

# Hydra Family Update 2.48 --> 2.50

Version: **2.48** to **2.50**

Date: **1.3.2008**

## IMPORTANT!

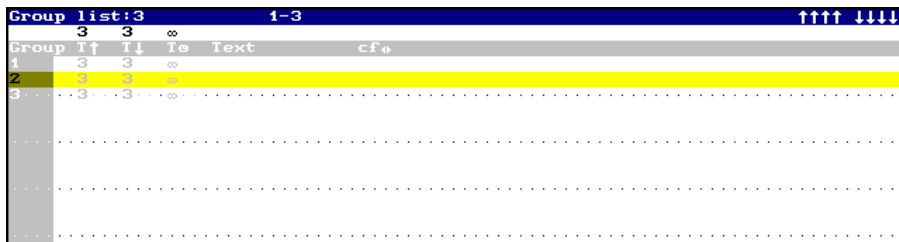
After updating the software, it is recommendable to do a Cold Reset:

- Turn off the console. Press and hold down pressed the key ←
- Turn on the console
- After a few seconds, release the pressed key ←

## NEW

### Times edition for the groups

Now the groups can have individual fade/wait time. To access the edit table, press: [GRP] [GRP]



Group	I↑	I↓	Te	Text	cf⊕
1	3	3	∞		
2	3	3	∞		
3	3	3	∞		

### Special range for [LOAD] groups

A double index for the recording of groups has been added, when groups are being recorded by pressing [GRP] [REC], the console will assign a number to that group, always beginning from the first group 1.

To simplify the use of the console when groups are being recorded to a Submaster with the function: [LOAD] [M#], the console can be set to begin to record these groups from another number, for example from 500 onwards. This number (i.e. 500) can be changed in Setup. To eliminate the second index setting it can be set to 1. This option is in Menu 30, option Load Grp Num.

The reason for this second index is to keep the groups recorded by number and the groups recorded by assignment to a Submaster clearly separate.

## Numeric Keypad

---

In new consoles, the numeric keypad of the console also can be used for text editing; this characteristic is especially interesting for the consoles TOUR & Spirit that do not have external keyboard integrated.



The form to edit text is exactly equal to the used in the keyboards of the movable telephones. This single function will be active when we have selected a text field.

Also there is the possibility to configure the position of the inner pad keys, selecting one of the two preconfigured positions. This is done from the menu 32: System /Numeric Pad

The options are [C] [0] [.] and [O] [C] [.]

\*If your console haven't the new keypad (with the abecedary letters in serigraphy), you can solicit it to your LT distributor.

## The Current Page & the Shows

---

From this version, shows store the content of the current page assignment (the contents of the Submasters at the moment when the show is recorded). The page will be restored when reloading the show.

## Scrollers

---

To control Scrollers in a more efficient way, a new ID has been added to the parameters of fixtures (50: Scroller). This parameter is defined just like a color wheel with its color palettes and steps, but with the particularity to allow for manual adjustment of each fixture patched in the show. A manual adjustment of the steps, Scroller by Scroller can be done. In addition and to complete the definition of this particular element, a "dark gel" characteristic has been added. Hydra can help protect the gel exposed to excessive heat of the projector lamp.

<p><b>NOTE: This option needs that the folder FIXTURES will be update</b> <a href="http://www.lt-light.com">www.lt-light.com</a></p>
--

### Manual adjustment of the gels of each Scroller:

The value of the gel center for each Scroller can be adjusted in a manual way in fixture patch. This is an easy way to adjust your fixture and to compensate for tolerance in gel length.

All which has to be done is to define the type of fixture, the number of gels or frames and the palettes associated with them. As it can all be done in manual adjustment, the real central points can be set for each color (gel), and the possible inserting a characteristic for "dark gel" is provided.

To access the table for the manual adjustment of the scrollers, move the cursor to the “+” cell in the table and select it by pressing the [ENTER] key.

Fixtures Patch													
Cache			Fixture Definition					Patch					
Tr	Name	Ch	Name	Ch	Comment			Fxt	Type	Dmx--dmx	X-Y	dm	Sc
1	MC500	16	WHISP	1	WHISPER 16 COLORES			1	YOKE	210 214	x+y↑	209	
2	MINIS	4	Manuf	Id	File	M	X <sup>2</sup>	2	YOKE	217 221	x+y↓	216	
3	YOKE	5	COMPU	3600	WHISPER-.16-	0	0	3	YOKE	224 228	x+y↑	223	
4	WHISP	1	Num	Name	Ch+Fn	I	L F Hom	4	YOKE	231 235	x+y↓	230	
			---	Control	1	-	- -	5	WHISP	215 215			+
			1	50 Scroller	1	c	0 16	6	WHISP	222 222			+
			2	20 Dimmer	EXT	f	0 1	7	WHISP	229 229			+
			3					8	WHISP	236 236			+
			4					9					

**By fixture:** In the scroller definition table, the cell for the value of the fixture to be edited must be selected to adjust each gel. The location and the value of the color (gel) has to be set for fixture which should be adjusted by entering the value directly or by pressing [TEST] to see the value on stage. With the encoder the adjustment can then be corrected and/or set. Like in any table, the [ENTER] key is used to accept (or the displacement with arrows keys), use the [C] key discard entered values.

Fixtures Patch										
Fixture(Scroller) SCR11 Definition										
Name	COLOR1	COLOR2	COLOR3	COLOR4	COLOR5	COLOR6	COLOR7	COLOR8	COLOR9	COLOR10
Palette	White	Yellow	Amber							
Dark										
Steps->	01	02	03	04	05	06				
Fxt 1	011	035	058	082	105	128				
Fxt 2	011	035	058	082	105	128				
Fxt 3	011	035	058	082	113	128				
Fxt 4	011	035	058	082	105	128				

COLOR8			COLOR9			COLOR10		
08	<Y>							10
174	0: NO DARK	21						
174	1: DARK	21						
174	197	221						
174	197	221						

**By type:** In the top part the name of the scrollers, per type, can be seen and below the colors and their pallets (the values can be changed using EDIT+). Also “dark gel” can be set, see below.

Each scroller type appears in the table, including all fixtures (scrollers) in patch. If different types of scrollers are used, each type has to be selected individually from the patch table entering the “+” cell.

### Edition of the “dark gel”:

This function is used to protect the dark gels of heat and burns ... for this purpose 2 gels of the same dark color must be joined together in the scroller. In the definition table this color should be marked as “dark”. When in scene the color filter of this position in the scroller will move slowly back and forth avoiding a hot spot on the filter and a damage or burn due to overheat.

**NOTE:**

To make Fixtures Patch simpler the Patch Tools zone has been eliminated (now the access is only through the Dimmer Patch). Both were the same and where only duplicated for comfort.

## IMPROVEMENTS

### **Shapes: Warning message**

New messages appear when the shapes memory is full and when new shapes cannot be executed or programmed. These messages are:

Warning: Shape memory full

Warning: Shape memory full. Deleted first shape(s)

Also, the shapes memory has been increased in size.

### **Remote Control**

This version has new remote control software included. Remember that the remote control is updated from the console. This new soft has 2 small things solved:

- Now, remote control has its power-off after 10 minutes of inactivity (in the previous version power-off was at the 3 minutes, and this was a fault).
- From this version, console & remote control start with an ID 5 by default, normally this ID is cleaner & it has fewer problems in communication.

## SOLVED BUGS

### **Mistaken message in Hydra Wole program**

This fault was only in Hydra Wole program, not in physical console. When, inside menu 10, you wanted to store a show, and your hard disk had more than 4G of free memory, console was showing a message of insufficient memory, and the console didn't store the show. This fault is solved.