

# Jands Vista Software Update

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Build date	Dec 20 2007	<i>Supersedes version #</i>	1.11.4264
Console software version	1.11.[4644]	<i>Released on</i>	Sep 28, 2007
Driver version	2.6 [18]	<i>With library version</i>	3.18.7
Library version	3.1.1	PC/Mac version	1.11.[4644]

## What's new

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Bug fixes and new features included in this release of Vista are:

- **Vista on Tablet PC:**
  - Made changes to prevent random crashing on tablet PCs
- **Artnet:**
  - Changed Artnet broadcast implementation to poll the two standard artnet limited broadcast addresses (2.255.255.255 and 10.255.255.255) in addition to the unlimited broadcast address (255.255.255.255) to specifically support certain fixtures which have a particularly finicky way of interpreting the protocol
  - Added user preference to set the Artnet broadcast address. Default will be 255.255.255.255 as usual
- **SmartFX:**
  - Effects that are stopped via the SmartFX Settings tab (using the red Stop A, Stop B or Stop buttons) no longer automatically resume running when the fixture or event selection changes. The effect will resume running when the SmartFX dialogue is closed, the respective clip is closed, or a different effect is stopped
- **Programmer:**
  - Fixed crash when editing the duration of steps via the Step List context menu
  - Fixed crash when using the Main gobo encoder
  - Modified Step List drag/copy behaviour so it is less sensitive to accidental drags. Now the copy only occurs if you drag to outside the step box
  - Cut, copy and paste in the fixture chooser and timeline view now respect settings in the Sort dialogue
  - Fixed a problem that prevented events being copied & pasted within a single step
- **Console Window:**

- Fixed crash when running a snapshot after deleting a console
- Fixed crash when pressing the help key after deleting a console
- Added an "Enable faders" checkbox on virtual consoles which connects/disconnects the faders from assigned clips. This allows both real and virtual consoles to contain the same clips, without the fader levels on the virtual console competing on a HTP basis with faders on the real console
  
- **Patch Window:**
  - Fixed Wysiwyg connections so they are saved with the show
  
- **Fixture Editor:**
  - Increased size of gobo and colour images in the frame selection dialogue

## Known Issues

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- **MAC and S3 Control Surface:**

We've recently discovered a problem when the Vista Application is running on a Mac with a S3 control surface.

There is a USB hub inside the S3 that is wired to the internal and external connectors. It appears that if peripherals, such as the dongle, are already connected when the S3 is powered up, the Mac does not always recognise the S3 or the dongle.

We have found a simple work-around is to **not** power-up all devices together. Instead connect and power up your system this way:

1. Start with all devices turned off.
2. Unplug all USB devices from the S3. This includes removal of the dongle from inside the S3 (if fitted).
3. Start up the Mac computer
4. Connect the S3, via USB, to the Mac
5. Turn on the S3
6. Connect the dongle and any other devices to the S3, one at a time.

## Bugs fixed in this release

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<b>ID</b>	<b>Summary</b>
410	Intensity fader & GM needs to switch off strobing for shared strobing/dimming types
808	changing fixture selection causes FX to start
1315	Playhead disappears after drawing on the transport bar
1415	Can't paste an event within same step as copied events
1610	Timeline's custom filter dialog is out of date
1641	All time-related programmer dialogues should respect 'smpte sync' clip preference
1889	CMY/HSV events fade in using the colour wheel on dual-colour-mode fixtures
1958	Programmer Undo history lost after second Clear press
2035	Set step start time resets start @ timecode clip property to 0
2105	Copy paste uses selection order not sort order
2112	Problem striking a bunch of fixtures if strike macro time <> minimum strike interval
2172	Default Active HTP doesn't always turn on in clips AND doesn't automatically turn off when dependent properties are turned off
2189	Index points don't redraw correctly after scrolling
2195	Wyg Connections not being saved
2201	Programmer Panel Images Disappear
2205	Releasing HTP clips causes unexpected results
2207	Stop/Release Events release to default state, not overridden state
2208	Crash while editing duration of steps
2210	Carallon import matches on gobo name, this is too simplistic
2217	Flashing LEDs on S3 when trying to connect universes
2218	Changes to smpte start timecode via 'learn timing' or 'set step start time' are not included in undo buffer
2220	Same feature events in a single step act incorrectly when editing
2224	Dongle channel count information does not appear in "About Vista" menu
2225	T2 crashes after deleting virtual consoles and pressing help button
2233	Copy/paste events between steps also copies step name
2234	Renumbering steps kills loops
2235	Live Update updates wrong step after << skip back
2237	Armed Jump indicators missing
2238	Faders HTP behaviour broken after recalling snapshot with clip on a record-disabled page
2239	Go on fader up not working on show load
2241	Main gobo wheel selection causes crash
2244	Clip numbering defaulting weirdly
2246	Step list drag-copy function is too sensitive
2247	Show load probably much slower...
2250	Pressing clear on programmer panels adds an undo step even if nothing was changed
2262	Crash on recalling a Snapshot after deleting a virtual console
2269	Can't move faders on virtual consoles
2270	Load a show, press clear, CRASH!
2271	New "Enable faders" checkbox causes M1 console to stretch

- 2272 Vista hangs after setting ganging, sort subsets and pressing "previous fixture" button  
2273 Crash when stopping some fixtures in an effect

## Installation instructions

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Installing the update on the console:

- FTP or import (from CD or USB) the vista-update.tgz file to the /vista/update directory.
- Go to the Vista menu and click on "Check for Updates".
- Choose "From FTP location".
- Select the vista-update.tgz file.
- The console will shut down once the update is complete.

Installing the PC offline editor:

- Back up existing data directory contents (e.g. show files, standalone fixture files, audio and effects files).
- Copy the vista-update.exe file to your hard drive.
- Double click on the vista-update.exe file to automatically install the offline editor.
- *Note that you no longer need to uninstall previous installs of Vista PC.*

Installing the Mac offline editor:

- Back up existing data directory contents (e.g. show files, standalone fixture files, audio and effects files).
- Copy the vista-update.dmg file to your hard drive.
- Extract the vista-update.dmg file to install the offline editor.
- *Note that HASP drivers have to be installed separately at this stage.*