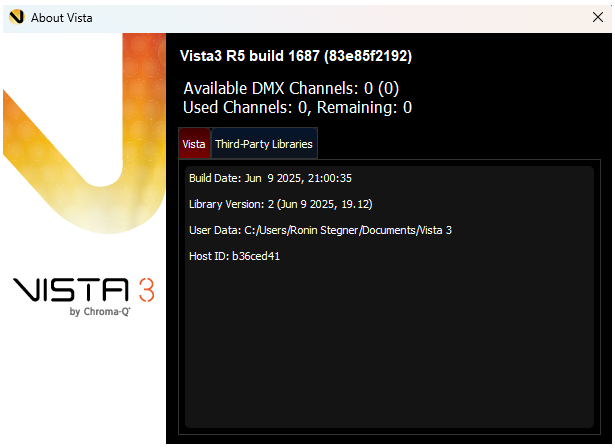
VX-1 Console Setup Guide

Vista 3 R5

STEP 1 | Guide Info

- Congratulations on your new VX-1 Console!
- This guide will walk you through unboxing, hardware hookup, network setup and basic operation.
- At the end of this manual, we will also show you how to set up more advanced features such as snapshots.
- Before unpacking the console, we will set up Vista.

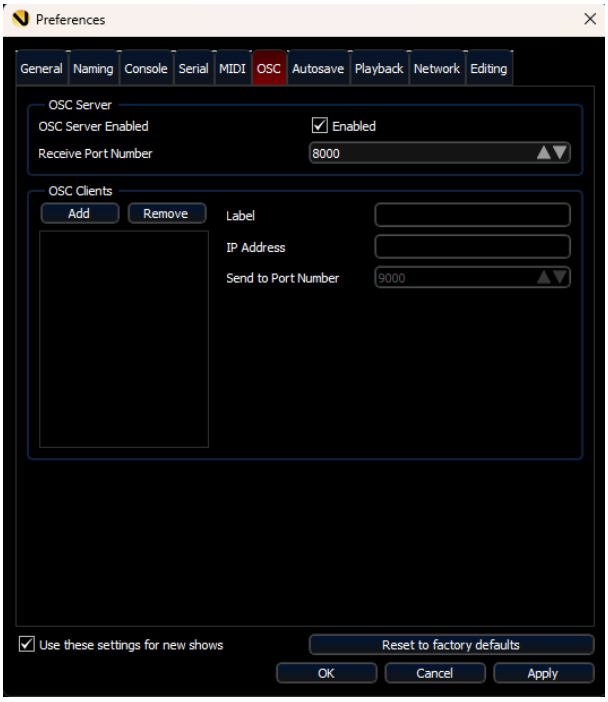
STEP 2 | Vista Version Check



- Open your current version of Vista.
- If on Windows:
  Go to Help -> About Vista
- If on Mac:
  Go to Vista 3 -> About Vista
- Verify that the current version of Vista is 3 R5 build 1687 or later.
- If it is any previous version of Vista, download the new version here.

ⓘ At the time of writing Vista 3 R5 is still in beta, but it is completely stable, and the final version is expected to release soon.

STEP 3 | OSC Vista Settings



- Go to File -> User Preferences and select the OSC tab.

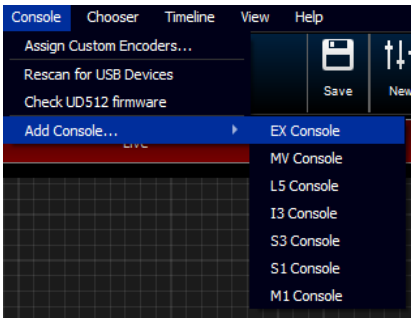
⚠ If you do not see the OSC tab that means you have the wrong version of Vista—verify the previous step.

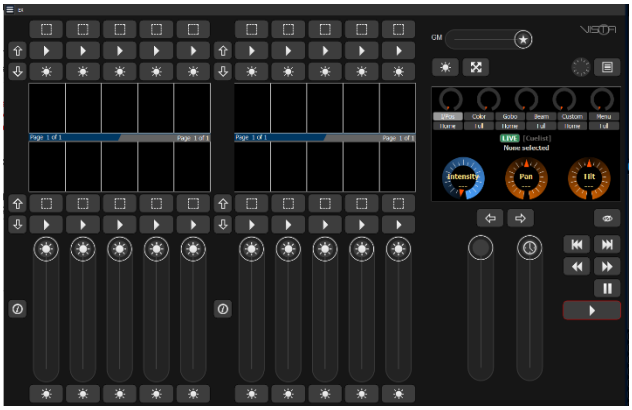
- Enable the OSC server and set the port to 8000.

ⓘ If something else on your network already is using port 8000 for OSC, change it now to another free port.

- Apply the settings and exit the dialog.

STEP 4 | Add an EX Console





- Currently the only console type supported is an EX console, so add one now in preparation for the connection to the physical VX-1 Console.

⚠ If you already have a real or virtual EX console as part of your setup, add another EX console and we will change the console number later on.

STEP 5 | What's in the Box

- What's Included:
  - VX-1 Main Console
  - Ethernet Cable
  - USB Type A to Type B (Firmware Flash Only)
  - USB C Power Cable and Power Supply
- Unpack everything now.

STEP 6 | Network Considerations

- To connect your console to Vista, both your console and the Vista application computer must be connected to the same network.

⚠ Connect the console to the same office/local LAN as Vista. Do not place it on the isolated Art-Net or sACN networks.

- For example, if your Vista computer uses an ethernet cable to plug into your local network through a network switch, you should also plug in the VX-1 console to that same network.

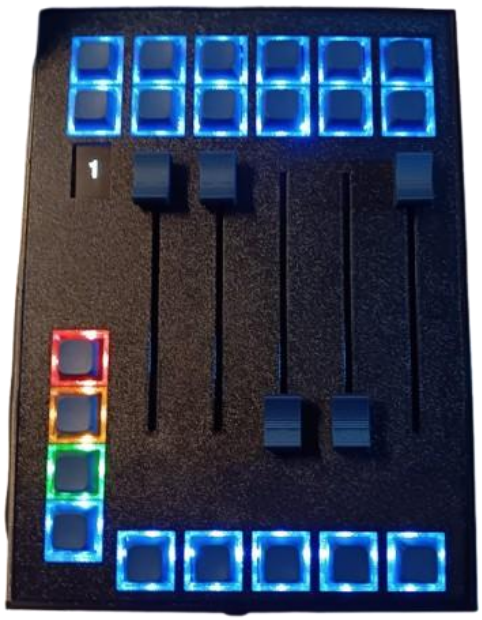
- Plug in the included ethernet cable into the console and connect the other side into your local network.

STEP 7 | Additional Connections

- Additionally, the console must be connected to power using the included USB-C power source.
- Prepare the power supply, but do not plug it in yet.

ⓘ The additional USB Type-B connector is only used for firmware updates; you can leave it disconnected for now.

STEP 8 | First Boot Up



- Plug in the USB-C Power now.

ⓘ In some cases, we have found that the USB-C port, although reversable, only works in one orientation, so if the console does not boot up directly after plugging in the power, reverse the connector.

- Verify that the screen turns on.

STEP 9 | Console Layout

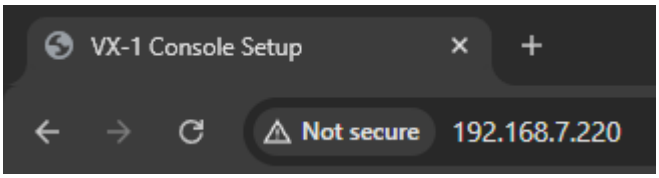
- The console is laid out very similar to an M1 or MV Vista console.
- It has 5 faders and 15 assignable buttons.
- It additionally has 4 modifier keys that are currently mapped to function keys 9-12.

ⓘ Currently sadly Vista does not support the modifier keys over OSC so they may not function as you would expect, but we would greatly appreciate if you could send this feature request to vistasupport@chroma-q.com, in order that it becomes a higher priority on their software development list.

ⓘ As soon as they release the functionality, we will release a new firmware version with the corrected button functionality.

- The screen displays the current page, fader values from 0-100 when moved and the current active console modifiers.

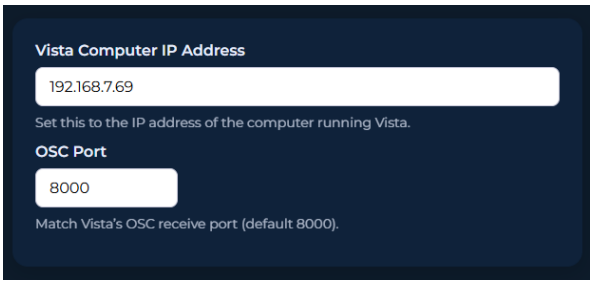
STEP 10 | Connecting to Vista



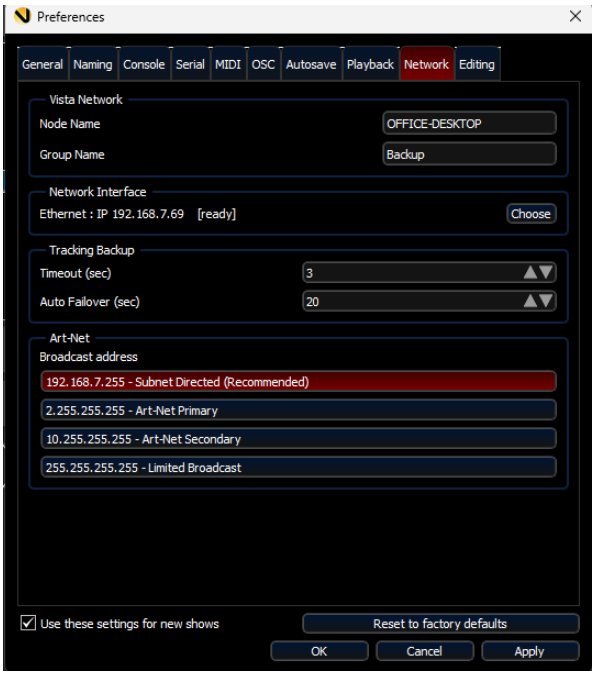
- By holding down both the red and blue modifiers at once the config IP address will show.

- Open any browser connected to the same network as the console and type in the IP address to access the console settings.

STEP 11 | CONNECTING TO VISTA II



- Set the console's IP address to the same IP as your Vista PC (for example, if Vista is 192.168.10.15, choose 192.168.10.15 for the console).

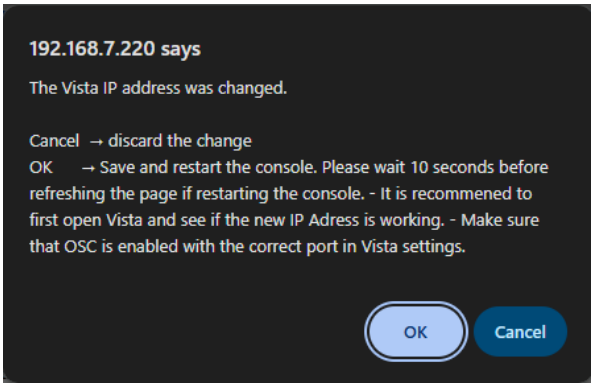


⚠ If you're outputting DMX using either Art-Net or Streaming ACN, keep in mind that Vista can only connect to only one network interface at a time. Please refer to Appendix IV for a solution now.

- If you do not know the IP address of your Vista computer, you can view it by going to File->User Preferences->Network

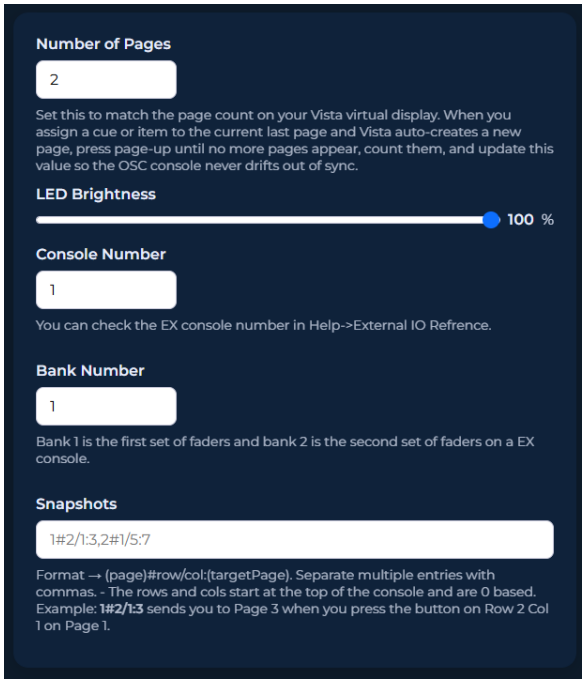
- Keep the OSC port the same, unless you changed the default in Vista in an earlier step.

- Then press the "Save All" button and a dialog box will appear prompting you to restart the console. Click Ok and wait until the console shows the page number again on the screen and refresh the page.



- Verify that it loaded the correct settings.

STEP 12 | ADDITIONAL CONSOLE SETTINGS



- Switch to the Console Tab.

- The first item to change is the number of pages. You should set this to match the page count on your Vista virtual display. When you assign a cue or item to the current last page, press page-up until no more pages automatically appear, count them, and update this value so the OSC console never drifts out of sync.

⚠ Never delete the last blank page in Vista, because when the last page is not blank, pressing page up in vista will result in a new page being created, resulting in the console and Vista being out of sync if someone presses up on the last available page.

⚠ Always update the page number count in this tab whenever you add new pages in Vista, or else the motorized fader page changing will become out of sync.

- If you had multiple EX consoles already in your show-file, now correctly set the console and bank number. For example, if the new console is the second EX console you have added in your show it will be the 2nd console.

- Additionally, to change the LED brightness, you can play around with the setting to get your desired brightness. The changes will only go into effect when you click on the “Save All” button.

- If you haven’t already saved the settings, do it now, and once they are saved. It is recommend to

restart the console by unplugging the power and plugging it back in to resync the Vista state, when changing pages, console or bank number.

ⓘ You can ignore the Snapshots and User features for now, it will be covered in an appendix.

STEP 13 | Testing with Vista

- After restarting, your console should now be connected to Vista!
- Verify that all the functions are working as intended.

ⓘ If the page count ever changes, always make sure to go back and update the console.

- If any bugs are discovered please report them in the GitHub repository (link).
- Also report any feature requests to the same repository, we will do our best to implement them.
- Please read the appendix I below.

Appendix I | Updating Firmware

- We will be constantly introducing new firmware for the board that will be released to GitHub.
- It is recommended that you update the firmware as often as the stable versions are released because new fixes and stability improvements will often fix any bugs that you may encounter.
- The first step is to download the latest stable version here. Download just the bin file that is below the release notes.
- Connect your console using the USB-B to USB Type A cable that is included in the package; It will show up as a drive.
- Simply drag the bin file onto the console. It will immediately transfer and restart.
- It is now running the new firmware! This can be verified by looking at the firmware version on the startup screen.

Appendix II | Snapshots

- If you are familiar with the snapshots feature in Vista you will know that it is possible to change the page of the console without using the page up and down buttons.
- This feature allows you to still use snapshots without the console page numbers getting out of sync.
- In the web interface under the console section, Snapshots can be added.
- The format is described in the web interface as well as examples.

ⓘ The only limitation is that the snapshots must be placed on a button of this console and cannot be applied virtually or through another console button. This is so that this console will know that the snapshot has been triggered so it can recall the correct page. (Another idea for a feature request to the Vista developers.)

- Any time you make a new snapshot update this configuration accordingly.

ⓘ Up to 25 snapshots can be placed in this field, separated by commas.

Appendix III | Serial Number

- The serial number can be seen on the startup screen next to the firmware version number or on the bottom of the console with a silver sticker (number only).

- It follows this format: (console name) + - + (year) + (console number)
  The console number starts at 0000 and represents the number manufactured. (e.g. 0003 would be the fourth console ever manufactured)

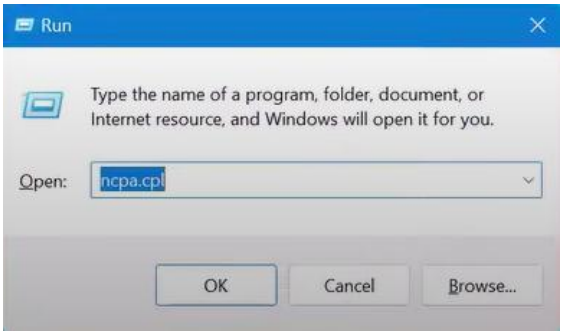
- Example: VX1-250001

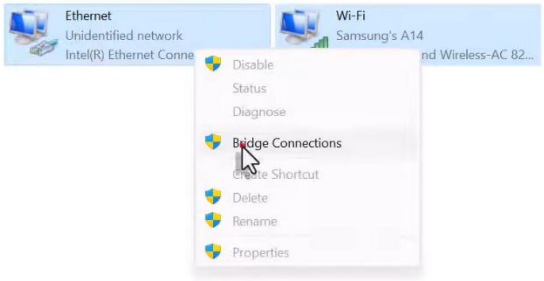
Appendix IV | Multiple Networks on Vista

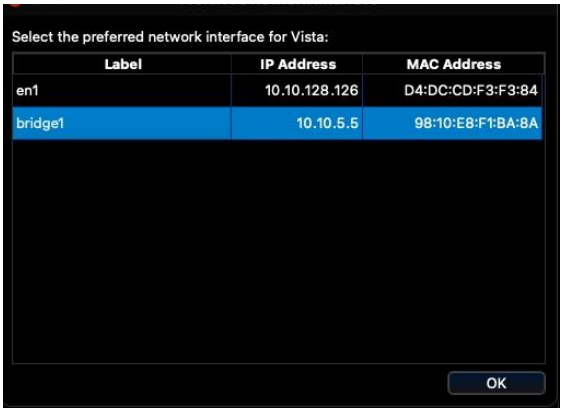
If you want to use both a hardwired connection for your local network and outputting dmx, it will be necessary to purchase a USB to ethernet dongle, so both can be connected to your computer, assuming your computer only has one network port.

- In both cases in order for both the DMX output to work and the OSC commands to be received by Vista, both networks must be connected in the Vista preferences.
- Vista only allows one given network to be connected in its preferences at any time, so it will be necessary to take a few steps to merge the networks.
- If you are on Windows skip to appendix V now.
- If you are on Mac skip to appendix VI now.

Appendix V | Windows Network join

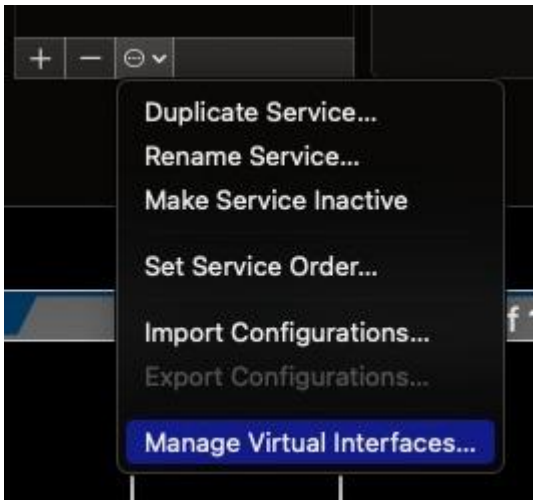


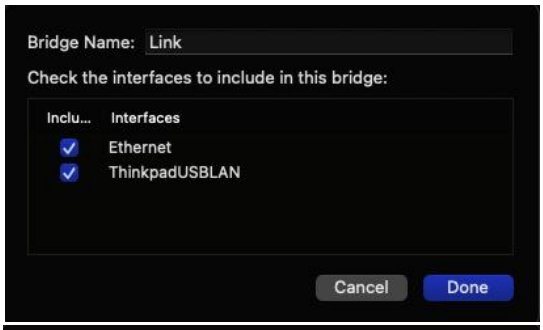


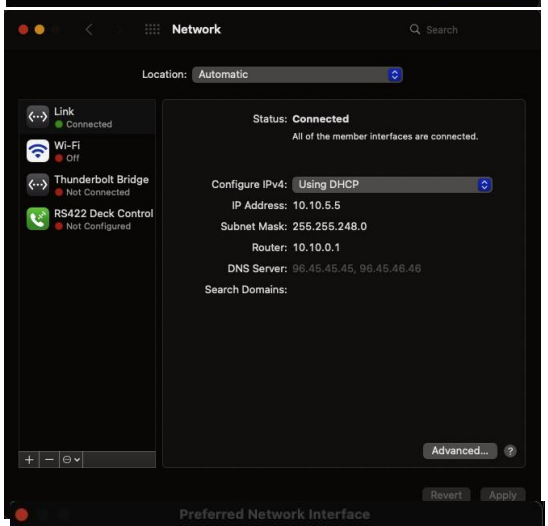


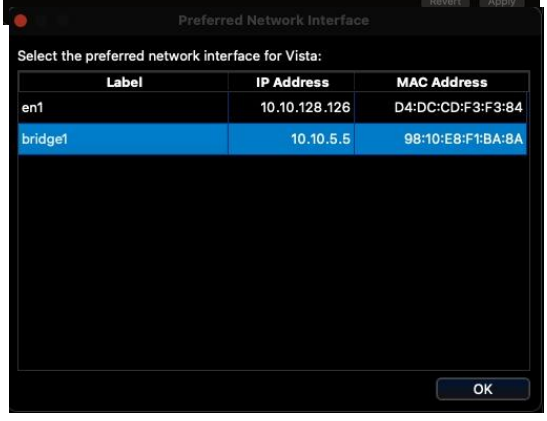
- Press Windows+R to open the run dialogue.
- Type ncpa.cpl
- Use ctrl+click to select both of the connections
- Right click on one of the selected connections and select bridge connections
- The new bridge network should now show up in Vista, select it and restart the software.
- Return to step 11 now,

Appendix VI | Mac Network join









- Go to the network settings window on Mac.
- Verify that both your local network (ethernet via USB) and your lighting network(ethernet) show up and are connected.
- Click on the circle with dots and click on the manage virtual interfaces menu.
- Create a new bridge and include both network interface connections. Name the bridge accordingly.
- Verify that the two networks are now merged into a single network.
- The new bridge network should now show up in Vista, select it and restart the software.
- Return to step 11 now,

Appendix VII | Error Codes

- There are currently only two error codes on the console that will show up in red text.
- Error: Network Not Connected

ⓘ This means the console was turned on when a network was not detected. After one is plugged in the error will go away.

- Error: Network Not Compatible

ⓘ This means that the network that it has plugged into has not assigned a DHCP. This can happen if attempting to plug into a lighting network rather than a network with a router.