

# Hydra Family Update 3.00 --> 3.10

Version: **3.00** to **3.10 (Beta)**

Date: **9 .2010**

## IMPORTANT!

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

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

## NEW

## LIBRARIES & PALETTES

### STORING LIBRARIES OF COLOR, GOBO, BEAM & XTRA

These libraries are type libraries, libraries stored in accordance with the fixtures type or types. These libraries can be applied to any fixture of the type or types. Before this version these libraries were edited from the first fixture of each type, from this version, the library can be edited from any fixture (by type). Colors, gobos, beams or xtra are stored from:

- **First active fixture (by type).**

In this case it's possible to edit any library from any fixture... normally from the fixture that are being edited, also it's possible to select the desired fixture. In example, storing a color from the fixture 5:

{Edit a color over fixture 5} [COL] [COL] [REC]

or

[FIXTURE] [5] [COL] [COL] [REC]

3000S	Dimmer	X	Y	*Magenta	Blue	Amber	Color	Correct	Gobo1
1	FF%	50%	50%	00%	00%	FF%	00Open	00%	00Open
2	FF%	50%	50%	00%	00%	FF%	00Open	00%	00Open
3	FF%	50%	50%	00%	00%	FF%	00Open	00%	00Open
4	FF%	50%	50%	00%	00%	FF%	00Open	00%	00Open
5	FF%	50%	50%	00%	39%	FF%	00Open	00%	00Open

- **If editor hasn't active fixtures, only present fixtures, of the first present fixture (by type)**

3000S	Dimmer	X	Y	Magenta	Blue	Amber	Color	Correct	Gobo1
1	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
2	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
3	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
4	FF%	50%	50%	00%	00%	FF%	00Open	00%	00Open
5	FF%	50%	50%	00%	00%	60%	00Open	00%	00Open

In example, the color library "takes" its data from the fixture 4.

- **And, if the editor is empty, it's not possible to store a library!.**

3000S	Dimmer	X	Y	Magenta	Blue	Amber	Color	Correct	Gobo1
1	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
2	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
3	%	50%	50%	00%	00%	FF%	00Open	00%	00Open
4	%	50%	50%	00%	00%	60%	00Open	00%	00Open
5	%	50%	50%	00%	00%	60%	00Open	00%	00Open

Channel COL 4 REC  
No es posible grabar LIB vacia

Avoiding, in this way, store "empty" libraries.

## PARAMETERS TO INCLUDE IN LIBRARIES

Fixtures Patch				
Fixture Definition				
	Num	Name	Ch+Fn	I L
	--	Control	1	-
1	21	Shutter	1	-
2	20	Dimmer	2	-
3	47	Color1	3	c
4	47	Color2	4	c
5	60	RotGB	5	9
6	61	RotGbRot	6	9
7	60	GWhl	7	9
8	80	Focus	8	-
9	81	Iris	9	-
10	101	Prism	10	x
11	0	X	11	2
12	1	Y	13	14

From the fixture definition (type), in patch, you can see the parameters that will be included in each library, concretely in the column L inside the window Fixture Definition.

Only DIM libraries admit all parameters and no need mark in this L column.

In example, you can see as the parameters 3 & 4 will be stored inside colour libraries, the parameters 11 & 12 in the position libraries, etc

From this version, also, it's possible to select all parameters (ALL PARAMS) of each concrete library as in previous versions; or only the selected parameters (SELECTED PARAMS), new option that it allows to you new functionalities. This option is set in the menu 30:

Lib Rec Mode.	ALL PARAMS
	0: ALL PARAMS
	1: SELECTED PARAMS

This new option (SELECTED PARAMS) allows to you a greater flexibility in the libraries use, where the **combinations** are possible. Some examples for gobo libraries:

- If a fixture has gobo wheel and rotation control, now will be possible to store gobo libraries only for gobo selections and only for rotation speeds, then, the user can combine selections and rotations freely. Before this version, selections and rotations were associated always.
- If a fixture has more than one gobo wheel, now, it's possible to store gobo libraries for each wheel, in this mode the gobo selection in a wheel will don't affect to the other gobo wheel. Before this version, a gobo selection, always, did affect to the other.

GOB	Text
5	gobo 1-1
3000S	Dimmer X Y Gobo1 Gobo1-> Gobo2 Gobo2-> Gobo3 Gobo3->
	00Alpha 00% 80Drop1 00% 00Open 00%

Exam of a gobo library stored in mode: ALL PARAMS

Applying these libraries all gobo values are edited to the library value. As advantage, **the scene always is known.**

GOB	Text
5	gobo 1-1
3000S	Dimmer X Y Gobo1 Gobo1-> Gobo2 Gobo2-> Gobo3 Gobo3->
	06AlphaR

Exam of this same gobo library stored in mode: **SELECTED PARAMS**

Applying these libraries, only the affected gobo parameters are edited to the library value, in this example, only the **Gobo1** parameters will be edited. As advantage, you can obtain **more scenes using combinations** of libraries.

## LIBRARIES VISUALITATION

Channels		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
		FF	FF	FF	FF	FF	2																		
		25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
SISp5	Dimmer	X	Y																						
1		FF%	34%				52%																		
2		FF%	1voz				1voz																		
3		FF%	1voz				1voz																		
4		FF%	36%				35%																		
5		FF%	41%				34%																		
SIWa5	Dimmer	X	Y																						
6		7verde	7verde				7verde																		

Number of DIM libraries, applied over some parameters, are showed in a magenta field . Their texts are showed in red ( **7verde** ).

Number of libraries of POS, COL, GOB, BEAM & XTRA, applied over their corresponding parameters, are showed in a blue field. Their texts are showed in red. ( **1voz** ).

Over channels only the library number is showed.

## LIBRARIES & MODIFICATIONS “IN LIVE”

- (a) If any value of a library applied in editor is modified, it’s posible to update this library with the new value.

SISp5	Dimmer	X	Y	*Color	Col-Fnc
1	%	50%	50%	21Cyan	00No Eff
2	%	1voz	1voz	18Cyan	00No Eff
3	%	1voz	1voz	2verde	2verde
4	%	1voz	1voz	2verde	2verde
5	%	1voz	1voz	2verde	2verde

To update the modified library with the new value, press:

[MDFY] [COL]  Actualizar COL 2?. [REC] si, [->] no Confirm with [REC]

- (b) Modifying, in live mode, a cue or group using the commands:

{modifications} [MDFY] [MDFY] or {modifications} [MDFY] [Sn]

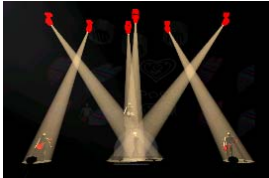
SISp5	Dimmer	X	Y	*Color	Col-Fnc
1	%	50%	50%	21Cyan	00No Eff
2	50%	58%	32%	60Or-Co	00No Eff
3	50%	53%	33%	67Co-Ye	00No Eff
4	50%	53%	33%	62Congo	00No Eff
5	50%	58%	32%	62Congo	00No Eff

If some of the modified values, was edited with a library, the console answers to you if the modification will be done in corresponding library or only in cue/group. In this way, you can

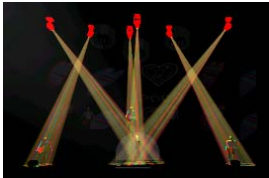




SISp5	Dinner	*X	Y	Shutter	Color	Col-Fnc	Gobo	Gobo->
1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1
2	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1
3	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1
4	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1
5	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1
6	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1	!Scene1

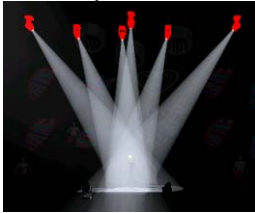


SISp5	Dinner	X	Y	*Color	Col-Fnc	Gobo	Gobo->	Focus
1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1
2	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1
3	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1
4	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1
5	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1
6	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	!Scene1	!Scene1	!Scene1

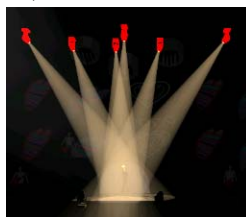


SISp5	Dinner	X	Y	Shutter	*Color	Col-Fnc	Gobo	Gobo->
1	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
2	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
3	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
4	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
5	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
6	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index

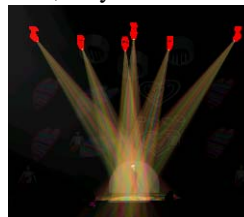
If, now, you edit DIM 1, editing, for example, the fixtures positions, with this lock in scene:



Automatically, cues 1, 2 & 3, after the DIM 1 modifications, they will have this lock in scene:



&



## CONCEPTUAL RESUME OF LIBRARIES

Category	Library
<p><b>[POS]</b></p>	<p>Library by fixture.</p> <pre> <b>POS</b>  Text 2 3000S Dinner X Y Strob 1 50% 50% 2 50% 50% 3 ..... 50% 50% ..... 4 50% 50% 5 50% 50% 6 ..... 50% 50% ..... 7 50% 50% 8 50% 50% movcp X Y Z 9 00% 00% 00% 10 00% 00% 00%</pre> <p>Only admits position parameters defined in its type as L = P</p>
<p><b>[DIM]</b></p>	<p>Library by item (fixtures &amp; channels), stores the complete scene.</p> <pre> <b>DIM</b>  Text 1 Channels 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 75 75 75 75 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 3000S Dinner X Y Strobe Magenta Blue 1 50% 50% 00Open 24% 2 50% 50% 00Open 24% 3 ..... 83% 63% 00Open ..... 24% 4 77% 60% 00Open ..... 24% 5 69% 56% 00Open ..... 24% 6 ..... 80% 50% 00Open ..... 24% 7 59% 58% 00Open ..... 24% 8 51% 63% 00Open ..... 24% movcp X Y Z 9 00% 00% 00% 10 00% 00% 00%</pre> <p>Admits all the parameters and channels patched.</p>
<p><b>[COL], [GOB], [BEAM], [XTRA]</b></p>	<p>Library by fixture Type.</p> <pre> <b>COL</b>  Text 1 3000S Dinner X Y Magenta Blue Amber Color Correct movcp X Y Z 00% 00% 00% 00Open 00%</pre> <p>Only admits colour parameters defined in its type as L = C  Or gobo parameters defined in its type as L = G  Or beam parameters defined in its type as L = B  Or xtra parameters defined in its type as L = X</p>

All libraries are affected by the option **L IB REC MODE**

## EDT+

[EDT+] function, from this version, is a completely new function that allows to you to use fade times in live for process to edition.

From now, it's possible to set a fade time, in live and temporally, applying a library, doing a TEST of cue, group, or doing a HOME.

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## FADE TIME FOR LIBRARIES

Command block for temporized Libraries:

From Editor (Examples with POSICION 1)	Form Bank keys: <b>B.1 to B.0</b>	Comments
[POS][POS][n][ENTER]  [POS] [POS] [1] [ENTER]	[B.n]  [B.1]	Library <b>n</b> is applied in a cut time, suddenly, over the editor selection.
[EDT+][#][POS][POS] [n][ENTER]  [EDT+][3][POS][POS][1][ENTER]	[EDT+][#][B.n][B.n]..  [EDT+][3][B.1]	Library <b>n</b> is applied fading in # seconds (# from 0,1 to 999.9 sec; 3 sec in example), over the editor selection.

\*Note 1: Only parameters set as “fade” are affected for these times.

\*Note 2: For Bank keys, this time, will be active if only bank keys are pressed (and in the same category, dim, pos, etc). Pressing any other key, this last inserted time is lost.

## FADE TIME FOR TEST & HOME

These edition functions, also, to allow to you a live fade time.

Commands block for [TEST]:

For next commands block, {item} is the selection for [TEST], this selection can be generic [CHANNEL][n°], [FIXTURE][n°], [GROUP][n°], [CUE][n°]

From Editor (Examples for CUE 1)	Comments
{item}[TEST][TEST]..  [CUE][1][TEST]	Selected channel/fixture/group/cue fades into editor with the Editor Time.
[EDT+][#]{item}[TEST][TEST].. {item} [EDT+][#] [TEST][TEST]..  [EDT+][3][CUE][1][TEST]	There are 2 commands, entering time after or before that {item}.  Selected channel/fixture/group/cue fades into editor with # <b>seconds</b> (# from 0.1 to 999.9 sec; 3 sec. in example).

\*Note: This time, will be active for the consecutives [TEST]. Pressing any other key, this last inserted time is lost.

Commands block for [**HOME**]:

For next commands block, {**fixtures**} is the selection, one or several fixtures, with all parameters or only the selected: [**FIXTURE**][n°], [**FIXTURE**][n°][**POS**], [**FIXTURE**][n°][**PARAM**][n°], etc.

From editor (Example for <b>FIXTURE 1</b> )	Comments
{ <b>fixtures</b> }[ <b>HOME</b> ]  [ <b>FIXTURE</b> ][1][ <b>HOME</b> ]	Selected fixtures/parameters are edited with their <b>HOME</b> values, suddenly, with no-fade.
[ <b>EDT+</b> ][#]{ <b>fixtures</b> } [ <b>HOME</b> ] { <b>fixtures</b> } <b>EDT+</b> ][#] [ <b>HOME</b> ]  [ <b>EDT+</b> ][3] [ <b>FIXTURE</b> ][1][ <b>HOME</b> ]	There are 2 commands, entering time after or before that { <b>fixture</b> }  Selected fixtures/parameters are edited with their <b>HOME</b> values, fading in # <b>seconds</b> (#, from 0.1 to 999.9 sec).

\*Nota: Only parameters set as “**fade**” are affected for these times.

## NOTE

Now, when [**EDT+**] is pressed, there is not access to the libraries/palettes from the encoders (horizontal wheels) and there is no changes in the scene monitor look.

## AUTOGROUPS (MENU 07)

A new menu, **MENU 07: Autogrupos**, allows to you to create several basic groups, autogroups, using the patch data. Autogroups are:

For fixtures: A group is created by each fixture type, including all fixtures of type.

For channels: 3 groups more, one with all channels, other with the odd, and other with the even.

Inside this menu (07) we can select that groups you will want and set their number of the first group to record for fixtures & channels:

Autogrupos			
	From	To	Create
with Fixtures...	1	1	<b>ENTER</b>
with Channels...	2	4	<b>ENTER</b>

If desired, you can edit the number of first group (for fixtures groups and other for channels groups) to record. With these parameters adjusted, to create these groups, press the corresponding **ENTER**

These groups, after created, are normal groups.

## eBOX & MENU 79 1: LT-Light eBOX Configuration

Ethernet <> DMX converters, eBOX by LT, can work with Art-Net & IPX protocols; also their DMX outputs can be configurable... in this mode, the menu 79 1 has changed to allow to you the access to these new characteristics:

LT-Light Ebox Configuration											
Ethernet <input type="checkbox"/> On											
Detected eBOXs											
Name	Dinamic/Static	IP	Find	Dmx	Dir	Prot	Net	Uni	Spd	Break	MAB
ebox205	Off	192.168.	0.	28	---	1	Out	Art	0	0	Slow Slow Slow
						2	In	Art	0	2	Fast Fast Fast
EboxLtLight	Off	192.168.	0.	162	---	1	Out	Ipx	15	1	
						2	Out	Ipx	15	2	

Now, an eBOX can have an IP number, fixed or dynamic (dynamic IPs are assigned by a IP server connected in the net). Only Art-Net protocol needs an IP number.

About ports, now, each DMX port can be configured as input or output. In case of DMX ports programmed as outputs, also it's possible to configure some DMX parameters... these DMX adjustable parameters are the same that the DMX adjustable parameters of the physical DMX output of console. (ver DMX pg-11; **Error! Marcador no definido.**). Now, each DMX port (2 or 4 according to models) needs a line for its configuration.

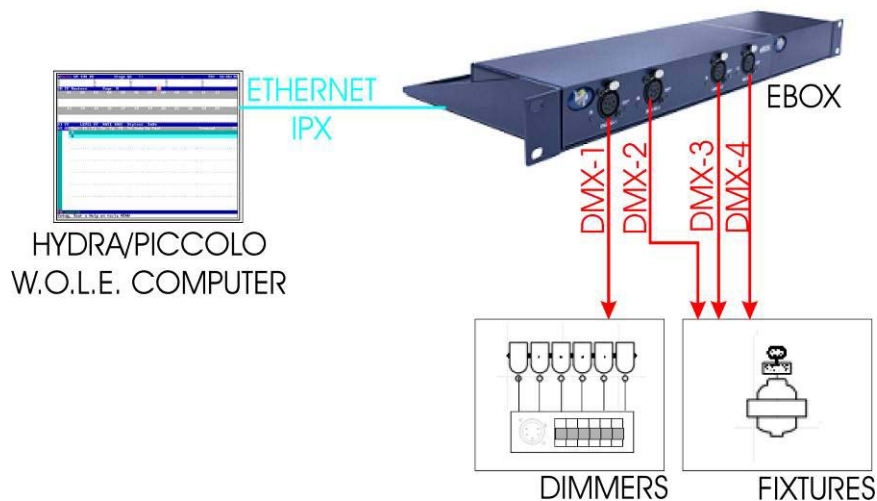
Read eBOX user manual to obtain complete information about.

From this menu (79 1) it's possible to configure all the eBOX (new and previous version of eBOX). The new eBOX accepts all the configuration parameters, and the previous eBOX only accepts basic parameters.



### VERY IMPORTANT:

Connecting an eBOX with any Hydra (Plus, Space, Sky & Spirit) simulators, you can use a Piccolo Simulator (WOLE) as a PC-Console. In others words, when a WOLE detects a connected LT eBOX to the PC, it can work as PC-Console.



## IMPROVEMENT

### CITP CONNECTION WITH CAPTURE

Inside menu **40: Ethernet Configuration**, status messages (about the CIPT connection with Capture) has been improvement. These are the new status messages:

Connecting...	Appears during the connection process, but the connection is not complete.
NOT Connected	Appears when the connection isn't done, broken connection or when never has been done.
Connected	Appears when the connection is done with successful.

### APLICANDO PALETAS

Gobo palettes don't affect to all gobo parameters. From this version only affects to the gobo wheel where the selected gobo is. In example, if a gobo is selected using its palette, this selection doesn't affect to rotate control or the second gobo wheel.

Resume for categories of palette:

Category	Palette
[POS]	It's applied to parameters <b>0: X e 1: Y</b>
[DIM]	It's applied to channels and parameters <b>20: DIMMER, 21: SHUTTER &amp; 22: STROBO</b>
[COL]	It's applied to parameters <b>40: Cyan, 41: Magenta, 42: Yellow, etc &amp; 47 Color.</b>  The rest of COL parameters are forced to Home value
[GOB]	It's applied to parameters <b>60: Gobo</b>
[BEAM]	It's applied to parameters from <b>85: BladeA</b> to <b>88: BladeD</b>
[XTRA]	It's applied to parameters <b>100: Effect &amp; 101: Prisma</b>

If you want to clean all the parameters before to apply a palette, use the **[HOME]** function. Example:  
**[FIXTURE] [1] [COL] [HOME] [1.B]**

## DMX

From this version, new possibilities of configuration about DMX frame. In addition to the DMX speed, independently by DMX output, now, also 2 new parameters appear, Break Time, and Mark After Break Time, these last parameters in general mode for all DMX outputs at the same time. These parameters allow to you the best compatibility with externals DMX receptors, receptors that for any reason cannot read all required values by the standard values of DMX512 (1990).

These new options appear inside menu **33 : Dmx Outs Updates**

Technically, in the next table you can see the real values for each option:

Parameter	Value 1	Value 2	Value 3	What is it?
DMX 1 (2, 3, 4) USITT norm Console	FAST 44Hz 40Hz	MEDIUM .. 20Hz	SLOW 1Hz 15Hz	This parameter controls the packet number sent per second, the refresh rate. (There is other value CHANGE that is used only for test mode)
Break Time USITT norm Console	FAST 88us 95us	MEDIUM .. 120us	SLOW .. 145us	This parameter controls the Break Time. (USITT only specifies a minimum value)
MAB Time USITT norm Console	FAST 8us 10us	MEDIUM .. 25us	SLOW .. 40us	This parameter controls the Mark After Break (MAB) Time. (USITT only specifies a minimum value)

\*Values in grey filed are the values of our DMX outputs after Reset.

**LT has increased the compatibility of its consoles about DMX receptors**

## [C] FUNCTION

From now, **[C]** function, in addition to the deleting of the commands line, also it deletes the editor pre-selection:



Doble click of **[C]**, deactivated any item active in editor:



## **ACTIVE PAGE (VISUALITATION)**

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Information about Submasters page, the active page, has been improvement:

Active page is showed with its number and text:

**Page 2 EL FORO**

From now, if any content is modified, the text **MODIFIED** will appear near the page number.

**Page 2 MODIFIED**

And, if alls submasters are emptied, the active page is init as page 0:

**Page 0**

## SOLVED BUGS

### CITP PROTOCOL

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With Capture & Hydra connected using CITP protocol; if in Capture you selected & moved many fixtures at the same time, sometimes, the console crashed. This bug is solved.

### CONTROL PARAMETER EDITION

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About fixtures libraries (types), inside menu 04, the changes edited inside a control parameter of a fixture weren't stored. This bug is solved.

### GROUPS IN MASTERS

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After loading a scene in a Master as a new group, [LOAD] [M#], if [OPTIONS] [1] were pressed (in example, editing a time), sometimes, this number were entered in the command line as [LOAD] [1]. This bug is solved.

### TIME CODE

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Under same circumstances, when a event were deleted, event of Cue playback in a sequence, from event list inside menu 23: Time Code, the symbol (&), associated to this Cue by the event, weren't disappearing. This bug is solved.

### SECURITY & DELETE CONSOLE SHOW

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The command to delete the console show, accessible in menu 72: Delete Console Show, were executed always, including with the option Security activate. This bug is solved.

### DIMMERS

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When a fixture was deleted from the channel patch, the system didn't answer for confirmation. This bug is solved.

### SHOWS CONVERTER

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Loading a converted show from a Hydra Scan/Stage to a Hydra Plus, Space, Sky or Spirit, the console were crash. This bug is solved.

### FIXTURES

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In fixtures definition isn't allowed to define a dimmer as 16 bits parameter (ID=20). This function, yet, doesn't implement!

## **PATCH**

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When a fixture was deleted from the channel patch, the system didn't answer for confirmation. This bug is solved.

## **FADERS**

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Under certain circumstances, the reading and writing of some faders and their keys & LEDs were overloaded, and the console could do it unexpected things. This bug is solved.

## **INNER BUG**

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When a show was stored with a shape over a channel or parameter in a PART, the show were loaded with the shape in both, in the part and in the base cue. This bug is solved.