

Piccolo Update 1.70 --> 1.80

Version: **1.70 to 1.80**

Date: **09 . 2010**

IMPORTANT!

Before updating PICCOLO, please read the text document named “_ReadmePiccolo”. It can be found in the same folder as the installer.

After updating the software, we recommend to do a Cold Reset:

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

NEW

LIBRARIES & PALETTES

PALETTES & LIBRARIES SELECTION

From this version, it's possible to select a palette or library using more simple commands. In the example, color selection:

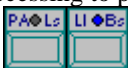
{fixtures} [COL] [#] [ENTER]

Optionally, you can use standard command if you need to open the red window with the options list:

{fixtures} [COL] [@] [#] [ENTER]

In both command, [#] is the palette or library number.

Remember that you are accessing to palettes if PALs is active, ; or you are accessing to

libraries if LIBs is active, .

STORING LIBRARIES OF COLOR, GOBO, BEAM & XTRA

These 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... from that are being edited, or also it's possible to select the desired fixture. In example, storing a color form the fixture 5:

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

or

[FIXTURE] [5] [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

8 Fixture> FIXTURE 5 @Blue+39 COL 4 REC

- 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%	60%	00Open	00%	00Open
5	FF%	50%	50%	00%	00%	60%	00Open	00%	00Open

8 channel> COL 4 REC

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

8 channel> COL 4 REC
No es posible grabar LIB vacia

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

PARAMETERS TO INCLUDE IN LIBRARIES

In 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.

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

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

DIM libraries are an exception; these libraries admit all parameters and all channels patched in a current show, and these parameters are no marked in the fixture definition. See, in page 4, DIM LIBRARIES OR "SCENES"

From this version, also, it's possible to select all parameters (ALL PARAMS) of each concrete library; or only the selected parameters (SELECTED PARAMS), new option that it allows to you new functionalities.

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

This option is set in the menu 30. SELECTED PARAMS mode allows to you a greater flexibility for libraries, 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.

```

COB Text
5 gobo 1-1
3000S Dimer X Y < Gobo1 Gobo1-> Gobo2 Gobo2-> Gobo3 Gobo3->
06AlphaR 00% 80>DropI 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.**

```

COB Text
5 gobo 1-1
3000S Dimer 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	Dimer	X	Y	Shutter	Color	Col-Fnc	Gobo	Gobo->																	
1	FF%	34%	52%	FFOpen	00White	00No Eff	00NoGobo	00Index																	
2	FF%	1voz	1voz	FFOpen	2verde	2verde	00NoGobo	00Index																	
3	FF%	1voz	1voz	FFOpen	8Congo	8Congo	00NoGobo	00Index																	
4	FF%	36%	35%	FFOpen	62Congo	00No Eff	00NoGobo	00Index																	
5	FF%	41%	34%	FFOpen	62Congo	00No Eff	00NoGobo	00Index																	
SIWa5	Dimer	X	Y	Shutter	Cyan	Magenta	Yellow	Color																	
6	7verde	7verde	7verde	7verde	7verde	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 possible to update this library with the new value.

SISp5	Dimer	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:

 Confirm with [REC]

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

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

SI	Sp5	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 update the corresponding libraries, dynamically and quickly, avoiding delete libraries by error.



Press [REC] to update the library, or [->] to modified with to update libraries.

Note: Si a same library, in example, of color (except to positions and dimmers* libraries – see bellow), is modified with different values in different fixtures, the real value for the modification will be obtained from the first active fixture, if no active fixtures, from the first present fixture in editor.

DIM LIBRARIES OR “SCENES”

DIM libraries, or “scenes”, admit any item (channels and fixture parameters). Whith them it’s possible to store as reference a total scene and, each scene can have one, someone or all show items. Process of recording, deleting, etc, are the same process that the used in the rest of the libraries.

Applying DIM libraries, we can do it with the previous commands, or in a new “total mode” that doesn’t need a previous selection. In this way, we can:

- {fixtures and/or channels selection} [DIM] [#] [ENTER]
To apply the values stored in DIM # at the selected items.
- [DIM] [#] [ENTER]
To apply all values stored in DIM # over all its items.

DIM libraries are very interesting to store the basic scenes of our show, also to store, in a unique library, the different colors of one complete scene (nightfall, dawn, etc), the levels of balance for a cyclorama, blades and positions, etc...

These references (of dimmer libraries) are marked in light magenta in the editor (on monitor):

Channels																															
																17	18	19	20												
																6	6	6	6												
SI	Wa5*	Dimmer	X	Y	Shutter	Cyan	Magenta	Yellow	Color																						
▶6		7verde	7verde	7verde	7verde	7verde	7verde	7verde	7verde																						
▶7		7verde	7verde	7verde	7verde	7verde	7verde	7verde	7verde																						
▶8		7verde	7verde	7verde	7verde	7verde	7verde	7verde	7verde																						
▶9		7verde	7verde	7verde	7verde	7verde	7verde	7verde	7verde																						

Example using DIM libraries, “scenes”:

Editing a basic scene with 6 fixtures, including positions, beams, gobo, etc

Now, record a DIM library with all this information: **[DIM] [1] [REC]**

Apply DIM 1 pressing: **[DIM] [1] [ENTER]**



SISp5	Dimmer	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

From this situation, record **cue 1** (with the same information that DIM 1), **cue 2** (editing only the color parameters), & **cue 3** (adding a edition over gobo parameters), respectively:



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

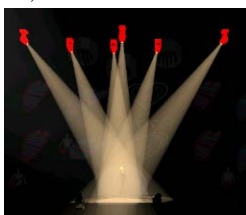


SISp5	Dimmer	X	Y	Shutter	Color	Col-Fnc	Gobo	Gobo->
1	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
2	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
3	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No Eff	35GotaRs	00Index
4	!Scene1	!Scene1	!Scene1	!Scene1	36Amber	00No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

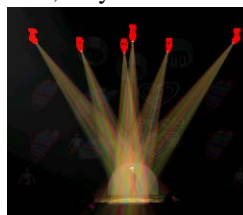
If, now, you edit DIM 1, editing, for example, the fixtures positions, with this lock in scene:



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



&



CONCEPTUAL RESUME OF LIBRARIES

Category	Library
<p>[DIM]</p>	<p>Library by item (fixtures & channels), stores the complete scene.</p> <pre> DIM Text 1 Channels 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 75 75 75 75 50 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 54% 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>[POS]</p>	<p>Library by fixture.</p> <pre> POS 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>[COL], [GOB], [BEAM], [XTRA]</p>	<p>Library by fixture Type.</p> <pre> COL Text 1 3000S Dinner X Y Magenta Blue Amber Color Correct 00% 00% 00% 00Open 00% movcp X Y Z </pre> <p>Only admits color 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.

FADE TIME FOR LIBRARIES

Remember, to select a Library, it's needed to activate [LIBs].

For next commands block,  is a category key: [DIM], [POS], [COL], [GOB], [BEAM] or [XTRA]

Command block for temporized Libraries:

From Editor (Examples with POSICION 1)	Form Bank keys: B.1 to B.0	Comments
 [n][ENTER] [POS][1][ENTER]	[B.n] [B.1]	Library n is applied in a cut time, suddenly, over the editor selection.
[EDT+][#]  [n] [ENTER] [EDT+][3][POS][1][ENTER]	[EDT+][#][B.n][B.n].. [EDT+][3][B.1]	Library n 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 # seconds (# 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 FIXTURE 1)	Comments
{fixtures}[HOME] [FIXTURE][1][HOME]	Selected fixtures/parameters are edited with their HOME values, suddenly, with no-fade.
[EDT+][#]{fixtures} [HOME] {fixtures} EDT+][#] [HOME] [EDT+][3] [FIXTURE][1][HOME]	There are 2 commands, entering time after or before that { fixture } Selected fixtures/parameters are edited with their HOME values, fading in # seconds (#, 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	ENTER
with Channels...	2	4	ENTER

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 \leftrightarrow 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 checked="" 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
					2	In	Art	0	2	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. (See DMX pg-11). Now, each DMX port (2 or 4 according to models) needs a line for its configuration.

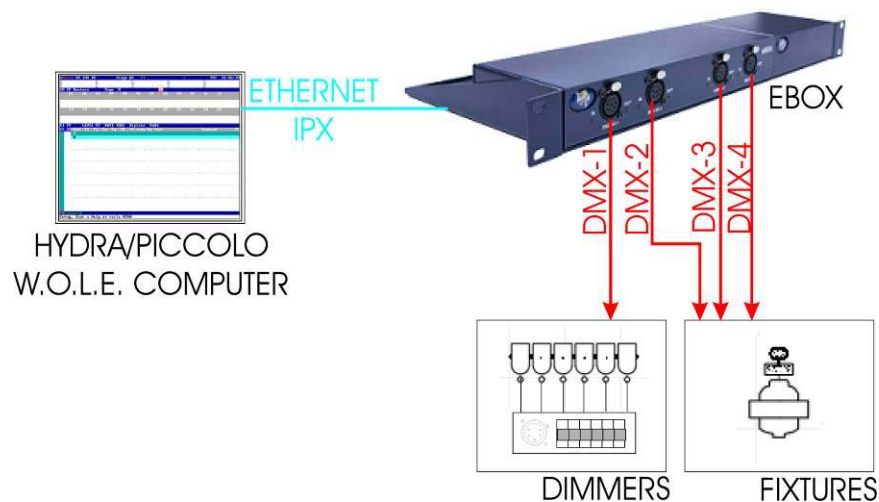
Read eBOX user manual to obtain complete information about.

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

If you want to clean all the parameters before to apply a palette, use the **[HOME]** function. Example:
[FIXTURE] [1] [COL] [HOME] [B1]

DMX

From this version, new possibilities of configuration about DMX frame. In addition to the DMX speed now, also 2 new parameters appear, Break Time and Mark After Break Time, that 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 Setup**

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 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

PAGING LIBRARIES & PALETTES

The pagination of libraries was affecting the pagination of palettes and vice versa. Now both paginations are totally independent.

[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)

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

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

GROUPS IN MASTERS

After loading a scene in a Master as a new group, [LOAD] [Sn], 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

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

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.

[MDFY][MDFY] or [MDFY][S#]

These modes, of live modification for Cues & groups, were deleting edited timing, broking the libraries and, for cues, also, losing programmed commands and Jumps. This bug is solved.

ACOUSTIC SIGNAL OR "BEEP"

Under certain circumstances these "beep" were very short. This bug is solved.

PARAM OPTIONS WINDOW

If a fixture has many parameters, its PARAM window were showed incorrectly, (PARAM window appears pressing [FIXTURE][#][PARAM]). This bug is solved.

CUES MODIFICATION

When a cue was be modified, some of its parameters (command, jump and Lp) were missing. This bug is solved.

GROUPS MODIFICATION

When a group was be modified, some of its parameters (timing and auto time) were missing. This bug is solved.

DISPLAY:

LIBRARY OPTIONS

OPTIONS display of a library were incorrect (COL 1 OPTIONS, or GOB REC OPTIONS, etc). This bug is solved.

LIBRARY & PALETTE NAMES

The library & palette names were showed, in the vertical display, with fewer characters than possible. This bug is solved.

PATCH

FIXTURES, IN PICCOLO SCAN

Piccolo Scan was crashed when its patch had more than 54 fixtures. This fault is solved.

DIMMERS

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

RATE

The function keys [↑↑] & [↓↓] didn't work over the **RATE** encoder. Now, they are working and they allow to you to select more quickly rate positions as **Stop, Rate--, 100%, Rate++, Cut...**

FADERS

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.