ILLUSION SOFTWARE RELEASE NOTES

1. Introduction

This document describes the new or improved functionality, user interface modifications and bug fixes which have been implemented in Illusion Software Release 7.0.

2. DMX Output and DMX Patch Screen Changes (# 4354)

The colour coding has been improved on the DMX Output and DMX Patch screens to distinguish between increasing and decreasing output values as defined in the table below:

Status of DMX Output Channel	Background Colour
Unpatched	Grey
Patched – Value Increasing	Green
Patched – Value Static	Yellow
Patched – Value Decreasing	Red

3. Fade Status Bar – Playback X (# 4456)

The current and next memory numbers in the Playback X section of the Fade Status Bar are now updated when the transition to the next memory is <u>complete</u>.

4. Changing Memory Type In Cueline Bug (# 4458)

In the <u>Cueline</u> screen, change a programmed scene memory to a multi-part scene using the Edit popup window and save. Memory is now displayed as a multi-part scene on the Cueline screen. Right click on part 1 of the memory and edit live or blind the channel data and save the changes – the memory changes back to a scene. This bug has been fixed.

5. Fade Times Clearer (# 4478)

Leading zeros have been removed from delay, fade and dwell times to make them clearer on the monitor screen (eg 3 seconds is now displayed as 3.0 rather than 00:03.0). This applies to the Memories screen, Submasters screen, Desk Setup – Desk Defaults screen and Transfer Window.

6. Memory X Go (# 4484)

The MEMORY X GO command now works from the Setup, Submasters, DMX Outputs and DMX Patch screens as well as the Memories and Cueline screens.

7. Previewing Multi-Part Scenes (# 4489)

When previewing <u>a part</u> of a multi-part scene memory, there are two new soft buttons in the CDW header labelled *Previous Part (<)* and *Next Part (>)*. Clicking on these buttons lets you preview the previous or next part of the memory, without having to close the CDW. Unprogrammed parts of the memory are skipped over. The left and right cursor keys on the front panel and external keyboard are mapped to the *Previous Part* and *Next Part* soft buttons respectively.

8. Transfer Window (# 4496)

Pressing TRANSFER or F8 also performs the *Cancel* operation and closes the Transfer Window. The Cancel button is now labelled *Cancel (F8)*.

For consistency of front panel operation the following changes have also been made:

Copy Memory - Pressing COPY or F8 cancels the operation and closes the window.

Copy Submaster - Pressing COPY or F8 cancels the operation and closes the window.

Clear Memory - Pressing CLEAR or F8 cancels the operation and closes the window.

Clear Submaster - Pressing CLEAR or F8 cancels the operation and closes the window.

9. Load A/B Windows (# 4497)

Pressing LOAD A or F8 performs the *Cancel* operation from the Load Playback A Window. The Cancel button is now labelled *Cancel (F8)*.

Pressing LOAD B or F8 performs the *Cancel* operation from the Load Playback B Window. The Cancel button is now labelled *Cancel (F8)*.

If the Load Playback A window is open, pressing LOAD B swaps to the Load Playback B window and vice versa.

10. Transfer Window Mods (# 4501)

The *Current Memory Info* field has been removed from the Transfer Window.

The *Current Memory* field has been renamed *Submaster Contents* and now contains the text "Channel Data" or "Memory nn" depending on the contents of the submaster.

11. Desk Setup (# 4503)

A new soft button labelled *"Top of Page (F6)"* is provided in the Desk Setup Window header.

Clicking on this button or pressing F6 moves the cursor to the appropriate Desk Setup tab.

12. Cancelling Save Show (# 4533)

If a Save Show operation is cancelled, the show file is deleted from the floppy disk.

The F8 button also cancels this operation. The *Cancel* button is now labelled *Cancel (F8)*.

13. Loading Default Setup (# 4537)

This function now resets the Current and Next memories (Playback X) and the memory numbers loaded onto the A and B masters.

The F8 button also cancels this operation. The *Cancel* button is now labelled *Cancel (F8)*.

When the default setup has loaded, a popup window is displayed as feedback.

14. Channel Info Window (# 4539)

Unecessary punctuation has been removed and missing fields added to the Channel Info window.

15. Auxiliary Info Window (# 4540)

Right clicking on an Auxiliary number in the Fade Status Bar generates a new Auxiliary Info window on the monitor screen, allowing the user to see auxiliary information without entering Desk Setup.

16. Max Number of Duplicates Bug (# 4552)

The correct error message is now displayed if attempting to patch more than nine duplicates via the front panel or external keyboard.

17. Unpatching Channels Bug (# 4553)

The CLEAR button now unpatches the channel correctly.

18. Cueline Screen - Scrolling Up/Down Memory Stack (# 4632)

Stay Mode – When the user scrolls up or down the memory stack using the cursor keys, the Cueline screen now scrolls accordingly such that the selected memory (cue) is visible on the monitor screen.

Follow Mode – When the user scrolls up or down the memory stack using the cursor keys, to select another cue (memory), the Cueline screen automatically switches to **Stay Mode**, and then behaves as described above.

19. Illusion Logo on Monitor Screen (# 4635)

Illusion 120/240 - Original Illusion logo (no number) displayed in top right hand corner of screen.

Illusion 500 - New Illusion logo displayed in top right hand corner of screen.

The Super User screen now indicates the desk type (Illusion 120, Illusion 240 or Illusion 500).

20. Transfer and Copy – Submaster Shortcuts (# 4653)

The submaster PAGE UP, PAGE DOWN and flash buttons on the front panel can now be used as an alternative method of selecting a submaster when the cursor is in the *Submaster No* field in the Transfer Window and Copy Submaster window.

21. Pressing Go when Mid-Fade (# 4655)

Pressing the GO button when mid-fade between memories now fades from the current output values rather than snapping to the end of the current fade and then fading to the next memory.

22. Chase Speed Field (# 4659)

The *Chase Speed* field on the Memories and Submasters screens and the Transfer Window is now hidden when it is not applicable (ie when the Chase Drive is set to Bass or Manual).

23. Memories Screen in Follow Mode (# 4665)

When the Memories screen is in **Follow** mode - the current and next memories are now displayed near the middle of the screen rather than the bottom, so that the memories coming up are visible as well as those which have just gone.

24. Excluded Channels (# 4669)

Excluded channels are now excluded from the submaster solo operation as well as from output memories (ie if excluded channels are being output from channel data on a submaster and another submaster is soloed; the outputs of the excluded channels are **not** affected).

25. Colour Coding of Channels in Reports (# 4676)

The colour coding of the attribute and scroller channels in the Reports section of Setup has been removed so that all channel numbers appear in black text on the monitor screen.

F8 cancels the generation of a report; The *Cancel* button is now labelled *Cancel (F8)*.

26. Group Report (# 4678)

The *Groups* option has been removed from the *Desk Setup Report* and a new *Report Type* called *Groups* has been added to the list (after *Submasters*). The format and content of the *Groups* report remains unchanged.

27. Checking Product Code (# 4706)

The desk software and operating system now only checks the first 5 digits of the 7 digit product code in order to determine the product's personality. This is so that the last 2 digits of the product code can be used for packing/customisation options which do not alter the base personality of the unit.

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