new presets
- 4107 Generic Non-dim fixture is now mapped to generic intensity controls
- 4121 Added a Live time fader function in the console window
- 4130 Added a user preference for filtering presets as they are applied
- 4137 Timeline now behaves correctly with respect to selecting fixtures that are contained in collapsed event summaries
- 4142 Timeline right-click context menu is now available when no events are selected
- 4149 Cue Navigator right-click context menu now includes options to add new cues - append, insert before or insert after selected
- 4150 Colour Wheel events now show their fade curve icon correctly
- 4166 Fixed fixture order in fixture-type groups
- 4180 Inserted commands now work correctly in aliased cues
- 4182 Sort number labels (blue dots) for fixtures are now updated correctly when changing ganging and fan modes
- 4189 Home events now no longer act as a basepoint for free effects
- 4191 Free effects can now use basepoints from lower priority cuelists
- 4192 Insert commands can now be cut, copied and pasted
- 4202 Virtual faders for physically connected consoles now show the physical fader level
- 4207 Toggling the Intensity fader mode no longer stops faders working completely
- 4210 Global intensity-only presets now correctly filter other features
- 4221 Removing an outputting group master from a playback now stops the group master output
- 4227 Renumbering fixtures in patch are now displayed correctly in the chooser
- 4231 The select cuelist button in the Store All dialogue is now labelled 'Browse'.
- 4232 Importing a show now also opens the show
- 4241 Autosave process now terminates reliably when Byron application is exited
- 4242 Crossfading between cuelists of different fader levels has improved
- 4243 Colour mix swing effects on a matrix no longer default to colour black
- 4244 Global colour wheel presets can now be applied to colour mix fixtures
- 4245 Colours in video effects now output correctly
- 4246 Moving cuelists between 1, 2 and 3 button playbacks maintains button & fader functions
- 4249 HTP group master output can now be overridden by newer events in the programmer
- 4250 Preset filtering is now maintained on show save and load
- 4251 Fixtures no longer reappear after hiding a matrix then switching fixture chooser layouts
- 4253 Fixture editor can now be launched reliably
- 4254 Gobo slots and framing index defaults have been corrected in the Clay Paky Alpha 700 Profile
- 4255 "Same Fixture Type" presets now maintain settings after swapping fixture types
- 4262 Can now import a patch csv file that contains unpatched fixtures
- 4263 Palettes now update correctly when clearing or homing fixtures
- 4272 Store All to a playback now plays the cue and clears the live tab



- 4276 Fixed a crash in the quick pickers when FX Templates don't exist
- 4297 Fixed some code which would cause a crash when loading a corrupted show file
- 4298 Custom colour widgets are now shown correctly for multi-element fixtures
- 4299 Timeline event bounding boxes now bound correctly when dragging events
- 4303 Fixed cause of crash report "il ragazzo di campagna show 2011.jv2-7634-05071126"
- 4313 Clone correctly allocates fixture ID's if there are fixtures patched with a high fixture ID's
- 4318 Console no longer hangs when moving items which were locked in the console window
- 4340 Colour mixing panel is no longer shown for dimmers
- 4348 Fixed strike macro for a Mac 2000 Wash Colourwheel
- 4350 Presets now appear in the correct filtered quickpicker pages
- 4383 Fixed a bug in calculating event precedence for HTP where events were ignored if the fader level was zero
- 4384 Superplayback programmer intensity fader no longer ungates when toggling superplayback mode
- 4385 Fixed cause of crash report "groep C.jv2-7634-05162322"
- 4388 Media server thumbnails can now be assigned to a previously patched media server after updating console software from 2.0.7634 to 2.0.7878 (and later)
- 4390 Wheel events now playback correctly using event times
- 4396 Preset preview panel no longer shows values derived from defaults
- 4404 Fixed cause of crash report "Joint Rent 15_05.jv2-7878-05161509"
- 4405 Fixed cause of crash report "Joint Rent 16_05.jv2-7878-05161622"
- 4406 Fixed crash when disabling/enabling video effects
- 4407 Fixed crash when switching layouts with fixtures selected
- 4443 Fixed issue with swing effects where the second swing point would reset to 50%
- 4447 Updated presets no longer contain the wrong colour events after fixture swapping
- N/A Fixed issue regarding presets being greyed out for user created fixtures
- N/A Fixed some fader gating issues
- N/A Corrected operation of LR button
- N/A Right-click on any quick picker item now selects the item before opening the context menu
- N/A Fixed show compatibility issue that prevented highlight working when loading an old (7634) show.
- N/A Improved fader response, button response, and increased the idle DMX output rate S3, I3, S1, and E2 consoles
- N/A Deleting a locked object is now dealt with properly
- N/A Fixed a Tracking Backup crash
- N/A Fixed a tracking backup connectivity issue with the Windows7 using IPv6
- N/A Added ELO Accutouch support on Linux consoles
- N/A Plugged a memory leak
- N/A Fixed a crash when clearing effects
- N/A Added a default mapping from Opacity to Intensity
- N/A Fixed a couple of infrequent crashes that occurred primarily when loading a show with TrackingBackup and/or AutoSave active
- N/A Fixed a potential crash in the case of undoing a clip deletion after changing context
- N/A Effects are no longer duplicated when applying video effects.
- N/A Fixed matrix effects so that the effects repeat in the expected manner.
- N/A Fixed a bug where setting an effect's amplitude to zero made it impossible to make it non-zero afterward.



- N/A Leaving the "can't talk to the master/slave" dialogue open while restarting the remote master/slave no longer terminates the new connections when the user eventually closes the dialogue
- N/A Fixed an issue where the patch table does not reset to start patching at Universe 0, channel 0 when creating a new show.
- N/A Looping cuelists that have been overridden no longer get reasserted when they reach the first cue
- N/A Fixed a bug that could result in playback freezing when snapshots or inserted commands are played.
- N/A Fixed an intermittent crash when performing drag and drop operations on Linux based console platforms.
- N/A If a slave console's real time clock is set in the future (with respect to the master's real time clock), then after failover, the slave now takes over immediately
- N/A Fixed a potential crash when using the select buttons on playbacks
- N/A Fixed a crash when closing the application with the SmartFX dialogue open

Compatibility with Vista 1.13

Vista 1.13 fixture library files and show files CANNOT be used with Vista V2. Vista 1.13 patch files can be exported and subsequently imported into Vista V2.

Vista V2 and Vista 1.13 can be installed on the same computer, but should not be running simultaneously. If you intend to use Vista 1.13 and Vista V2 with an S3, S1, M1, UD512 or E2 wing, you will need to update Vista 1.13 to the latest release of that software (1.13.5295 or later). Please see Appendix D for more details on switching USB consoles between Vista V2 and Vista 1.13.

Jands Vista V2 includes many changes and enhancements from Vista 1.13. While the application functions similarly to Vista 1.13, time should be allowed for getting to know the software, as there are significant differences that may take time to get used to, in terms of both placement of functions and actual operation.

Installing the Vista V2 Console Image on a T2, T4 or I3 console installs both Vista 1.13 and Vista V2 software onto the console hard disk, allowing you to easily switch between using the Vista V2 software and the latest Vista 1.13 software by selecting the appropriate boot-mode during start-up.

To select the desired boot mode:

1. Start the console. Press the down arrow as soon as you see the large Vista logos. This will prevent the console from booting automatically.
2. Use the up and down arrows to choose one of the following the boot options:
 - **vista2 (Normal)** – Vista V2
 - **vista2 (VNC)** – Vista V2 with VNC server running
 - **vista1** – Vista 1.13
 - **vista1-VNC** – Vista 1.13 with VNC server running
3. Press the Enter key to start the console in the selected mode. Note that if an I3 console is to be changed from Vista V2 to Vista 1.13, the red and yellow modifiers must be held down when powering up until “Vista 2.x” is displayed in the upper-left LCD.

Installation Instructions (T2, T4 & I3 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.

Warning! Installation of this software on a T2, T4 or I3 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.

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 C of these release notes.
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 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.
8. Click “Open”.
9. 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.

10. 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.
11. Click 'OK'.
12. 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 Instructions (Windows XP, Windows Vista & Windows 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 should have an Intel i3 CPU, 2GB RAM, and 500MB disk space.

Note that if Vista 1.13 is to be run on the same machine, the Vista 1.13 version must be 5295 or later.

To install Vista V2 Windows Update files on a PC:

1. Close all open applications.
2. Disconnect/switch off 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.

It is strongly recommended you now setup your PC to automatically generate crash report files. Details of how to do this can be found in Appendix B: "Retrieving Software Crash Files from a Windows PC" at the end of these release notes.

Appendix A: Creating a Bootable USB Drive

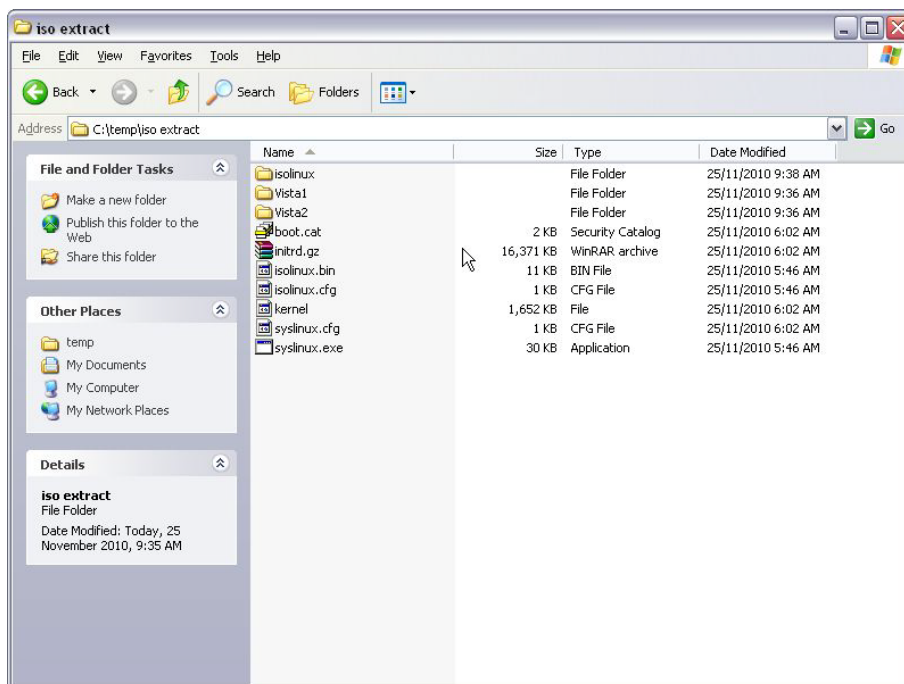
Major upgrades, that require the console's hard drive to be erased, can be installed from a suitably formatted USB device. To create a USB FlashDrive that can be used to reinstall the operating system and Vista software on a T or I series console follow the steps below.

To use a USB flashdrive to boot the console and re-install the software, the drive needs to be 2GB 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.

To convert the flash drive to a Linux System disk:

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 program 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 WinRAR.
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 something like the figure below:



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 uninstalled in. This step takes a significant amount of time. When the copy is complete, the drive directory should look similar to the previous Figure.
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
```

For example:

```
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.

Appendix B: Using S3, S1, E2 or M1 consoles with both Vista V2 and Vista 1.13

If Vista V2 is to be used on the same PC as Vista 1.13, Vista 1.13 must be version 5295 or later. Installations of both Vista V2 and Vista 1.13 may be installed on the same computer, but only one can be running at any one time.

Disconnect all Jands Vista USB devices before installing the new version of Vista 1 and Vista V2. Once both programs are installed, follow the procedures below to switch USB consoles between the two applications

To change from Vista 1.13 to Vista V2 (ie upgrade):

1. Exit Vista.
2. Disconnect or switch off any Jands USB consoles.
3. Launch Vista V2.
4. Reconnect or switch on the USB consoles.

To change from Vista V2 to Vista 1.13 (ie revert):

1. Exit Vista V2.
2. Disconnect or switch off any Jands USB consoles.
3. Launch Vista.
4. Press and hold the yellow and red modifiers on each USB console.
5. Reconnect or switch on the USB consoles.

Diagnosing USB Driver Problems:

If your USB consoles fail to switch between Vista V2 and Vista 1.13 using the procedures above, there may be an issue with the USB driver versions.

The driver that Windows associates with a port/device combination can be found as follows:

1. Plug in the device and turn it on.
2. Go into Start -> Control Panel -> System -> Hardware tab -> Device Manager. A Jands Vista product that's been found will appear under "Jands LibUSB-Win32 Devices" – click on the "+" next to it to open it.
3. Right click on the device and select Properties -> Driver tab. The correct driver version for Vista V2 and Vista 1.13(5295) is "1.12.1.0".

If the loaded driver is not this version neither Vista V2 and Vista 1.13(5295) will not work with it. To replace the driver:

1. Plug in the device and turn it on.
2. Go into Start -> Control Panel -> System -> Hardware tab -> Device Manager. A Jands Vista product that's been found will appear under "Jands LibUSB-Win32 Devices" – click on the "+" next to it to open it.

3. Right click on the device and select Uninstall. Follow the prompts.
4. Remove the USB device.
5. Reboot the computer.
6. Install the most recent version of Vista V2. If Vista V2 runs at the end of the installation, exit Vista V2.
7. Plug in the USB device. After a few moments the computer should display the "Found new hardware" dialogue.
8. When Windows asks "Can Windows connect to Windows Update to search for software" select "No, not this time" and click Next.
9. When Windows asks about the installation CD select "Install from a list or specific location [Advanced]" and click Next.
10. When Windows asks you to choose your search and installation options select "Dont search. I will choose the driver to install" and click Next.
11. Select a driver that includes the text "1.12.1.0 [13/07/2010]" and click Next.
12. Click Finish.
13. Verify correct operation.