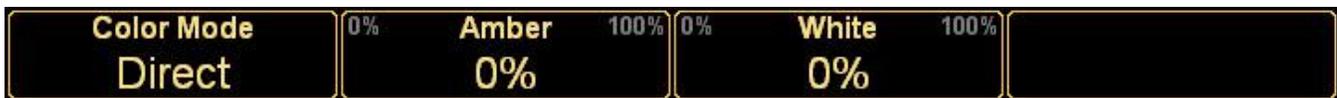


### Welcome to PaletteOS 10.8.1

Welcome to the PaletteOS 10.8.1 software release. There are many changes and enhancements in this release. Here are some highlights of this highly anticipated software upgrade. Register for this software upgrade at [www.strandlighting.com](http://www.strandlighting.com) to be alerted to future upgrades.

### CCT Color Control for LED Fixtures

With the increased development of LED fixtures by leading manufactures like Color Kinetics, many are now offering LED fixtures with 4 or 5 colors. A standard 3 color LED is Red, Green and Blue. A 4 color will add White or Amber and a 5 color will add both White AND Amber. With the additional colors, additional control is needed for intuitive operation. A 5 color LED will be mapped across two pages of color control. The first page will be the same as a 3 color LED, (Color Space, Color A, Color B and Color C). If you are in the RGB Color Space, then this will be RGB, if in the CMY Color Space, then this will be CMY and so forth. Once patched and selected, there will be a second page of color parameters. Just press the *Color* hard or soft key to change pages. On the second page of color parameters, there is an option called *Color Mode*. Placed in the *Direct* option, you have direct access to the Amber and White parameters of the fixture as shown below...



However, when you change the Color Mode to the *CCT (Color Corrected Temperature)* option, you now have an abstract parameter that controls color temperature using the Kelvin scale.



With CCT, the fourth encoder (or S4 and the level wheel on a non-encoder desk like the Classic Palette) allows the color temperature to be changed from 1500° K to 9500° K. So now, in a very intuitive and designer friendly manner, the PaletteOS's Universal Attribute Control will allow the designer to request an LED to mix to Rosco 33 at a 3200° K temperature. The pop up list (shown at right) will appear by clicking on the CCT parameter on the far right. However you can just roll the indented encoder where every click will advance the color temperature by 100° K. Spin clockwise for a higher Kelvin and spin counterclockwise for a lower Kelvin. Perform this Kelvin selection as well as use the softkey *Text Match* to assign a gel color by manufacturer and you are programming intelligently!



### Blind Update Options and Changes Made to Blind Subs go Live

Increasing functionality for the Television studio market, our Blind Update options allow the user to choose between *Manual* (allows the user to update blind changes manually), *On Leaving* (allows the software to update blind changes when you leave the item that is being displayed) and *Immediate* (allows the changes to be stored as soon as the changes are made). Additionally, any change made to a live submaster in blind (when Blind Update is set to Immediate) will send the changes to the live submaster immediately. No refreshing of the sub's handle is necessary.



### Printing

Printing has been greatly enhanced. From the *File* pulldown menu, select *Print to Pdf* and the dialogue box appears to choose the selected list to print. Printable options are...

- Cue Content
- Cue List Summary
- Fixtures Not Used
- Fixtures Used In Cues
- Hardware Setup
- Look Content
- Look Page Summary
- Patch By Fixture
- Patch By Output
- Patch Routing
- Show Information
- Show Options



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### Time On Submasters

Time on Submasters is now available. Record a submaster. Then go into the Looks display by clicking on Looks or by typing *SHIFT LIVE*.

Number	Name	Status	Look Type	Bump Mode	Action	Up Time	Down Time
1		0%	Additive (HTP)	Bump Momentary		3	10

If you don't see the columns labeled "Up Time" and "Down Time", then place your cursor over any column heading and right click. From there you can add a check to the columns that you want visible.

- Bump Value
- Look Type
- Priority
- Input
- Bump Mode
- Radio Group
- Bump On Time
- Bump Off Time
- Action
- Up Time
- Down Time

### Busking Submasters and Palettes

Busking Palettes on LightPalette VL and Palette VL just got a whole lot easier with the addition of a new button action called Bump. This gives the ability to access all look pages (subs or palettes) as Bump buttons on the LightPalette VL's Century Array or Palette VLs 5x5. Just set the appropriate bank with the appropriate look page and set the button action to Bump.



### Running Macros from the Command Line

Macros can now be run from the Command Line using SHIFT 0-9 to run the first 10 macros from the Variables page. Just go to the Variables page and record a macro to Variable #1 through #10. These can be triggered from the Live screen by typing [SHIFT] [1] for Variable #1, [SHIFT] [2] for Variable #2 and so on. *Note: [Shift] [0] will trigger Variable #10.*

### PaletteOS controls Vision.net Presets

When using PaletteOS and Vision.net for connecting theatrical control and architectural control, there is now a macro command script called VNStartPreset( room, preset, rate). This allows the ability for a PaletteOS macro to trigger a Vision.net preset by defining the room #, the preset # and the rate (in seconds) at which it will run.

### Vision.net Submasters clone from Palette Submasters

When using PaletteOS and Vision.net, the Vision.net submasters can control Palette submasters. Just create a Variables page and set the Patch to be S1 for Submasters in Room 1. Just change the number in the patch to match the room number in which you want to connect. Now Submaster 1 on both systems will be controlled from either control system.



### Update a Running Cue without Interrupting Rehearsal

Updating a running cue now leaves the adjusted levels intact. The levels are no longer released to the old level allowing you to work faster with less interference to the production.

### Controlling a Lighting Rig from your Laptop just got easier!

Now PaletteOS can output a single universe of DMX from a laptop using the Vari\*Lite USB to DMX cable. No network node necessary!

### PaletteOS now support Windows 64 bit operating software

PaletteOS can now be installed on Windows 64 bit operating systems.

### Just for TV Studios....default the Live screen to the Looks Display

The Looks display can now be the default display for TV studios that don't use cue lists. Once you go to the Looks display and power down the desk, it will return to the Looks display that it was last displaying. Simple...intuitive...PaletteOS.

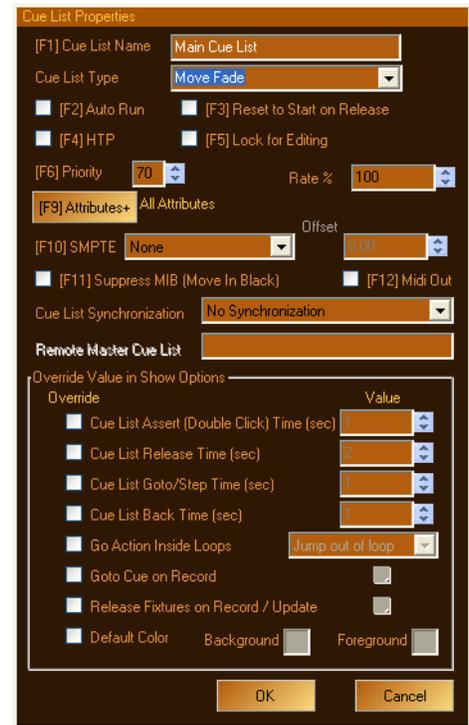
### Open Marquee show files directly in PaletteOS

You can now open Marquee show files directly in PaletteOS. Just select File > Open and make sure to set the "Files of types:" to either Marquee Show File (\*.mqs), Marquee Checkpoint File (\*.mqc) or Marquee Backup File (\*.mqb).

### Cue Type: Move Fade

Different programmers require different cue types to manipulate cue lists. We introduce a new cue list type called *Move Fade*. A Move Fade is a cue type that only affects the channels that have values stored in the cue. This will give you a very different response than a normal cue list. In a normal cue list, when you go to a cue, the entire rig will go to the stored state. So if channels have no information in that cue, they will go out. With a Move Fade, the cue will only affect changes to the channels that actually have an instruction within that cue. All other lights will remain unchanged.

For those of you that have run a manual preset board, think of setting up a general lighting look for a living room set in scene 1. Now for the next cue, you need to just turn on one light (the main actor will turn on a desk lamp). You could duplicate all the levels from scene 1 into scene 2 with the addition of the channel that controls the desk lamp but that would waste a lot of time setting that up as well as taking up scene 2. The easier way is to just add the channel that controls the desk lamp into the live scene...scene 1. This is a Move Fade.



Here is an example where one might use the Move Fade cue type. You are lighting a game show that has 3 different sets. I call them Set 1, Set 2 and Set 3. Each set contains a different contestant. Depending on each contestant's responses to the game, the lighting state will need to change for each set independently of the other. You need a red state, a blue state and a white state for each set. I like to use this format, Cue 11 will be the red state for set 1. Cue 12 will be the blue state for set 1. Cue 13 will be the white state for set 1. Cue 21 will be the red state for set 2. Cue 32 will be the blue state for set 3 and so on. So the tens digit indicates the set number and the single digit indicates the lighting state or cue number. With a normal cue list type, when you go to cue 21, since it only has the blue lights for set 2 recorded into that cue, the other sets will go dark. This is not the results that we are looking for. However, if you use a Move Fade cue type, then going to cue 21 will only affect the lights that have information in the cue and that is the channels that control set 2. So any lights that are on for set 1 and set 3 will remain unchanged.

Happy programming from the console team at Strand Lighting and Horizon Control.

### Full List of PaletteOS Changes

For a full list of changes to PaletteOS 10.8.1 please see the information below...

#### Palette 10.7.10 2010/08/23

- [180]FIXED: Add \*.MQS to File Open menu
- [185]FIXED: File->Enable Outputs causes loss of QWERTY focus
- [186]FIXED: Change Blind Update behavior hardware setting to include 'immediate'

#### Palette 10.7.9 2010/08/18

- [181] FIXED: Slave cue lists MIB early resulting in unintended live moves

#### Palette 10.7.8 2010/08/04

- [168] FIXED: SSF Effects loaded as cues and looks do not have correct step timing
- [174] FIXED: engine does not exit with UI exit when Dual DMX connected
- [179] FIXED: Intensities in ML att grid may be rounded differently than the channel grid
- [4] FIXED: HC.SystemRestart and HC.SystemShutdown refinement
- [69] FIXED: Runtime error 52 when color picker is selected on a PC used as a Remote Console
- [78] FIXED: if you do a filtered record of a cue (not look) don't release recorded deltas
- [165] FIXED: knockout of intensity value to live look not working on command line
- [169] FIXED: SSF import of multi part cues imports 0 for intensity in part > 1
- [170] FIXED: SSF import of intensities should never reference palettes or groups
- [171] FIXED: SSF Import may import intensity at full for lights with color mix at 0
- [172] FIXED: Print PDF dialog empty and can not print
- [175] FIXED: First hide of title bar causes run time error 52 on remote systems
- [176] FIXED: First hide of title bar causes delay of 5 to 30 seconds

#### Palette 10.7.7 2010/07/07

- [78] FIXED: if you do a filtered record of a cue (not look) don't release recorded deltas
- [89] FIXED: Can't assign effect to Color on a Scroller Dimmer
- [103] FIXED: VLX Attribute grid does not show CONTROL values
- [126] FIXED: REC [switch view] REC results in erroneous record
- [130] FIXED: DMX Input command line does not like x.y input
- [134] FIXED: Century array should be in palette mode on start.
- [135] FIXED: HC.ButtonWingButtonPress script off by one (CenturyArray 2.1)
- [136] FIXED: add S patch option in Variable Patch to listen to VisionNet v3 channel sliders
- [137] FIXED: Remote Hardware Engine does not shut down
- [138] FIXED: With USB hardware and no channel key output is not enabled for 7 channels

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- [148] FIXED: Ensure virtual Look Page Master is reset to 100% after running Chase FX from handle
- [150] FIXED: Halted Follow Cue does not follow
- [152] FIXED: Busking Backwards Broken
- [153] FIXED: From DB: deleting of active looks leave looks active perpetually
- [154] FIXED: virtual cue list masters at zero after load of show with Looks On Playbacks checked
- [155] FIXED: 5x5 Popup [Edit] [S10-NewEffect] not working after predictive text acceptance
- [156] FIXED: stop logging Buffering Key in system log
- [159] FIXED: disable remote console from driving main's OS functions
- [160] FIXED: SHIFT + Intensity Wheel should be <1%
- [161] FIXED: SHIFT + Intensity Wheel when nothing selected should scroll grid

### Palette 10.7.6 2010/06/09

- [128] FIXED SHIFT + 0-9 Does not trigger macros.
- [129] FIXED Rec Minus Sub record regardless
- [131] FIXED make VN slider 0 come in as Variable 1 vs Variable Nul (or Variable zero)
- [132] FIXED add VNStartPreset() command and script

### Palette 10.7.5 2010/06/03

- [107] FIXED: Equal priorities on captured and looks do not LTP
- [100] FIXED: Priorities not working on LTP (or HTP) Look Busking
- [127] FIXED: Output X @ @ does not capture outputs at full.
- [119] FIXED: SMPTE skips events if many cues scheduled to the same time
- [120] FIXED: HTP look busking broken
- [121] FIXED: On GOTO Attribute wait times cause a fade to default values
- [122] FIXED: Look # thru Look # Subpage # Delete crashes
- [125] FIXED: Down fades on looks may snap at 0 always

### Palette 10.7.4 2010/05/25

- 4 FIXED: HC.SystemRestart and HC.SystemShutdown will not work on Vista consoles
- 99 FIXED: Update Delta of Look not working when sub is active
- 101 FIXED: loading a look with FX does not load the FX
- 112 FIXED: Conditional Encoders incorrect if cue active under manual entry
- 113 FIXED: Update live not working on ints of fixtures with FX
- 114 FIXED: SHIFT + Century should not select in Bump Mode
- 115 FIXED: Century LEDS should reflect Bump State in Bump mode
- 116 FIXED: Log rotation -- file size limiting causes infinite loop
- \*\* Add support for VL usb to DMX adapter in OLE
- \*\* Add support for 64 bit windows systems

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### Palette 10.7.3 2010/04/07

- 83 FIXED: CRASH Update may cause crash after assert

### Palette 10.7.2 2010/04/06

- 4 FIXED: HC.SystemRestart and HC.SystemShutdown will not work on Vista consoles
- 61 FIXED: Update of a running cue results in a release to previous values.
- 22 FIXED: Update range of cues Cue Only stopping at active cue.
- 38 FIXED: Recording a cue selecting NO ATTS and the +POS doesn't work.
- 39 FIXED: x @ S5 is not the same as x @ POS (on PVL and LP)
- 41 CNR: After look update in looks blind: Update in Live alters look
- 70 FIXED: Remove Redundant Data changing ART
- 71 FIXED: Encoder popups for large-range attributes may not have sensible values
- 72 FIXED: Record type MKeys incorrect for cue recording
- 73 FIXED: Large Shownet Routes to non-universe boundary netslots result in some stale data
- 75 FIXED: Record Block Cue List is blocking tracked values at 0
- 77 FIXED: ALQ should support all delimiters listed in the ALQ spec.
- 80 FIXED: Exclusive Subs being pulled into LIVE records (even with -Sub selected)

### Palette 10.7.1 2010/03/14

- After Record/Update Live different GO vs ASSERT behavior
- Improve Lua Print capabilities and develop default reports.
- Add registry option to make looks display default.
- Demo mode only generates output for 5 seconds
- Master slave cue list broken
- Add the ability to assign time to look sliders
- Keys lagging after restart on LightPalette hardware
- Encoder acceleration too fast
- Add Move Fade cue list type
- Change placement of looks on playbacks to > last hardware sub
- Change initial startup timing for initial read of I2C EEPROM
- Clear loaded item when switching between blind and looks blind
- Log information about network connections on startup
- Marking fades should use timing from Part Z instead of MIB
- Add Calibrated color temperature to RGB + AW color mixing
- Move RGBA, RGBW, RGBAW fixtures to root of fixture type dialog

### Palette 10.6.7 2010/05/04

- Add support for Vari Lite USB DMX Programming Cable as output device for OLE
- Add installer support for OLE on 64 bit Windows Vista and Windows 7